

THE HUN AT THE GATES

Rules and Guidelines for Play



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I. Introduction

The Hun at the Gates is a fast-play system for running tactical-level games set in the early days of WWI, before static trench warfare became the norm. The battles on the Western Front in the early days of the war are a primary candidate for such tabletop actions, up through the "race to the sea." In the Balkans and the Eastern Front, this system covers a longer period. Warfare in the East arguably remained more mobile than that in the West, and the system is useful for the Balkan Wars of 1912 and 1913 as well as the later conflict. On the Western Front, there is a clear point where the stalemate set in, and warfare became static. This is less true on other fronts - this system is not designed to simulate the kind of siege-like warfare of the static fronts, but will be useful for any other more-mobile actions.

Some typical low-level organizations are provided here, as a useful place to start. These varied a great deal, however, so what we offer here is really just a jumping-off point.

The Great War has become an increasingly popular period for miniatures wargaming. While late-war actions allow for some interesting games, it is still the early war, with its more-colorful uniforms, mounted cavalry, and heightened mobility which is perhaps best-suited to the tabletop. Today there are several excellent lines of 28mm figures available (i.e., Great War, Empress), as well as fine options in 15mm (i.e., Khurasan) and 20mm (i.e., Early War Miniatures) which are suited to this part of the conflict (to name just a few, and only metal - plastics are also available, to match virtually any budget). As gamers, we are spoiled for choice!

This system is designed to support three styles of play: the first is a traditional competitive battle-game format, with each side being run by one or more players. In addition to this, there are two cooperative/solo play modes, where the players are all on one side, and the game app runs either the defending forces (with players on the offense) or the attacker (with players defending). These latter two modes are best played with a game master, and are well-suited to remote play with cameras over platforms like Zoom.

The game is designed for player forces of anywhere from a couple of sections to a full company (for a very large game), depicted at a 1-to-1 scale. Machine guns should be present, but not in large numbers, and artillery likewise, firing over open sites on the table (a fairly common occurrence early in the war). Thus, the game requires no more than 30-40 miniatures as a minimum, to provide small forces on both sides. It can be played without modification in 15mm to 28mm scale, with individually mounted figures. (For smaller scales, multi-figure bases and halving of all distances would be appropriate.) A large table is not needed for games: a full-sized wargames table is perhaps best, but enjoyable games can be played on a 3-foot x 3-foot table or similar.

The Hun at the Gates employs paper-and-dice mechanics, but supported by the use of a game app, which will run on any hand-held device or computer which has a javascript-capable web browser. There is a good reason for this. Too often, dice games distort historical probabilities because the modifiers available for different effects must all be expressed in pips of the dice, which is something of a blunt instrument. (To put this in perspective, any given modifier must alter hit probabilities by 16.6% as a *minimum* on a d6. Do this a few times for a single heavily modified roll and you can end up with a massive distortion.) In order to capture smaller-but-still-significant relative differences, the game app calculates an actual percentage, and then generates a chart on which players roll to hit/kill, unique to the situation and expressed as closely as possible to the needed probability with a "to-hit" roll and a "save" roll. While this does not remove all distortion in probabilities, it does reduce them to a bare minimum (around 3% at worst).

Once you become used to using the app, instead of paging through rule books and charts, you will find that it not only speeds play but keeps the table less cluttered. Nuanced effects like the difficulty of shooting a running target, as opposed to one who is motionless, can be easily captured. The device allows these modifiers to be calculated without doing any math in your head, as well!

Perhaps more important, when players cannot pre-calculate every modifier, they are forced to play the battle, rather than the rules system. The game app allows the calculations to be more realistic, even while it allows for a "fast-play" feel. Add to this the ability to play in cooperative/solo mode, with an element of uncertainty, and you will find that *The Hun at the Gates* is a bit different from other rules systems for this period. We hope you enjoy it in the intended spirit!

△ II. Game Scales and Equipment Needed for Play

The Hun at the Gates is a game of small-unit actions, depicting combat between detachments of soldiers numbering from a dozen or so up to a hundred soldiers or more. Each figure is an individual soldier. Each inch equals approximately 12 yards, and a turn represents a minute of elapsed time. Terrain as modeled on the tabletop represents exactly what is there - line of sight and similar considerations can be determined in reference to the tabletop without applying any rules other than what can be seen.

Equipment needed for play includes ordinary six-sided dice, rulers and/or tape measures in inches, a template/protractor ruled off in 45-degree segments (measuring 45 degrees and 90 degrees is needed), markers for indicating disorder (casualty figures are good, chits may be used) and wounded figures (small chits), and one or more devices capable of running the game app (this runs on any computer, tablet, or smart-phone with a browser which is Javascript-enabled.) Because the app is used strictly as a tool for looking up probabilities, as many players as wish may run the app simultaneously without affecting play. In larger games, markers for tracking which figures are running/galloping or crawling/prone, and which units have already acted may be useful (chits can be used for these).

As with all miniatures wargames, figures and terrain are required. (See the next section for more information about figures.) *The Hun at the Gates* is designed to be played with 15mm to 25mm/28mm miniatures - other scales may be used by adjusting the distances if desired (use centimeters instead of inches for smaller scales, or halve all distances and measurements; double all movement, ranges and other distances for larger scales, etc.)



BEF veterans approach a bridge held by the Germans in September of 1914.

△ III. Figures, Troop Types, and Units

All figures in *The Hun at the Gates* are individually mounted on round or square bases 25-30mm across (for 25/28mm figures - 15mm figures would use smaller bases). Cavalry bases will be twice as deep as those used for figures on foot. The exact size of bases is unimportant, and multiple-figure bases may be used if desired (mark off dead figures as required). For crewed weapons such as machineguns and artillery pieces,

crew may be mounted on the same base as their weapon (again, dead figures should be marked).

Figures will be given a quality rating of "Civilian," "Conscript," "Soldier," "Veteran," or "Officer/Elite". Civilians are individuals with little or no training in the arts of war. Conscripts are soldiers with no experience and little skill. Soldiers are trained military men/women who are competent. Veterans are highly-trained soldiers or those with battle experience, and will include most guards formations. Elite soldiers are highly-trained, experienced soldiers of exceptional quality. (This category will include most character figures and officers, although these may be given a lower rating by scenario as desired).

Some soldiers will have exceptional skills. Those who are expert shots will be deemed "sharpshooters" (typically light infantry formations such as French chasseurs-a-pied, but sometimes line troops such as the regular infantry of the BEF). Figures trained as medics will be allowed to perform healing actions on wounded figures. Signals units equipped with heliographs, radios, and similar will be able to call for supporting fire. Musicians and standard bearers (standards were still carried into battle in some armies, including the Germans but not the British) can have an influence on unit morale and (for musicians) in communicating commands in the field. The skills/figures listed here should be assigned by scenario.

Troop types define what weapons, training, and equipment different figures will have. There are several different classes: infantry will generally be armed with rifles (officers may carry sword and pistol instead). Cavalry will be mounted (both mounted and dismounted figures should be provided) - they will be armed with swords and pistols, and may also have lances and/or carbines, depending on their type. (Most cavalry was equipped with carbines or rifles - the British intermediate-length SMLE is classed as a rifle, due to its effective range, but most other nations' cavalry carried carbines.) Machinegun crew will often only carry pistols, although they may also have rifles/carbines. The same is true for artillerists. Headquarters troops may be variously equipped, including those with heliographs and/or field telephones. Such equipment often requires a team of figures, which may be mounted singly or together on a single base (with casualties marked as they are taken). Field medics will often be either unarmed or equipped only with sidearms (typically a pistol), but will have the skills to heal the wounded.

During this period, almost all cavalry was expected to perform dismounted service as the philosophy of mounted warfare started to change. It was also the case in many armies (German, British) that all types of mounted troops sometimes carried the lance, and were trained in its use. These details are left up to the scenario designer, based on available figures, etc.

The major difference between horse artillery and foot artillery was in the way in which the crews were expected to maneuver in battle, with horse artillerists all riding into battle on horses, and with larger teams for their caissons. Sometimes their artillery pieces

were also lighter in weight. Machine guns were sometimes also mounted for use in "horse" configurations when attached to cavalry units. Machine gun units would typically match whatever unit they accompanied.

For game purposes, any limbered gun or machinegun configured for cavalry (in a cart) will be considered mounted transport for play (this applies also to armored cars and other motor vehicles: see below for more information on these types of vehicles).

Figures are organized into units. Units consist of one or more figures, one of which is typically an NCO (headquarters units being the exception). Headquarters units may contain musicians and standard bearers, as appropriate, but will always have at least one officer among them. Typically, there will be around a dozen figures of a single type in an infantry unit, and 6 or more cavalry figures of a single type (see the section on unit organizations, below). Crewed weapons act as individual units, and have their weapon and 3 to 5 crewmen, one of whom would generally be an NCO or officer.

Officers may function as units in their own right, or as figures within a unit, and may join or leave any unit under their command during their own movement by simply joining it on the tabletop and declaring their status.

Units are important in the game because they act together and will remain together as a group on the battlefield. When a unit must check morale, it will pass or fail as a group, and for this reason having larger units lead by officers is an advantage.

A typical player force would be a platoon-sized formation (for cavalry, a troop), which might be supported by an attached machinegun team or section, an artillery piece and crew, a forward observer for off-board artillery fire, etc. A typical platoon is made up of three or four sections (or squads), and is commanded by a single officer. Each section is commanded by an NCO. If there are supporting units, it may be desirable to attach another officer from headquarters to help run the show.

This would translate into four or more units on the tabletop: the commanding officer, three (or more) sections, each crewed weapon, and additional officers (such as the forward observer) would each count as a unit.



Tommy Atkins advances against the Hun...

△ IV. Playing the Game

There are two styles of game: competitive play and cooperative/solo play. The major difference between these is the way in which initiative during the turn is determined. In competitive play, the two sides will dice for initiative; in cooperative/solo play, initiative is determined by the game app.

△ A. Sequence of Play

During the turn, each unit is allowed to have the initiative once, during which each figure in the unit may act. This is done using the following sequence:

Once the battlefield has been set up and player forces deployed according to the scenario, the game is conducted in a series of turns:

1. The winner of initiative selects a unit, and makes actions with all the figures in that unit. Each unit may only act once during the course of any turn, and all figures in the unit must act at this point in the turn, except as noted below. Figures are never obligated to make an action - they may choose to remain inactive for the turn.
2. If any other units are allowed to make actions in response to the unit with initiative (typically when charges are made, or in on-going melees) then those figures make their action for the turn. This may use the actions of only some figures in a unit - un-used figures may still make an action on their own unit's initiative later in the turn.

3. Any unit which has taken casualties (any figure killed, not just wounded or suffering mere scratches) must check morale, and the effects of morale are immediately effected.

When all units have used their initiative, the turn is done. Repeat the turn sequence until the game is complete, as per scenario victory conditions.

Determining Initiative for Competitive Play

In competitive games, each scenario should specify how initiative will be determined. There are three ways of doing this:

1. **Unit-by-Unit:** Each initiative is diced for, with ties being re-rolled. The winner may choose to act with a unit, or allow the enemy to do so. After each unit initiative, the next initiative is diced for. (This can be a fun style to use for smaller games.)
2. **Once per Turn, Alternating Units:** At the start of each turn, players dice for initiative, with ties being re-rolled. The winner may choose a unit to act, or allow their opponent to do so. After that, the initiative will pass back and forth between the sides until all units have had their initiative. (This can be a more even-handed way of dealing with initiative, because there is no chance of one side having repeated initiatives without allowing their opponent to respond.)
3. **Once per Turn, Alternating Sides:** At the start of each turn, players dice for initiative, with ties being re-rolled. The winner may choose to act, or allow their opponent to do so. The acting side will take an initiative with each of their units until all are done for the turn. The initiative then passes to their opponents, who do the same. If a more-even game is desired, you can roll once at the start of play and simply pass the initiative back and forth between sides. (This technique is well-suited to very large multi-player games, where it is desirable to have all the players on one side acting at once, and where there may be more than one GM simultaneously running the game app.)

For cooperative play, in either "Patrol Mode" or "Defense Mode," initiative is always determined by the game app, as described below.

Acting with Units which Split/Join during Play

Units may merge and split during play, so long as every unit has a leader among its ranks (an officer, character, or NCO). Splitting and merging may only be done when an initiative is used on the figures concerned. When a unit splits into two or more units, the splitting takes place, and one of the resulting sub-units will take the initiative and make actions. Other sub-units must now wait for their own initiative. When merging, the unit to be joined into another must use an initiative to do so, and be within 3 inches of the unit it is joining. The entire new unit may then make an action, so long as the unit being joined has not already acted during the turn. If they have, only the joining figures are allowed to make an action (joining their fellows), and the combined unit is done for the turn.

^ B. Using the Game App

The Hun at the Gates game app replaces the charts, cards, and rules which in a purely paper-and-dice game would be found in the rulebook. It functions as a primary reference to consult during play when looking up the scores needed for various types of die rolls, and for similar mechanisms such as determining deviation for ranged artillery fire. As much as possible, the experience of play is the same as with any other tabletop miniatures game. The rules in this guide are those which govern game play - the app, while necessary, is not the complete game in itself.

It should be noted that, unless stated otherwise, all die rolls are made with a single six-sided die (morale checks and some other actions require two dice).

The app does not record data on the status of any units or figures, nor does it require any networking between different devices. It functions purely as a calculator. Because of this, as many instances of the app may be used during the play of a single game as desired. It may be used by every player, or it may be used only by the game master(s). This is up to the players to decide.

For any given tabletop action requiring calculation, a number of the fields in the app will be required. These are detailed on a per-action basis in the *Actions* section below. Any fields not mentioned there do not need to be used when making that action. If incorrect information is supplied to the app, then it should be corrected and the calculation performed again. (Whether a re-roll on the player's part is allowed is left up to the players to decide.)

When using the app, the *Actor* field is always the one who is performing the action, or making the test or check. The target is the one being acted upon - other fields are descriptive of (usually) the Actor, unless they specify (or obviously apply to) the Target. Thus, for example, when firing at another figure the *Cover* field describes the Target's condition, not the cover from which the Actor is firing.

^ V. Actions

The following list of actions describes what each action represents and specifies whether it is a group action or an individual one, and which fields are relevant on the game's interface when taking that action (fields not mentioned need not be specified - their settings do not matter). Group actions may be made at one time by one or more figures in a unit or sub-unit, using a single die roll. In some cases, the group will be the entire unit, as in the case of morale checks. Individual actions are those which require a separate die roll for each figure (even though needed scores will only need to be looked up once for all figures with the exact same settings in all relevant fields).

When an action is taken by a group, a single roll is made for that group and all figures in the group are subject to the same outcome. For individual actions, each figure rolls for

the outcome separately. In general, combat actions are individual, and movement actions are done in groups.

Each figure in a unit or sub-unit using an initiative will be allowed to make only a single action, except in the case of charges (see below) and moving fire. No figure may make more than a single action in any given turn, the exception being tests/checks (morale, MG fire, blasts, out-of-command, etc.). In some cases, the actions available to a figure may be restricted by the command control status of the unit (actions are limited for units which are out-of-command - see below). Other actions are prohibited or allowed based on type of figure or skills, as provided by the scenario.

Recover/Stand/Rally/Load: This action is used by figures which need to recover (an exceptional activity used by scenario), have a status of Wavering after failing a morale check and need to rally, or who are using weapons requiring load actions (MGs and artillery when insufficiently crewed). None of these actions requires a roll (or the use of the interface) other than Rally, but the option is provided for informational purposes. When rallying, the Actor field is the only one which is required - the action is always performed by the unit as a group, and involves all figures. General with Unit, Musician with Unit, and Colours with Unit check-boxes should be used as applicable. When a musician figure is playing, this should be indicated by the player - it may count as a Stand action (alternately it may be an Advance action if the musician moves while playing, which is allowed).

Advance: This is normal, upright movement in any direction or combination of directions. It may be performed by a group of figures. This action may be combined with a fire action, but the fire will be performed separately and individually as moving fire. The fields which must be filled out for an Advance action are the Actor field, and the Actor Mounted check-box if applicable. When a musician figure is playing, this should be indicated by the player - it may count as an Advance action (alternately it may be a Stand action if the musician does not move; musicians may not play while running/galloping or crawling).

Run/Gallop: This is rapid, upright movement (running on foot, galloping if mounted) in any direction or combination of directions. Fire is not permitted when running or galloping. It may be performed by a group of figures. The fields which must be filled out are the Actor field, and the Actor Mounted check-box if applicable.

Charge: Charges represent the determined attack of a group of soldiers intent on coming into hand-to-hand combat. The charge itself is made as a group, but it triggers an immediate series of actions which will be made separately, some of which are individual actions (See Charges and Melee, below). The Actor field is required, as is the Actor is Mounted check-box if applicable. (Different fields are required for subsequent actions, as appropriate to each action performed.)

Crawl/Take Cover: This action represents slow movement in a prone position, or taking cover in otherwise open terrain (figures automatically take cover when in soft or hard cover or fortifications). Mounted figures will dismount before performing a crawl move (this does not require a separate action). Fire (as moving fire) may be performed while crawling. This action may be performed by a group, and requires only that the Actor field is used.

Fire Pistol: Pistol fire is short-ranged (9 inches max). This action is always performed as an individual action, requiring the Actor, Target, Cover, and Range fields are specified, and the check-boxes for Actor/Target Mounted and Sharpshooter are checked if applicable.

Fire Carbine: Carbines (similar to rifles, but with a shorter barrel, often used by mounted troops and sometimes light infantry) have a range of up to 36 inches. This action is always performed as an individual action, requiring the Actor, Target, Cover, and Range fields are specified, and the check-boxes for Actor/Target Mounted and Sharpshooter checked if applicable.

Fire Rifle: Rifles are long-ranged weapons, and have no practical maximum range on the tabletop. This action is always performed as an individual action, requiring the Actor, Target, Cover, and Range fields are specified, and the check-boxes for Actor/Target Mounted and Sharpshooter are checked if applicable.

Fire MG: MG fire is long-ranged, and has no practical upper range limit for tabletop purposes. It is always performed by an individual - the area covered by MG fire must be specified (intensive fire over 45 degrees, or broader fire over 90 - this may be affected by Wound status and crew size - see below). All eligible figures within the arc of fire must test versus MG fire (see action below). Only the Action field is needed for this action - everything else is accounted for in the test versus fire.

Fire Artillery: At least two crew members must make this as a group action (one individual can load and fire separately if necessary, but these will be separate action, requiring two actions for each firing). The range field must be set for this action.

Throw Bomb: This is always made as an individual action, and is restricted to those figures carrying bombs as specified by scenario. A bomb may be thrown in any direction, up to 6 inches. The Actor field must be specified.

Attack with Sword: This action is an individual action, involving attacking an enemy in combat contact with a sword or similar personal weapon. It requires the Actor, Target, and Cover (any cover enjoyed by the target) fields to be completed, and the check-boxes for Actor/Target Mounted, and Attacker Charging to be filled as applicable.

Attack with Lance: This action is an individual action, involving attacking an enemy in combat contact with a lance from horseback. It requires the Actor, Target, and Cover (any cover enjoyed by the target) fields to be completed, and the check-boxes for Actor/Target Mounted and Attacker Charging to be filled as applicable.

Attack with Bayonet: This action is an individual action, involving attacking an enemy in combat contact with a bayonet (or spear). It requires the Actor, Target, and Cover (any cover enjoyed by the target) fields to be completed, and the check-boxes for Actor/Target Mounted, and Attacker Charging to be filled as applicable.

Attack with Dagger/Club/Improvised Weapon: This action is an individual action, involving attacking an enemy in combat contact with a short-bladed weapon such as a dagger, or an improvised club (or similar). It requires the Actor, Target, and Cover (any cover enjoyed by the target) fields to be completed, and the check-boxes for Actor/target Mounted and Attacker Charging to be filled as applicable.

Heal/Bind Wounds: This is an individual action made by those figures deemed to have the ability by scenario (generally a medic or team of medics). It involves moving up to 6 inches (base movement) into contact with a wounded figure not currently in base-to-base contact with an enemy, and then attempting to heal or mitigate the effects of whatever wounds that figure has. If successful, the figure is no longer considered wounded for game purposes. Multiple attempts to heal any given figure may be made, even within a single turn. The Actor field must be specified.

Check Morale: Morale checks are group actions made to determine if troops will panic or otherwise suffer a failure of will (see Morale, below). They are always performed by entire units/subunits. The Actor field must be specified, and the General, Musician, and Colours check-boxes should be filled in as appropriate. Morale checks do not use a unit's action for the turn.

Test Versus MG: All figures affected by the firing of an MG must immediately test against harm, whether the firer is friend or foe. This action is always made by each individual figure. The Actor (the figure being tested), Cover, and Range fields must be filled out, and the check-box for Actor Mounted should be filled if applicable. Tests against an MG do not use a figure's action for the turn.

Test Versus Blast: Figures caught within the blast radius of artillery, bombs, or other explosions must use this action, regardless of whether the explosion was caused by friend or foe. This is an individual action which does not count as an action for the turn on the part of the testing figure. The Actor and Cover fields must be specified, and the Actor Mounted check-box used if applicable.

Test for Out-of-Command: Any unit more than 18 inches from a commanding general/leader must make this test before acting, unless otherwise specified by scenario (some units are self-commanding). This is done using the quality rating of the leader (officer or NCO) of the unit. The Actor and Range fields must be specified.

Call for Supporting Fire: Figures equipped with a communications device (typically a field telephone/wireless radio, a heliograph, or a semaphore) may call in support fire. Often, as for a heliograph, this communication will require a team of two figures (specify by scenario). This is an action made by the required team (one or two figures, generally), and requires no fields to be specified, communications being dependent on non-player-controlled factors.



German artillery and infantry defend a French farm against the marauding BEF.

VI. Command and Control

Units which are more than 18 inches from their force's commanding general must test when given an initiative. This may restrict the actions they are allowed to take if they fail the needed roll. This reflects the failure of communications on the battlefield. By scenario, units may be given "self-commanding" status, in which case they are not required to make rolls when outside command radius before acting.

When a command control roll is failed, the unit in question will use its actions for the turn, but is limited in what actions its figures can make. The only movement allowed will be to assume a prone position ("Take Cover"). Other voluntary actions may include performing fire on (or throwing bombs at) an enemy, fighting defensively if charged or in melee (including all permitted reactions), or performing a "Recover/Stand/Rally/Load". Medics may still bind wounds if the wounded to be tended are within 6 inches. No other voluntary actions are permitted (tests and other involuntary actions are allowed).

Units must always contain at least one officer, character, or NCO who is qualified to lead them. If all such figures are killed, an NCO will be promoted from the ranks to lead the unit. Note that such field promotions are expressly forbidden for the purposes of splitting a single unit into two sub-units.

If a musician is within command radius, they may be ordered to make a "Play" action which will include in the command radius of the leader issuing the order any units within 24 inches of the musician's location for the remainder of the turn.

^ VII. Movement

Movement is performed using a base movement rate generated by rolling a die and dividing by 2, to get a number from 1 to 3, and adding this to the number provided by the game interface to produce a distance in inches: this is expressed as "X plus 1-3 (1d3) inches", where X is a number based on the type of movement and the quality and condition of the actor. The base number is adjusted by the terrain through which the figures are moving. In some cases, terrain will affect the movement distances. If a figure spends all or a portion of their movement in rough terrain, and a portion in the open, then each inch (or fraction) moved in the rough will be adjusted by a factor which will depend on whether the figure is on foot or not, as shown in the following table:

Type of Movement	Adjustment/Cost
On Foot - Rough	Half speed
Mounted - Rough	Quarter speed
Transport (Mounted or Not) - Rough	Quarter speed
All Figures - Linear Obstacles	Subtract 1 inch from base movement

Transport and limbered artillery will go double speed along roads.

Some types of terrain are impassable to some troops types (an infantryman can move through a window - a linear obstacle - while a mounted cavalryman or a limbered artillery piece would find it impassable). Common sense should be employed when moving figures - the referee's should be used when the players' is absent. Roads

provide the benefit of nullifying the rough terrain through which they pass, but do not confer a movement benefit in and of themselves.

Figures may choose to use less than their full movement. Movement may be in any direction or combination of directions, up to the specified (and adjusted) distances. Figures may never move through other figures, or come into contact with enemy figures other than by making a Charge action or by being charged. Figures must at all times be within 3 inches of another figure in their unit, and must attempt to remain this way, moving as soon as possible to correct the situation if casualties or other events create a distance larger than 3 inches.

Figures moving in cover (woods, etc.) are assumed to take advantage of that cover. The exception is figures who are in the open, where they must explicitly crawl in order to gain the benefit of being "down."

Some activities qualify as movement but do not involve crossing the tabletop. Mounted figures may dismount at any point as part of their movement. Dismounted figures may remount at any point during their movement. The exception to remounting and dismounting is that you may not perform this activity during a Charge action. Artillery may choose to limber or unlimber instead of using their movement for the turn. Unlimbered guns may load and fire, but cannot move other than to adjust their facing in place. Limbered guns cannot fire or load. To move or limber/unlimber with a gun is a group action involving all figures in the unit, and requires a full Move action to perform. Limbered artillery will move at the speed of its slowest component: for limbered horse artillery, this is limbered transport. For limbered foot artillery, this is usually the crew moving on foot. (The availability of mounts for artillery crew should be specified by scenario.)

Generally speaking, terrain is considered to be as it is modelled on the tabletop. Any non-obvious aspects of the terrain (whether a river is fordable, for example) should be decided and agreed before play starts. Any impassable terrain should be identified, and terrain which is considered steep or rough should be identified, as should linear obstacles. If a judgement call is needed, the referee is the final arbiter of such matters.

^ VIII. Fire

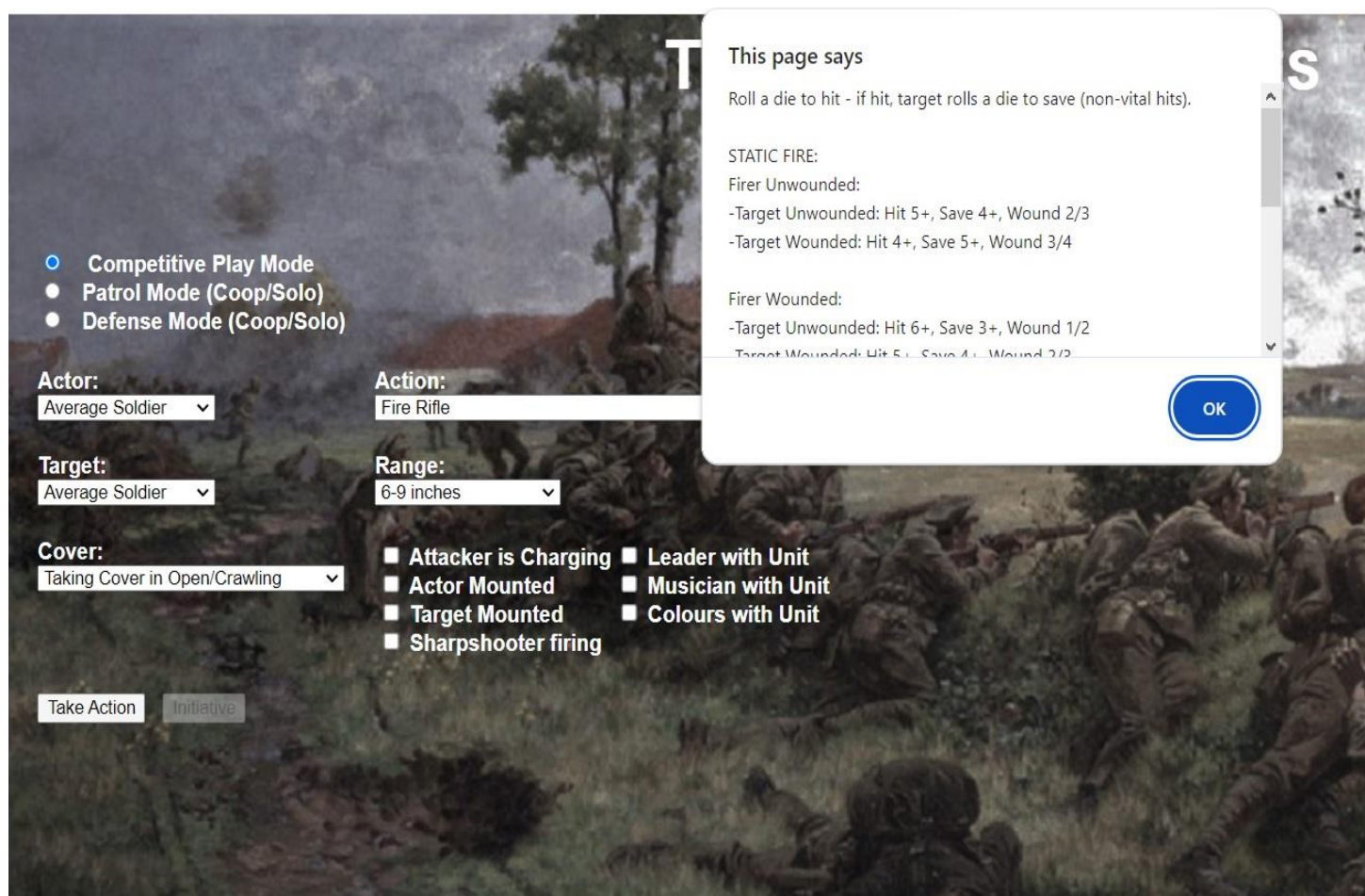
There are several types of fire: personal weapons, MGs, on-board artillery, off-board artillery, and throwing bombs.

Personal Weapons

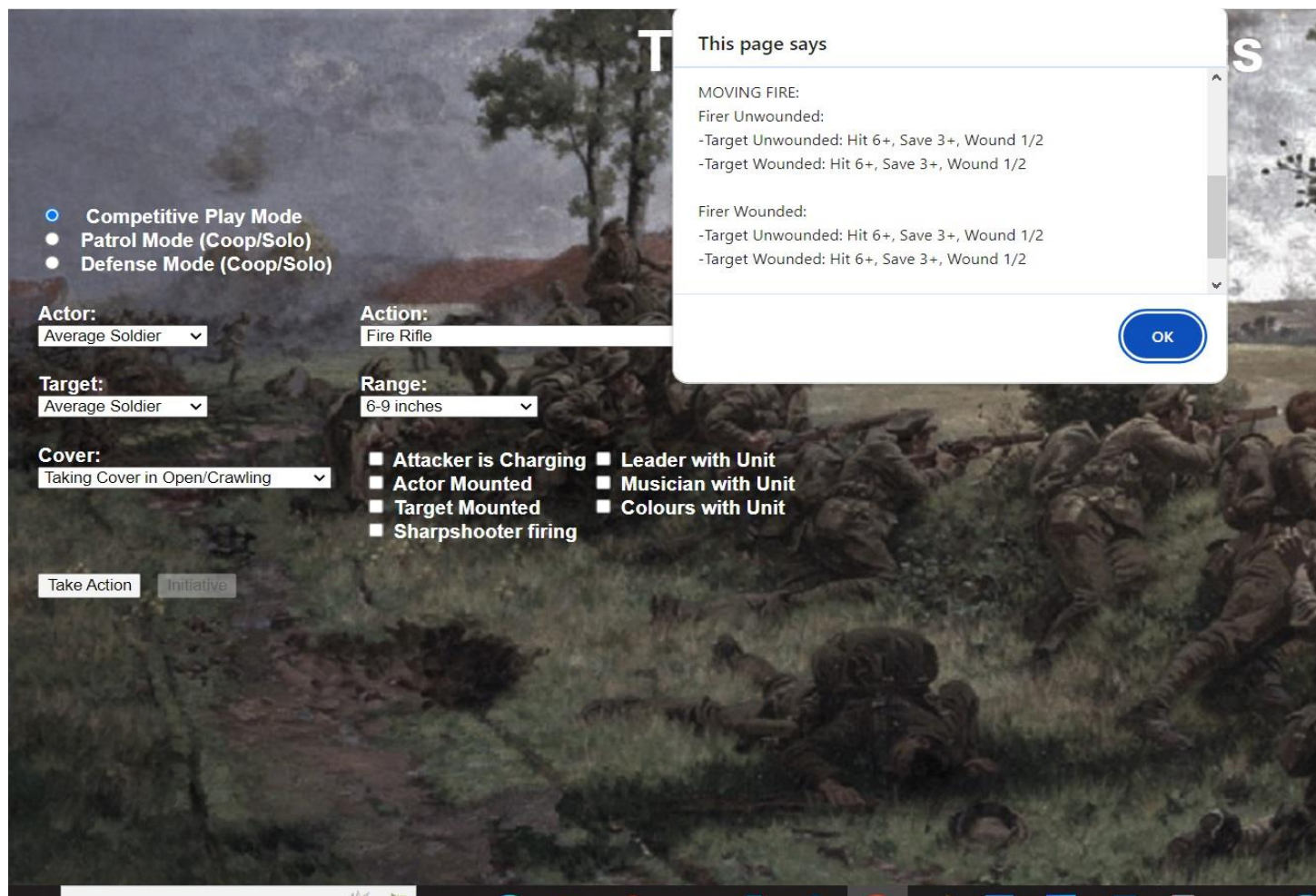
Personal weapons (pistols, rifles, and carbines) may only be fired by figures which have an unobstructed line of sight to the target figure, judged by examining the tabletop. If an unobstructed line exists between the firing figure and the target figure, with range measured from base to base, fire is possible. Note that you may not fire through gaps

between figures of less than 1/2 inch. Figures in combat contact with friendly figures are not legitimate targets, nor may they fire while engaged in melee.

To fire, determine the number needed to hit as provided by the game app. The pictures below show what the app-generated chart looks like:



The generated chart showing numbers for static fire.



The moving fire portion of the chart.

The bottom of the chart explains hits on vital areas (basically, any 6 is re-rolled for a second 6). A vital hit means the target does not get a saving throw. Note that you may need to use the scroll bar on some browsers to see the whole chart.

Each firing figure will roll separately (and may have different chances to hit if any of the values in app fields or the check-boxes have changed). Roll for a hit. In most cases, a roll of a 6 will allow for a second roll to determine critical hits. A second roll of a 6 will indicate that the target is dead (a lucky shot - or an extremely skilled one). Otherwise, the target figure, if hit, will be allowed to roll a saving throw, as shown by the app when it provides the chances to hit. Wounded firers and targets, and the status of a firer as moving or unmoving are all shown by the app, as figures in a single firing unit may be moving and/or wounded while acting. The appropriate values shown by the app should be used.

A figure which receives a mere scratch is unaffected, and continues normally. A wounded figure is marked as such, and will suffer the effects of being wounded (easier

to hit, worse at firing, moving, and combat). A figure which is killed is removed from play, and may cause its unit to make a morale check.

Wounded figures may be ordered out of line if players so choose. They will automatically proceed to the rear during their unit's action, and are not considered losses for morale purposes. The total number of the figures in the unit is instead reduced, and number of killed subtracted from that new total. Wounded figures who have had their wounds bound may return to their units, reversing the process (they will act at the same time as the rest of their unit).

Moving fire is allowed - figures performing a moving fire may fire at any point during their move. If the target figure is prone/crawling, running/galloping, or is in soft or hard cover or fortifications, this must be indicated. Soft cover is cover which conceals but does not stop bullets (trees, underbrush, hedges, etc.). Hard cover will stop bullets, but is not specifically designed and constructed for this purpose (stone walls, boulders, etc.). Fortifications are works expressly designed to provide protection from fire (ramparts, earthworks, etc.). In general, figures are assumed to take advantage of the available cover as much as possible, so if any part of a figure's base is behind cover, the figure is considered protected by it. A target may be seen up to 2 inches into or through foliage, unless it is very dense (hedges). Note that some cover (such as hasty trenches) provides hard cover but does not qualify as fortification - fortifications are prepared military works.



The French 75 was more famous, but the de Bange 90mm was also employed in 1914 as the more modern guns were captured or destroyed.

Eligible targets for fire include humans, but do not include such things as equipment and vehicles. When firing at artillery or transport equipment with personal weapons, you may not target the gun/equipment - only the gunners or crew, which may be provided protection by the vehicle if passengers. When firing at wounded figures, generals, etc.,

this must be specifically stated. Players should make rolls separately at these targets, or any available unwounded figures will assume to have been targeted. Players may wish to minimize the number of shots which can be taken at officers, by mutual agreement (only allow 1/3 of shots fired by a given unit to target the officers, etc.) This is left up to players, as historically officers *were* targeted (but also tried to make themselves less conspicuous by dressing like the rank & file).

Machineguns

Machineguns are treated in *The Hun at the Gates* as area-fire weapons, used primarily to spray an area with bullets, rather than for sniping. To fire an MG, the arc of fire, centered on the barrel of the MG, must be indicated. The act of fire allows for facing changes by the firer (as possible by the mounting of the MG - field mounts can be shifted to point in any direction - those mounted on vehicles may be restricted). The width of the arc of fire depends on the choice of the firer and the number of crew. When crewed by a single figure, an MG may either fire a single 45-degree arc, a double 45-degree arc, or a single 90-degree arc, but if the double 45-degree arc or the 90-degree arc are chosen, then the crew figure must spend an action re-loading before the MG may fire again. If there are two or more figures in the crew, the loading operation is assumed to be on-going, and the MG may fire continuously.

If all crew figures are wounded, the arc of fire is reduced to a single 45-degree arc instead of the usual 90-degree arc, and fire may not be concentrated into a smaller arc.

Machineguns do not require unlimbering like heavier artillery, but they may not perform normal moving fire like personal firearms. In a turn during which the crew of an MG moved, it may not fire. (Note that MG crews may man their weapons from a prone position, as may artillery crews.) Moving fire for a machinegun occurs when the machinegun and crew are mounted in or on a moving platform of some type (an armored car, a train car, wagon, boat, etc.). Machineguns may change their direction of fire as they wish as part of their Fire action, unless restricted by a vehicle mounting or similar.

For each selected arc, every figure not completely concealed behind impenetrable terrain (such as hills) - friend or foe - must make a test versus MG. If a figure is within a double arc, they must test twice. Factors such as range, cover, moving fire, etc. are taken into account when the target figures are testing, rather than when the MG is being fired, as they may be different for different targets. Note that indirect MG fire was a development realized during the course of WWI, and thus is not allowed for the purposes of this game.

when testing against MG fire, the generated chart gives the number for the chance of the figure *being hit*. So, if I have a score of "4+" then I will be hit on a 4-6, and either suffer a vital wound (if hit on a 6, followed by a second 6) or make a saving throw.

On-Board Artillery

On-board artillery in *The Hun at the Gates* is restricted to fields guns (German 77mm, Krupp 9- and 10-cm guns, British 12-, 13- and 18-pounders, French 75mm, etc.) Because of the very short ranges depicted on the tabletop (from an artillery perspective) the differences between these guns are not depicted - they all perform in the same manner. Heavy artillery is always off-board for game purposes (see below). Artillery must be limbered to move, and unlimbered to fire. Limbering and unlimbering require an Advance action, during which only facing changes are allowed - the gun may not perform other movement. Firing guns are allowed to shift facing before firing, as are unlimbered guns performing any movement action, so long as the gun mounts permit it. Unlimbering and firing in the same turn is not allowed.

To fire, a gun must have at least two crewmen. The app is used: first, an intended fall of shot is indicated, which must be within LOS of the firing gun crew. Firing over the heads of intervening troops is allowed at targets at least 6 inches away. There may be deviation per the app - the point of impact should be shifted. All figures within 3 inches of this point must test versus blast, whether friend or foe. Note that equipment such as artillery pieces, MGs, wagons, and other vehicles must also test (as Transport) versus blast when within the blast radius. "Wounded" equipment is still functional, but a second wound will destroy it.

As with tests against MG fire, tests versus blasts give the number which indicates a hit on the testing figure.



The real killer! A British 4.5-inch howitzer unlimbers...

Off-Board Artillery

Off-board artillery includes not only field guns firing at longer ranges, but also heavier guns. Scenarios should specify which is intended. Off-board artillery requires the presence of a spotter, equipped with a wireless set, a heliograph, or other communications device. They may call in supporting artillery fire from off-board on any target within their LOS. This is done by rolling two dice as indicated by the app. When artillery support fire does arrive, it is performed like on-board artillery fire, but always using the longest range bracket. The blast radius for heavy artillery is increased to 6 inches.

Note that for each successive turn during which support fire is called down upon the same point on the battlefield, the roll is increased by a cumulative modifier of a single pip. Thus, after two previous turns of calling fire down upon a single target, the roll will benefit from a +2 to the roll. Due to the tenuous nature of battlefield communications during this era, such requests will often fail, and sometimes some factor outside the player's control (failure on the far end) will mean that the ability to perform off-board fire is temporarily lost, making all the registering fire (the positive cumulative modifiers from earlier attempts) to be ignored. (Fire resets to a 0 modifier.) Note that the registration of fire increases by a pip even if the fire arrives: a successful salvo does not reset the counter!

Throwing Bombs

Throwing bombs is not firing nor artillery per se, but is included as a significant battlefield activity during this period. Bombs include petrol bombs and ad-hoc dynamite bombs, but also grenades in their more modern sense (the term "bombs" was used for these during this period and throughout WWI). To throw a bomb, use the app to select a target point, and then roll as instructed by the app for any deviation. All figures within 2 inches of the adjusted point of impact must test versus blast. Bombs may be thrown over such terrain as walls, even if not within LOS - players are encouraged to use their judgement when permitting such use.

It should be noted that rifle grenades did not come into use until trench warfare set in, and so are not supported in these rules.

IX. Charges and Melee

Charges involve not only a type of movement, but also an attack, and potentially involve a reaction on the part of the figure who is the target of the charge. Both Charge actions and subsequent reactions may be made by groups if appropriate - the reacting group may consist of any figures in the unit against whom charges have been declared. You may only charge an enemy figure which you can see - there must be an unobstructed line of sight as for firing. Mounting and dismounting are not allowed during charge movement, nor is advancing fire.

Charges are conducted as a series of actions, which will consume the actions of both the charging and charged figure for the turn unless the charge fails to reach its target (in which case only the charging figures' actions are used). The following sequence of actions are taken when a charge is declared:

1. The charge movement is made by the charging figures, indicating the path the charging figures intend to follow to move into combat contact.
2. The unit being charged must make a morale check. If failed, they will make an involuntary run movement away from their attackers, and their status will change to Wavering.
3. If the charged unit(s) pass morale, any charged figures or figures in the unit who have not already used their action for the turn may make a reaction. This may be a counter-charge, a voluntary flight movement, or defensive fire. (See below for details.)
4. If any attackers have taken any casualties (killed) from defensive fire, they must make a morale check. If failed, they will stop 1 inch short of their target and their status will shift to Wavering.
5. If the charging figures come into contact with their targets, they will make attack actions as appropriate, with the Attacker Charging check-box filled in. At the same time - simultaneously - counter-charging figures will make similar attacks.
6. Any defenders who have survived the attacks from charging figures will now make attacks against any enemy in contact.

7. Any unit taking casualties as a result of the attacks made in the preceding two steps will check morale, their status shifting to Wavering if they fail, accompanied by a full flight move to the rear (running/galloping). If already wavering, they are removed from play, having surrendered or routed.
8. If it passed morale (or did not have to check), the charging and/or counter-charging unit may now make an Advance move with any figures into contact with the enemy bases, or into positions to support combat.
9. If it passed morale (or did not have to check), figures in the defender's unit may now make a similar Advance move.

Reaction moves may include a movement action (Crawl, Run/Gallop, or Advance) away from the charging figures in attempt to avoid combat contact. Charging figures may use up to their total initial movement allowance to pursue figures making a flight move.

Defensive fire against charging figures will be made at a predetermined distance based on the quality of the firing figures. Officers, Characters, and Elite figures will fire at the shortest range bracket. Veterans will fire at a range equal to half the distance moved by their charging targets. All other figures will fire at the charging figures at the range at which they started the charge.

Un-wavering cavalry in open terrain may make a counter-charge as a reaction to a charge. Counter-charges are made by moving the charging figures half the way to their targets. The opponents will then meet at the halfway point of the remaining distance. Counter-charges will not involve reaction moves on the part of figures from the unit which initiated the charge. Counter-charging units get the benefit of the Attacker is Charging modifier when they make attacks.

Charging and counter-charging figures do not get the benefit of cover when charging, as they are exposing themselves to the enemy's fire. Defending units will get the benefit of cover from charging unit's attacks, as will all figures in an on-going melee.

It should be noted that Transport and Artillery, when acting as the targets for charges, involve charges made against the crew and drivers, rather than the artillery piece or the transport wagon, animals, etc. Thus, reaction moves will involve only these figures: guns, wagons, draught animals, etc. will be abandoned.

Ongoing Melee: In cases where a melee continues into the next turn, units not already involved may charge into it. They will select a valid enemy unit and conduct a charge as normal, but the target - already being tied up in melee - cannot make any type of voluntary reaction to the charge. If morale checks are passed, the charging unit will make attacks as normal. At that point, all other figures from all units, friend and foe, who have not already made their attacks will do so simultaneously. Thus, a figure which is attacked during this part of the melee and killed or wounded will ignore that fact until they have also delivered their attack.

In any ongoing melee, figures who are not already in contact, but whose units are, may move to make contact with the enemy, up to a distance of a normal Run/Gallop action, but they do not trigger any morale checks or reactions like a normal Charge, as the combat is already ongoing. They simply add their attacks to those of their unit.

On an ongoing melee, the first unit to use an initiative to fight the combat will trigger simultaneous resolution of all attacks to be made by all figures involved in that combat. Following this point, only figures moving or charging into the melee will be resolved during that turn.

X. Morale

The morale system reflects the onset of panic in units which are taking casualties. The morale rules are simple: after any initiative during which any unit has one or more of its figures killed (not merely wounded), it must perform a morale check. Morale checks are performed after the acting unit has made all actions for the initiative (with the exception of morale checks made by charging units from reaction fire - see above), and the results will affect every figure in the unit. The morale check is not a regular action, and does not count as the unit's action(s) for the turn. All units begin play with a Solid status. If they fail a morale check, their status goes to Wavering. A Wavering unit is only allowed to make one of two actions: it may Move, or it may Rally. If a Rally is successful, the unit's status goes back to Solid. If it fails, the unit is removed from play. A Rally does count as the unit's action for the turn.

In checking morale and rallying, units will be evaluated as to strength ("Are half or more of the figures in the unit gone?"). This is determined against the total original number of figures in the unit.

Transport never checks morale - drivers, guards, and attendants check as soldiers of the appropriate quality, or as Civilians if no quality has been indicated. The transport itself is not affected by the results of morale failure, but is left standing on the table if its attendants are removed for morale failure.

When checking morale, the presence of generals, musicians who are playing (as opposed to making any other action), and the presence of the unit colours can all affect morale in a positive fashion. If a general (or other commanding, overall officer who is not part of the unit) is within 6 inches of any figure in the unit, it counts as having a general with it, as indicated using the appropriate check-box. (You may wish to assign this capability to the intergal officer or NCO of the unit, if they are exceptional, but they can only affect the ir own unit. This should be indicated by scenario.) If a figure carrying the unit colours is within 3 inches of any other figure in the unit, the appropriate check-box is used. If a musician is within 3 inches of any other figure in the unit, and is making a playing action, then the Musician with Unit check box is used.

Note that if a figure carrying the colours is killed by fire or blast, the colours can be immediately picked up and carried by any nearby friendly figure. If killed in melee,

however, the colours have been captured by the enemy, to the undying shame of the regiment!

XI. Vehicles

Tanks had not yet put in an appearance on the battlefield in 1914 and 1915, but other types of vehicles had. Armored cars were used in the early part of the Great War, and armored trains were used on both Eastern and Western fronts. The Transport category in this game refers primarily to horse-drawn wagons, limbers, artillery pieces, and similar equipment. Vehicles are ground transport which move under their own power and have a combat function. These should be given the characteristics of movement, armor, and weaponry. They will also have another characteristic: payload. Movement will include speed (slow (5 mph or less): transport advancing on foot; fast (up to 10 mph): transport advancing mounted; very fast (15 mph): twice transport advancing on foot; extremely fast (20 mph or more): twice transport advancing mounted). Armor is expressed in terms of cover-equivalence: vehicles with stout sides or lightly armored vehicles (3mm) provide soft cover, armored ones (6mm) hard cover, heavily armored (10mm+) are as fortifications. These will combine with other cover to increase by one category, but will never go above fortifications. Weaponry will generally consist of MGs or artillery pieces, and moving fire is allowed as an action in any turn when the vehicle moves. Payload is expressed in number of permitted passengers, and may include information about how many can fire out of the vehicle (and in which directions) with personal weapons.

Vehicles will also have some other potential considerations: for trains, speed is a huge factor, as changes in speed may only increase or decrease by half of that moved in the last turn, or 3 inches, whichever is greater. Vehicles which are not confined to tracks will have to pay for turns, the cost being the equivalent of the distance moved by the front corner of the vehicle when the opposite front corner is held in place and the vehicle pivots around it. Thus, they "wheel" off the frontage of the vehicle model or base. Terrain costs for wheeled vehicles are twice that of figures on foot for movement, but are the same as for foot when the vehicle is tracked (or is a "walker" of some kind).

Boarding or disembarking from a vehicle costs 1 inch of movement. This is done by figures during their action. When the vehicle makes an action, any figures currently on board are brought along, even if this would in some cases seem to give them two actions for the turn (one to board the vehicle, and the other to ride in it). Figures who are passengers on a vehicle do not use their action when the vehicle moves, but may act separately, whether to disembark, to fire weapons, or to make any other reasonable action. Note that bussing and de-bussing may occur in a turn in which the vehicle moves.

Vehicles may be units unto themselves, or may be grouped into units. Each vehicle is assumed to have a driver integral to the vehicle unless the scenario specifies otherwise. Such integral drivers are not subject to being targeted aside from the vehicle they operate (if separate crew are used to man weapons, they may be targeted). The driver

has acted when the vehicle makes an action - other integral crew will act at the same time. Targeted vehicles will use the same quality rating for being targeted as they do for firing any weapons they may have. (Such ratings will typically reflect the experience of the crew manning the vehicle and weapons.)

To give you an example, an Austin-Putilov armored car will move a Very Fast vehicle (divide top theoretical speed by half, as roads will increase speed) which is armored, providing hard cover. It has an integral driver and two MG crews (five total). The MGs may fire in a 180-degree arc centered directly to either side.

By contrast, a Belgian Minerva armored car (converted from a civilian vehicle) would only be rated Fast, and provide only soft cover. It has a crew of 3 - an integral driver and a crew for the MG, which can fire in any direction. Armored trains will typically be considered fortifications (unless ad-hoc fortification like sandbags are used, in which case reduce to hard cover), and move as Extremely Fast vehicles, but will need to work up to their top speed gradually, as described above.

Note that there is no provision for aircraft in this game. While useful for reconnaissance, aircraft did not typically play a significant role as ground support during this period.

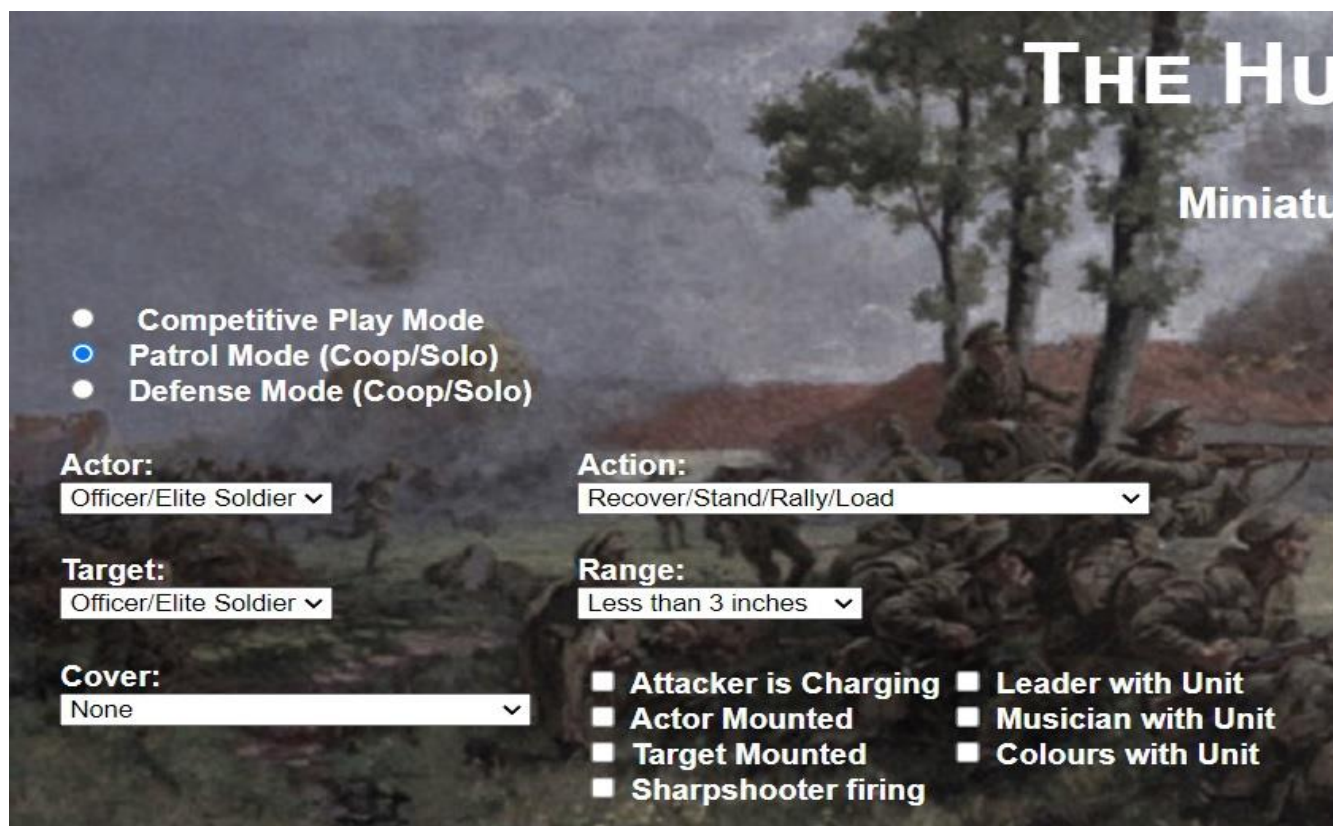
^ XII. Patrol Mode for Cooperative and Solo Play

"Patrol Mode" allows one or more players to be on a single side of a scenario, playing against forces dictated by the game app (and by scenario if desired). This is useful for solo play, as it introduces an element of the unknown into the game. It can also be a fun change from more typical tabletop battles, and is well-suited to remote play over Zoom or Skype, since it requires fewer camera angles onto the tabletop. This section describes how the app can be used to support these types of games.

The term "patrol" is used for these games because they assume that player forces will be pro-actively crossing the battlefield to achieve some scenario objective: to scout a village on the far side of the table, to capture an enemy strong-point, etc. It is not well-suited to games where players are holding the line against an enemy attack.

^ A. Playing the Game in Patrol Mode

To play the game in Patrol Mode, the correct mode must be selected at the top of the game app. When the game is loaded, this will be set to "CompetitivePlay Mode" - this must be changed to "Patrol Mode (Coop/Solo)". When you have selected the Patrol Mode, you will notice that the "Initiative" button in the lower right-hand part of the app interface will now be enabled for use.



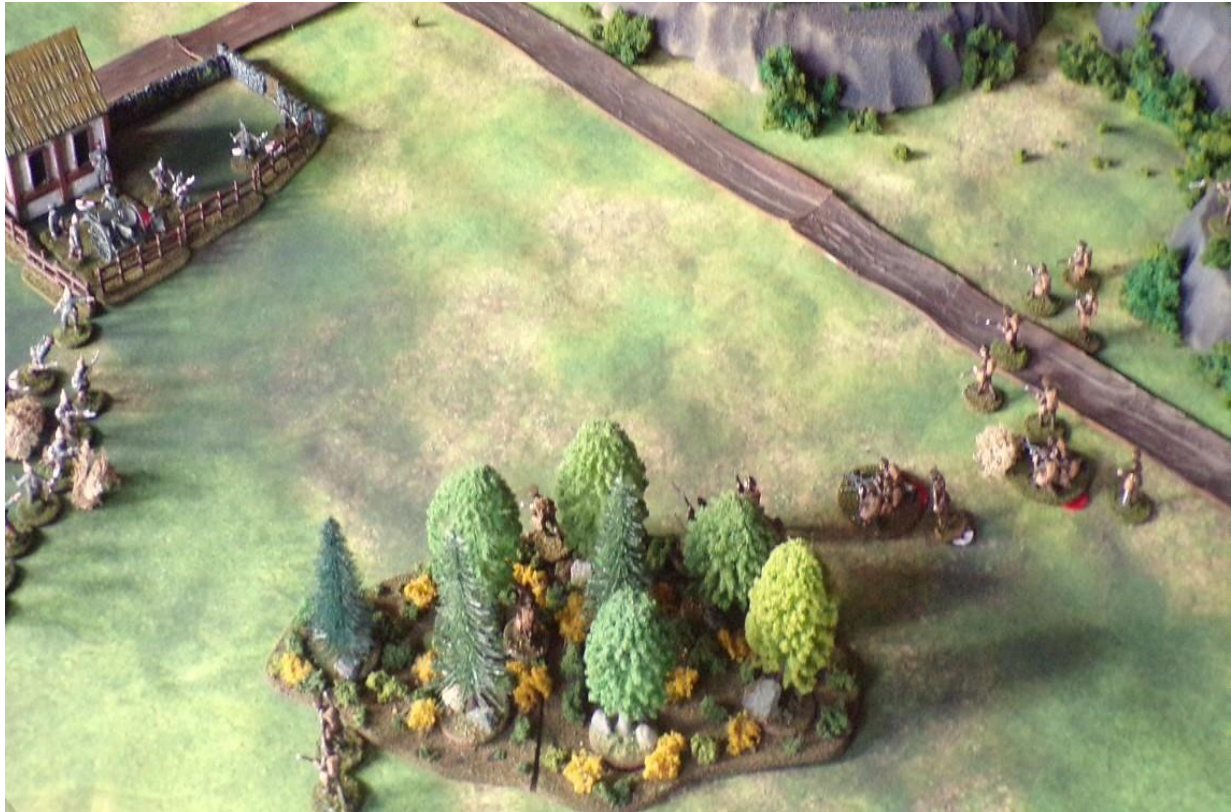
Select the "Patrol Mode" before starting.

The biggest difference between Competitive and Patrol Modes is that in Patrol Mode all actions must only be taken when permitted, using the Initiative button. Each turn, all of the units on the table may perform a single action, but first the player side or the non-player side (the app) must be given permission to make an action.

This is done by clicking the Initiative button. It will specify that either a single player unit or non-player unit may make an action, or it will notify you that you have spotted new enemy forces. These will be immediately placed on the table (see below) and play will continue. Even units which choose to perform no action for the turn (to Stand) must use an initiative to do so. Each unit on the table will use an initiative each turn. Unlike the Competitive Play Mode, initiative is never diced for. (While this may seem unimportant, it is how the game app tracks the game, and is vital to making the whole thing work.)

Non-player units will be played as normal by the game master. For solo play, the player and game master are the same person, obviously. For coop play, however, the game master will play the enemy. It is important that the game master understand that their role is not to beat the player(s), as such, but to provide a challenging and interesting game. (They will always be in a position to "win" against the players, so there is no credit in doing so - only the shame of being a poor game master if they have taken advantage of the players to crush them!)

Aside from this change to the Initiative rules, play is the same as it is for Competitive Play Mode. Enemy (non-player) forces play by the same rules that player forces do.



A British patrol locates the enemy...

^ B. Non-Player Units and Their Placement

This system does not require specific types or sizes of enemy or player units, since these will be different for each player's collection. Instead it uses the concept of a "unit" of one of several types. It is up to players to decide what a unit will be for their game. (Typically, we use 9-15 figures for an infantry unit, 6-12 figures for a cavalry unit, a gun and 4 gunners for artillery, a machinegun and 3 crew for a machinegun, and artillery observer teams of 2 or 3 figures. Each command of 4-6 units will have an officer, and might have a musician and standard-bearer in one of its infantry or cavalry units, and maybe a medic.) Players should decide the size and composition of the enemy units before play begins, based on the figures in their collection.

Note that the system does not dictate the nationality of the player or enemy sides. They are all treated equally. For historical reasons, you may wish to select one side or another: some suggestions are made below in the *National Organizations* section.

Player units should be at least as large as non-player units, and perhaps a couple of figures larger, depending on how much of a challenge you like. The game app will refer to the following types of units:

Infantry: This can be any type of infantry unit in the player's collection. We like to use different types for different qualities of enemy (Conscript, Soldiers, Veterans, Elite). Dismounted cavalry can also be used as infantry.

Cavalry: Mounted troops of any type (again, we like to use different cavalry types for different quality levels).

Artillery/Machineguns: A gun and crew. A team of Observers for off-board artillery also act as an artillery unit for game purposes.

Headquarters: This will be 1 or 2 Officer figures and their attendants (typically an equal number of privates). While they are very good at fighting, it is not really their job, and they will typically serve as a target to kill. They may try to escape, but may also have figures such as medics, musicians, or standard bearers with them, in which case they are more likely to get involved in the action.

Supply Transport: Transport units may be accompanied by a small number of guards, which will usually be Conscripits in quality. Enemy Supply Transport will be represented by a wagon, some mules, etc. and 2-6 infantry attendants (1d3 x 2). These units will always try to escape, and exist to be the targets of destruction/capture by player forces. Supply transports are always in command, as their standing orders are to move to their destination.

Non-Player Generals/Officers: A non-player general/officer is allowed for each three enemy units on the board, and each fraction of the next three. With the appearance of the first non-player unit (other than Supply Transport, which does not count as a unit for these purposes). If there is not already an enemy general/officer on the table per the scenario, then one will appear with the first enemy unit to do so. When a fourth enemy unit appears (counting only units still on the table), then another enemy general/officer will also appear (and with the 7th, and 10th, and so on). Non-player units are subject to command control rules like player units, and will have to test for out of command if they have no general/officer in range. Generals/officers which are killed are not automatically replaced - they will only be replaced when a new enemy unit appears on the table, assuming their aren't currently enough of them. Headquarters may provide command control if needed, but are considered extra to the normal level of enemy generals/officers which will appear on the table. When normal officers/generals appear, they will not be accompanied by any attendants - they are assumed to be the line officers associated with the units which have appeared, as opposed to being an enemy headquarters.

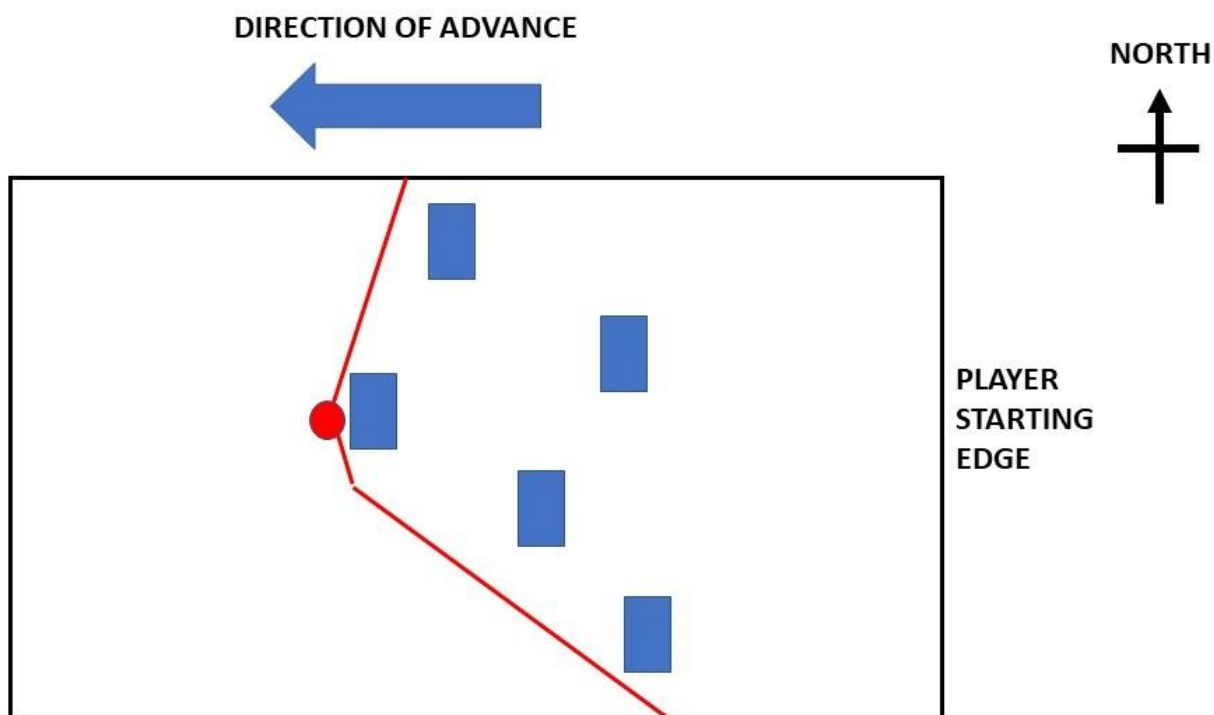
Unit Selection and Substitution: In general, it is a good idea to lay out your collection of enemy figures, and to identify what units you have and what their types are. If a

needed type of unit is not available, you can substitute something else. If you have more than one unit of a needed type available, the game master can decide which to deploy, or you can simply dice for it. If you have units which are not listed (armored cars, etc.) then these should be identified as substitutes for the valid types (i.e., you could say that armored cars can be substituted for artillery, but not for other types, etc.). In general, infantry are the most common enemy type, followed by cavalry, then artillery/MGs, and then (quite rarely) by headquarters and supply transport. Players should feel free to implement whatever substitution rules are needed to make these types include the ones they want in their game. The listed types are what the game app will specify, however.

Placement of Enemy Units: When enemy units appear, the app will tell you their type, quality, and the distance and direction of their appearance. The distance will be stated in terms of a die roll in inches (e.g., "4 dice + 6 inches"). This is the *minimum* distance between the closest player figure and enemy figure. The direction will be given in terms of a compass reference. The points of the compass must be established before play starts (simply pick a North.)

Note that these distances should be reduced by half where the line between friend and foe passes through concealing terrain such as woods and towns, to reflect the aspect of surprise from a foe showing up closer than expected. If there is terrain which simply cannot be seen through - as in the mountains - this can be accommodated by moving troops to the closest point in the direction indicated by the computer which would be visible to friendly forces, so long as it is closer than the placement distance rolled.

The diagram below shows how the distance and direction function on the tabletop:



A notional "front line" should be drawn as needed as the game progresses (the red line in the diagram), behind which everything is in friendly control - this is the area which is currently in possession/control of player forces (the blue boxes above are player units). The line is drawn to connect the front of each friendly unit that is in the first line facing the enemy, with gaps between them of no more than 12 inches, and not including terrain where enemy units could hide unless friendly troops have entered (buildings, etc.) Any area passed through is assumed to be under player control unless the scenario specifies otherwise. The furthest-forward point of this line should be identified (the red dot). In case of ambiguity, the game master can decide, or it can be diced for. Use this as the center-point for determining relative compass directions. In the example shown, an enemy unit appearing to the West would be directly in front of the red dot, at the specified distance. An enemy to the North-West would appear to the front and nearer to the top of the map (etc.)

Enemy units which are specified to appear behind the front line (in the example, East or North-East) will not be placed at all. Enemy units do not show up behind friendly lines! (Of course, this can be changed by scenario, for a dash across enemy-held territory, etc.)

Non-player units can appear in any formation desired, and may pull back a couple of inches to deploy in nearby terrain features. Non-player units are able to act in the turn in which they appear: they have not yet made their action for the turn, which allows them to ambush player units in some cases. The game master should use their judgement,

and be more or less generous in how the enemy appear. (It is not unheard-of for an appearance to be cancelled, or for non-player units not called for by the app to appear, just to keep things interesting. The game master is the final arbiter of such matters, and there is always some room for interpretation.)

Units which appear on the flanks of the player forces (in the example, to the South, South-East, or to the North) will appear on the table, but using the rule below. Once the front line is angled backward away from the enemy less than 45 degrees in relation to the rear (friendly) table edge, then that compass direction is considered to be "friendly" and units indicated by the app behind the front will simply not appear. In other cases of enemy appearing on the flanks, however:

Identify the point on the table edge in the direction where the enemy unit is supposed to appear, and then trace back along the table edge toward enemy territory until a point outside the front line has been reached, which is at least the minimum distance specified for the unit's appearance. This will be the place where the unit appears on the tabletop, near to the edge.

Note that this rule also applies to any unit which would appear off the table: they will appear on-table, but their point of appearance may shift back toward enemy territory, causing them to appear further away from player forces. If the distance rolled is off-table, you trace the additional distance along the table edge away from friendly lines. If additional distance remains, then the enemy unit is placed on the edge of the table, but is assumed to have already acted for the turn (moving onto the table edge).

The way in which players choose to cover the tabletop will affect which enemy units do and do not show up. This is intended, and should be considered in scenario design (it becomes easier to see how this works after you have played a few games).

Patrol Mode Scenario Design: The use of the app to generate enemy forces does not preclude the specification of an enemy presence on the table in addition to those forces. It is sometimes a good idea to have a unit or two of "known" enemy on the table at the start of play, to give players a focus for their maneuvers, and to keep things interesting right from the start. Scenario designers should be cautious about having too many enemy on the table at the start of play, however, as this can make the game impossible for players to win.

One way of keeping score is to use the following guidelines:

One point for each player unit which survives the game

One additional point for each of those units which is at half-strength or above (including wounded men ordered to the rear)

One additional point for units which are relatively unscathed (no more than a quarter wounded or killed)

Two points for capturing or destroying an enemy Supply transport

Two points for each member of an enemy Headquarters captured or killed

One point for each enemy unit driven off the table (including normal enemy generals)

Points for other scenario objectives, as defined by scenario. In a game with one big objective, we usually assign 2.5 points for each foot of tabletop the players need to cross.

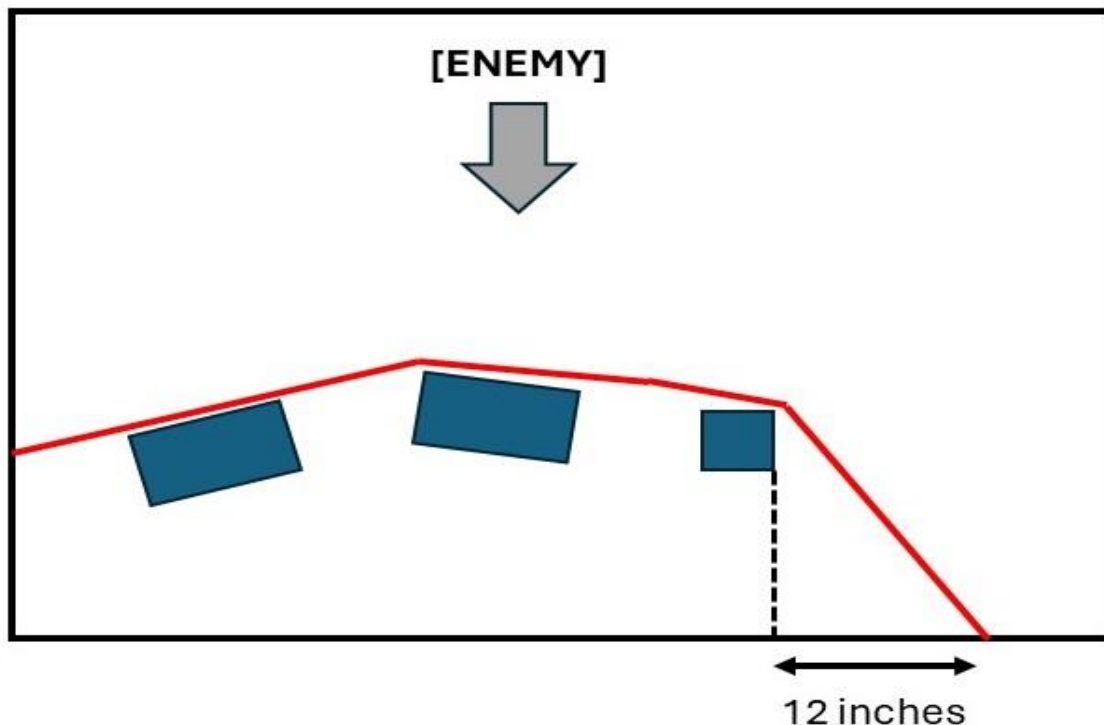
This type of system can be used to keep a High Score tally (for solo play) or can be used to determine which player is the winner in cooperative play. If all of a player's units are destroyed, however, then they automatically lose!

As with any system for playing miniatures wargames, scenario design has a huge impact on how enjoyable the game is. The best way to learn how to design scenarios for the Patrol Mode is to play it a few times, and get a feel for how the app works. You can start with a simple scenario (clear the enemy from the table, with a minimum of 5 turns, for example) and go from there. One hint: the distance between player starting areas and their objectives has a huge impact on how easy or difficult it is to win!

△ XIII. Defense Mode for Cooperative and Solo Play

Defense Mode plays almost exactly the same way as Patrol Mode, with the main difference that players are assumed to be defending some kind of position, usually behind protective terrain. The game app will generate more enemy. Placement of enemy forces is the same, except that instead of using the most advanced point of the player formation to place the enemy, we use the center point of the occupied position, by tracing half-way along its perimeter.

Determining the defensive line (or "perimeter") uses the following rules by default: draw a line connecting the front portion of each unit. If there is a gap of more than 12 inches, the front will drop back to the rear table edge, at the center of the distance between the two closest front-line units, but no more than 12 inches directly to the rear of either. On the flanks, a similar rule is used: if the flank unit is less than 12 inches from the table edge, just continue the perimeter in its current direction to the table edge (the left-hand side of the diagram below). If there is more than a 12-inch gap, measure 12 inches along the rear edge of the table from the back of the closest unit, and draw the perimeter to that point (the right flank in the diagram below).



This may seem a little confusing, but it is important that a defensive position secure its flanks. These rules provide the framework within which enemy units can appear. Remember that units on the flanks will shift further away on the tabletop so long as the perimeter is angled backward by at less than 45 degrees. In the diagram above, enemy units would appear on the right flank (the angle between the perimeter and the rear table edge is more than 45 degrees back) while the left flank is secure: it is less than 45 degrees backward, and does not even reach the flank table edge.

△ XIV. National Organizations

There was a huge amount of variation in the organization of armies during the early years of the Great War. This section provides some basic information regarding some of the main combatants, but is far from comprehensive. Players should research the specific campaign and period they are portraying on the tabletop, since the size of units can have a significant impact on play, especially when using Patrol or Defense Modes.

Given attrition during the early days of WWI, it is always realistic to field smaller units than the numbers provided below. Almost all of the combatants experienced some difficulties with initial mobilization - which might result in under-strength sections - and once the fighting started, keeping units up to strength was a huge challenge. (It should be noted that the term "section" was used, in reference to infantry, in place of the word "squad" which will be familiar to Americans from their own military. In reference to machineguns and artillery, a "section" was usually two pieces and their crews. Cavalry

also used the term, but a cavalry section had a different number of men in it than an infantry one.)

We generally use smaller crews than the historical establishment for MGs and artillery, using three crewman for an MG and four or five for an artillery piece, Players can make their own rules about allowing infantrymen to man guns when the crews are killed, but generally speaking we assume that such substitutions would work for MGs but not for artillery pieces. Once all the crew is killed, however, the gun is always ruled out of action (also if destroyed by artillery fire). It should be noted that in 1914 only a few machineguns were available, so they should be apportioned to player forces accordingly. They became much more common as the war went on, but in the beginning there would only be a few (typically 2) per battalion. Likewise for artillery - a single field gun is a huge asset in game terms, even though they are great fun to put on the table.

Austria-Hungary

Infantry: Austro-Hungarian regiments had four battalions (often only 3 in Hoved, Landwehr, and Landsturm formations) each of four companies, plus four regimental machine-gun "Abteilung" each of three 2-gun sections. Each company had four platoons of four sections. Sections were usually made up of 13 or 14 men plus the NCO in charge, which was typical for many continental nations. A reasonable player force would contain an officer or two, two to four infantry sections, an MG or two, and maybe an artillery piece. Austro-Hungarian jagers had the same establishment, but with a 2-gun MG section per company. Jagers can be rated Veteran, and should be given Marksman status.

Cavalry: Each cavalry regiment had two "divisions" each of three squadrons. A squadron was 150 strong, divided into three or four troops, themselves divided into 4 sections of (presumably) 12 men each. It seems plausible to field smaller sections, as it was always a challenge to find enough horses for the cavalry. Cavalrymen were equipped with carbines, and did not carry the lance, only the sabre. Machinegun detachments were formed, using horses instead of mules to carry their weapons and ammunition boxes. They would have been even scarcer in the cavalry than in the infantry.



Austro-Hungarians take to the field.

Belgium

Infantry: Each infantry regiment contained three battalions, with one regiment in each brigade having a machine-gun company of six guns. There were three companies per battalion (theoretically four, but one seems to have functioned as a depot). Each company had three platoons, each of two sections made up of two squads of 14 or 15 men. Carabiniers and grenadiers had the same organization as the line, but would be classed as Veterans, with the Carabiniers considered Sharpshooters.

Cavalry: There was only one Belgian cavalry division, with two brigades of two regiments each, three horse artillery batteries, and a cyclist battalion, along with support units. Cavalry regiments were also assigned to the infantry divisions. Cavalry regiments consisted of four squadrons divided into two groups, except for the regiments in the cavalry division which had five squadrons. The 4e régiment de chasseurs à cheval had only three. A squadron was divided into four (sometimes only three) troops, made up of between 12 and 18 men. Some Belgian cavalry (the lancers regiments) were armed with the lance as well as sword and carbine.

Britain

The BEF was composed of highly experienced and trained veterans of the Empire's many colonial wars, supplemented by a lot of last-minute recruits. Despite this, they performed remarkably well in the initial stages of the war, and I generally rate them as Veterans. Further, they had a higher standard of marksmanship than many other nations, and can be all rated as Sharpshooters in game terms. (This helps to make up for the smaller sections.)

Infantry: British battalions had four companies, each of four platoons, made up of four 12-man sections, each of which included the NCO in charge. The battalion had a 2-gun MG section commanded by a lieutenant, with a 16-man complement to man the two guns. Each platoon had an officer, and each company as well, with assistants and musicians present at the company level. Battalion command would include two officers plus assistants, as well as the colours (although these were not carried into battle, from what I can tell).

Cavalry: British cavalry regiments had three squadrons and an MG section (two guns). Each squadron had four troops, each made up of four sections. Each section had 8 men. British cavalry used the same SMLE rifle as the infantry (which we classify as rifles for game purposes). British cavalry was trained to use the lance, and often carried it.

It should be noted that this organization was highly variable, some regiments having between 6 and 8 troops, some having four squadrons, and some reporting sections as small as four horses. (The terminology can be confusing here, since cavalry tactics required dividing things by "fours," and a section was sometimes used to refer to the number of horses riding abreast rather than an organizational group.) In game terms, it is reasonable to field 8-man sections.

Bulgaria

Infantry: A Regiment had four battalions and a 4-gun MG company in two sections. Battalions had four companies, Each company had four platoons, each of four 15-man sections.

Cavalry; Regiments had four squadrons (two for infantry divisions, where they were termed battalions) each consisting of 141 men organized into three platoons/troops and an MG detachment, plus support. Troops were probably made up of four 10-man sections.

France

Infantry: French infantry battalions were made up of four companies and an MG section (2 guns). Each company had four platoons (called "sections") consisting of two "half-sections", with a section consisting of two 14- or 15-man squads (including their NCO). Half-sections and below could be commanded by NCOs, above that sub-units were commanded by officers. Companies were commanded by lieutenants. Chasseurs à Pied (and Alpins) would be rated as Sharpshooters, and can be made Veteran. Veteran status can also be given to North African formations. French units carried flags into battle at the beginning of the conflict.

Cavalry: There were four squadrons to a cavalry regiment, plus an MG section. Each squadron had four troops, made up of four sections, each of 10 men. Squadrons were commanded by Captains, with a Lieutenant in charge of each troop. There was a musician for each troop. Spahis had five squadrons instead of four. French dragoons all carried the lance, as did some of the chasseur regiments (note that NCOs only carried sword and revolver in lance-armed units). All French cavalry carried the carbine, and all had bayonets except for lance-armed units.

Germany

Infantry: German regiments had three battalions and a 6-gun MG company organized into three 2-gun sections. Each battalion had four companies, each of three platoons. Each platoon had nine 9-man sections. Platoons were commanded by junior officers or senior NCOs, companies by officers. Jagers had a similar organization, with the exception that they had more MGs: each battalion had it's own MG company, so a two-gun section per platoon. Jagers could be classed as Veteran, and might qualify as Sharpshooters early in the war, when they were still recruited from the foresters of Germany. They tended to be given automobiles, and also had bicycle companies, so if you can find/bash the figures this would be a cool option.) German infantry units carried flags into battle at the beginning of the conflict.

Cavalry: German cavalry regiments had four field squadrons (although some 6-squadron regiments deployed in three-squadron formations attached to infantry corps, and the Landwehr cavalry was organized into three-squadron regiments). Each squadron had four troops, further divided into sections of 10 men, commanded by an NCO. German cavalry were armed with carbines and lances, but were not equipped with bayonets. Machinegun companies (six guns in 2-gun sections) were attached at division- or brigade-level, so very few. Cavalry divisions generally had a jager battalion, which makes for a nice combination of troop types on the tabletop.

Greece

Infantry: Evzone and regular infantry regiments consisted of three battalions, each of four companies and an MG platoon (presumably 4 guns in 2 sections). Each company had four platoons, each with four 15-man sections. Evzones would be rated Veteran as well as Sharpshooters.

Cavalry: Regiments had 480 men in four squadrons (presumably organized into four troops with three 8- or 10-man sections each, but that's a guess; British influence was strong, so I would tend to follow that model). The cavalry used the carbine version of the Arisaka.

Italy

Infantry: Battalions were made up of four (later three, as was always the case for the Bersaglieri) 250-man companies. These were organized into four platoons of four 15-man sections each. Bersaglieri could be rated as Sharpshooters, and would be Veterans (although possibly not reserve Bersaglieri formations). Alpini would also be rated Veterans. Each battalion had a 2-gun MG section (although the army was notoriously short on these).

Cavalry: The reforms of 1910 changed the 6-squadron regimental establishment into a 5-squadron one. There were two groups, one of three squadrons and the other of two squadrons plus an MG section of 2 guns. Given the nature of the terrain they fought over, Italian cavalry was often dismounted and used as infantry. There is little information on unit strengths. The lance was still used by many units, as was traditional in the Italian cavalry. All carried sword and carbine.

Montenegro

Infantry: Montenegro was still fundamentally antiquated: the armed forces were organized into three "bans", each a call-up of all citizens of a certain age (18-19, 20-52, 53+ years). These were grouped into battalions, so that a brigade would have two battalions of each class. Battalion size varied. A brigade had 6-7 battalions (anywhere from 400 to 800 men) and an MG company of 4 guns in two sections. Presumably battalions consisted of four companies, each of four platoons of four sections, but strength was no doubt highly variable.

Cavalry: Montenegro had virtually no cavalry during this period (I believe they had something like 30 cavalrymen.)

Rumania

Infantry: Regiments had three (for light infantry, two) battalions (each 1160 men) plus an MG company. A battalion had three four-platoon companies. It seems likely that sections were large (15-16 men or more).

Cavalry: Regiments had four squadrons plus an MG company totalling 746 men. Half of the Rumanian cavalry carried the lance - all carried sword and carbine. The cavalry was considered to be elite, so should be rated Veteran.

Russia

Infantry: Russian infantry regiments had four battalions each of four companies, divided into four platoons of four sections, with 14 or 15 men in each, including the commanding NCO. Each regiment had an eight-gun MG company, organized in four 2-gun sections. Russian units carried flags into battle. Although Siberian and Turkestan units were called "rifles", they were just like other infantry formations. The official "rifle" units (like those of the Guard) could be classed as Veterans and Sharpshooters.

Cavalry: Cavalry regiments had 4 or 6 squadrons (for Cossacks, "sotnia") divided into four troops, each consisting of four 12-man sections. Machinegun companies of 8 guns (in 2-gun sections) were attached at the divisional level. The lance was common. Cossack units tended to carry rifles, while other cavalry often carried carbines. (We class the "dragoon" rifles as rifles, but the M1907s as carbines.)

Serbia

Infantry: A Serbian regiment had four battalions of four companies plus an MG company (likely of two 2-gun sections). There were four platoons per company, each with four 15-man squads.

Cavalry: Cavalry regiments were either of two (for infantry divisions) or four (for cavalry divisions) squadrons. Each squadron had four troops, organized into 12-man sections.

Turkey

Infantry: Regiments each had three battalions and an MG company of 4 guns in two sections. A battalion had four companies of four platoons, each of four 15-man sections.

Cavalry: Regular regiments had 4 squadrons each of 100-120 men, and with up to 8 MGs. More specifics are not known (to me, anyway). Irregular cavalry was tribal and could be organized differently. It seems possible that German practice was imitated, as the cavalry establishment was undergoing a lot of reorganization at this point, and the German army was used as a model. Turkish cavalry did not use the lance, but carried carbine and saber.

General Notes

In competitive play, it is possible to balance scenarios by adjusting the number of units and their quality. This is not possible in coop-play modes, so the choice of nationalities can have an impact. We prefer to have British, French, or Russian player forces fighting

against the app-run Germans in these situations, as the smaller German sections increase survivability for the players.

It is more fun to have MGs and artillery on the field, even if this is not the typical case, based on the availability of these weapons. This is left up to player discretion, but most wargamers like to use these models so we have allowed for more of them in coop-play scenarios than is historically typical.

In the Balkans, a wide variety of equipment was used, so it is not possible to specify what weapons were carried by cavalry in many cases. It is clear that organization by fours, with 15-man sections, was the norm, and that MG companies were generally of only 4 guns (no doubt this was highly variable). Our presumption is that regular cavalry formations will use sword and carbine by default, but irregulars coming from some areas (such as the Caucasus) could plausibly be lance-armed.

XV. Design Notes

The Hun at the Gates was inspired by our *Viktoria!* system, designed for 1900-era Edwardian fictional games. As an historical gamer, it made sense to adjust that system in a more historical direction. The early days of WWI, and the preceding conflicts in the Balkans have always held a strong fascination, and the cooperative-play option was an appealing one for the remote games we hosted during COVID lockdown. In the event, we did not end up using it for that purpose, as we were able to return to our regular games, so the system was adjusted to use dice, which players always seem to prefer to computer randomization. The system turns out to work well also for club and convention games, however, whether in cooperative or competitive mode. There are now many excellent figure lines available for these conflicts, and 28mm is perfect for a game at this scale, as well as being an appealing size for convention play.

The use of a device for doing calculations and to drive the coop-play "AI" is convenient, as we find that it speeds the game along, while supporting a reasonable degree of historical accuracy. Too often, modern fast-play games are abstracted to the point where period flavor is sacrificed - we trust that this is not the case for this system. The device lets us easily explore some of the tensions around not knowing what you are up against, or where it will come from - an aspect of play which is missing from many other systems, based as they are on competitive play, or elaborate card-and-dice systems for generating the enemy forces. When we look at early battles in the West like Mons and Le Cateau, we have the British standing against overwhelming numbers of the enemy; the Battle of the Marne gives us examples of the opposite - the Allies are on the attack against commanding German positions along the river valleys. These battles inspired the settings for the cooperative play modes. Similar examples can be found in other theatres, although often fought over very different terrain. The early war was highly mobile, with huge offensives followed by equally large withdrawals, creating the possibility for many different scenarios on both attack and defense for any of the combatants.

Because of this scope, we have tried to generalize weapons types and capabilities to make the system as broadly useful as possible, able to depict combat in different theatres with a reasonable degree of accuracy. Note that some types of weapons - notably artillery - are included in the game from the perspective of an infantryman: they are very dangerous, but players are not concerned with the capabilities of specific weapons, etc. The focus of the game is on small-unit command, not on fighting grand-tactical battles.

The game is intended to allow modest collections of figures to provide complete games: forces of 50-100 figures per side are generally sufficient, and will not break the bank when compared to games which depict larger formations. For coop play, it is possible to run games where player forces are even smaller, although the enemy may require a few more figures. (One nice thing about the Balkans campaigns is that you can combine units from different combatants plausibly: the Bulgarians, Austro-Hungarians, and Germans appeared together on the same field, as did the Serbs, French, and Montenegrins, etc.)

Players and GMs should feel free to experiment with the cooperative play options, by assigning different unit types to those generated, modifying the unit placement rules, and by creating scenarios to simulate different situations. We view the existing system as a framework to be enhanced by players - once you have a feel for the intensity with which the different coop modes generate foes, it becomes easier to come up with clever ways of adapting it. To us, this is the most unique and enjoyable aspect of the system.

We hope you enjoy refighting the battles of this colorful era as much as we do!
