

Der Weltkrieg

Simulation Series

Grand Campaign Rules

For

World War One

2nd Edition



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Updates and Errata

Many updates were made in this edition of the rules. Most were additions of rules from stand alone games. These were included to help players more clearly understand which scenario rules continued in force during the Grand Campaign. Other additions included more detailed explanations. Also, minor errors were corrected.

Any rule or line added or changed is denoted with an asterisk at the start (*).

Rules or lines deleted from the rulebook are shown with a single strikethrough (deleted rule)

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1. Credits

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2. Introduction

The *Grand Campaign* allows players to simulate the entirety of World War One in Europe and the Middle East, including variable alliances, economics and production. It uses all the component games of the World War One Der Weltkrieg series, including Western Front, Tannenberg and Galicia, Serbia and Romania, Gorlice-Tarnow Breakthrough and Brusilov Offensive, the Italian Front, and Osmanli Harbi: The Ottoman Fronts.

3. Supply

One supply point supplies 4 strength points for attack and two strength points for counterattack. Artillery is uniformly supplied at the rate of 2 strength points per supply point expended.

4. Sequence of Play

The *Grand Campaign* uses an expanded sequence of play. This is due to the introduction of sea movement, war economy production, and diplomatic aspects not part of previously released individual games.

Play of the game is segmented into turns. Each month consists of a Special Monthly Turn followed by 7 normal turns. Each turn is broken into a number of phases. Players keep track of the month, turn, and current phase on the Scenario Turn Record Track using any unused counters.

Monthly Special Turn

Each month starts with a Monthly Special Turn. This turn is broken into multiple phases:

Production Segment

Resource Phase

Resource centers produce Resource Points. Points are transported from producing Resource Centers to using Factories or Personnel Centers. Factories and Personnel Centers expend available Resource Points.

Production Phase

Factories produce Production Points. Expend Production Points to produce units and supplies for future arrival.

Reinforcement Phase

Place previously produced units and supplies due to arrive this month on the map at the site of producing factory(ies).

War Entry Segment

War Entry Probability Phase

Determine the current probability of neutrals entering the war.

*War Entry Determination Phase

(Use only if optional section 60, Variable Entry is used)
Roll dice to determine if neutrals enter the war.

Trench Construction Segment

Trench Construction Completion Phase

Both players replace construction markers under their units with Trench markers.

Trench Construction Initiation Phase

Both players place construction markers under their units to start Trench construction.

Normal Turn

The Normal turn is broken into ten phases. The first five are conducted by the Central Powers player, the last five by the Entente player. The player whose phase it is is called the Phasing Player.

Reinforcement Arrival Phase

The Phasing Player places reinforcements scheduled for the current turn onto their placement hexes on the map.

Land Movement Phase

The Phasing Player may move any or all of his land units up to the limits of their Movement Allowances on land portions of the map.

Naval Movement Phase

The Phasing Player may load land units onto ships, move any or all of his naval units up to the limits of their Movement Allowances on the Strategic Naval Map, and/or unload his units from ships into controlled ports.

Combat Phase

The Phasing Player may initiate combat with any of his units that are adjacent to enemy units.

Replacement / Recombination Phase

The Phasing Player may recombine units or replace those that have been removed from the map.

Record Keeping

At the end of the Entente Replacement / Recombination Phase, the turn marker is advanced to the next turn. If it is the 7th turn, the month marker is advanced to the next month, and the turn marker is advanced to the Special Monthly Turn.

5. Germany

5-1 Germany begins the game as part of the Central Powers.

5-2 The German army is set up according to West Front rulebook section 4-4, and Tannenberg and Galicia rulebook sections 4-2 and 8-3. It mobilizes according to the schedule of section 41.

5-3 Treat German AlpK units (regiments or brigades) stacked together as a single division. Reduce the combined strength of AlpK units stacked together due to excessive supply line length, not each regiment (or brigade). This also means that the units are one division for stacking purposes.

5-4 The German Jgr division is considered to be a brigade for stacking purposes whenever it is at or below half strength.

5-5 Germany suffers 'Shaken National Morale' whenever it accumulates 1600 DM points. The point at which it suffers 'Economic Collapse' or surrenders is based on year:

Economic Collapse:

1914:	1150 DM points
1915	1500 DM points
1916	1800 DM points
1917	2050 DM points
1918	2350 DM points
1919	2550 DM points

Surrender:

1914:	1300 DM points
1915	1700 DM points
1916	2050 DM points
1917	2350 DM points
1918	2650 DM points
1919	2900 DM points

5-6 German reinforcements appear in factory hexes that could have produced them (see production rules).

5-7 The German new unit reinforcement schedule can be found in section 42-1.

Conditional Reinforcements

*5-8 On any turn after Central Powers forces occupy all hexes of Warsaw (map 4-5 hexes 2018, 2019, 2119), and the Russian fortress of Novogeorgsk (map 4-5 hex 1918) is destroyed, the German player may remove any of the following fortifications and replace them with the corresponding 5-5 Inf XX (a reduced strength 3-5 Inf XX for Marienburg). In addition, Posen, Thorn, and Breslau get an additional 5-3 RPL unit, and Graudenz and Kulm each get a 2-3 (understrength) RPL unit:

Fortress	Hex	Unit
Posen	0420	83
Graudenz	1114	84
Kulm	0915	87
Marienburg	1111	86
Thorn	1016	89
Breslau map5-5 0607		88

5-9 Germany receives special reinforcements should Romania join the Entente. These reinforcements are as follows: In the Trench Construction Phase following the determination that Romania will become an active Entente belligerent, Germany receives:

Dnbe XXXX HQ
1 x 2-5 Inf XX Brd

The following reinforcements arrive calculated from the turn in which Romania becomes an active Entente belligerent:

Turn +1
3 x 2-5 Inf III 1/187, 2/187, 3/187
1 x 1-6 Cav X Sbrgn

Turn +5
Mrgn XXX HQ
1 x 3-4 Art III 52

Turn +10
1 x 4-6 Cav XX 7
3 x 1-6 Cav X 3, 5, 8

Turn +15
Staabs XXX HQ
1 x 4-6 Cav XX Goltz
1 x 3-4 Art III 1 R

All such special Reinforcements may initially be placed on any city of the Central Powers on map 6-6. These units must stay within 10 hexes of Romania. Should Romanian surrender, they must be part of the post surrender garrison of Romania.

6. Great Britain

6-1 Great Britain starts the game as part of the Entente.

***6-2** The British army is set up according to West Front rulebook section 4-3, and Osmanli Harbi section 24-2. It receives the units described in Osmanli Harbi section 16-2 the turn after the Ottoman Empire becomes a belligerent, in the

listed hex. The British army mobilizes according to the schedule of section 41. The Royal Navy has two 6 strength Naval Gunfire Support units in the Mediterranean and a 2 strength point unit in the Persian Gulf (the last as part of the reinforcement conditional on Ottoman entry). None of these Naval support units may leave the body of water they are assigned to.

6-3 Great Britain suffers 'Shaken National Morale' whenever it accumulates 1275 DM points. The point at which it suffers 'Economic Collapse' or surrenders is based on year:

Economic Collapse:	
1914:	800 DM points
1915	1100 DM points
1916	1300 DM points
1917	1500 DM points
1918	1650 DM points
1919	1850 DM points

Surrender:	
1914:	900 DM points
1915	1200 DM points
1916	1450 DM points
1917	1650 DM points
1918	1850 DM points
1919	2050 DM points

6-4 British reinforcements appear in factory hexes that could have produced them (see production rules).

6-5 The British new unit reinforcement schedule can be found in section 42-4.

7. France

7-1 France starts the game as part of the Entente.

7-2 The French army is set up according to West Front rulebook section 4-1. It mobilizes according to the schedule of section 41.

7-3 France suffers 'Shaken National Morale' whenever it accumulates 900 DM points. The point at which it suffers 'Economic Collapse' or surrenders is based on year:

Economic Collapse:	
1914:	675 DM points
1915	875 DM points
1916	1050 DM points
1917	1200 DM points
1918	1325 DM points
1919	1450 DM points

Surrender:	
1914:	750 DM points
1915	1000 DM points
1916	1200 DM points
1917	1350 DM points
1918	1500 DM points
1919	1650 DM points

7-4 Unless otherwise specified, French reinforcements appear in factory hexes that could have produced them (see production rules).

7-5 The French new unit reinforcement schedule can be found in section 42-5.

8. Austria-Hungary

8-1 Austria-Hungary starts the game as part of the Central Powers.

8-2 The Austro-Hungarian army is set up according to Tannenberg and Galicia rulebook section 8-2 and Serbia and Romania rulebook section 4-1. It mobilizes according to the schedule of section 41.

8-3 Austria-Hungary suffers 'Shaken National Morale' whenever it accumulates 550 DM points. The point at which it suffers 'Economic Collapse' or surrenders is based on year:

Economic Collapse:	
1914:	375 DM points
1915	525 DM points
1916	600 DM points
1917	700 DM points
1918	775 DM points
1919	875 DM points

Surrender:	
1914:	450 DM points
1915	600 DM points
1916	700 DM points
1917	800 DM points
1918	900 DM points
1919	1000 DM points

Austria-Hungary will also surrender at any point that an Entente infantry unit occupies either hex comprising Budapest.

8-4 When two Austro-Hungarian brigades are stacked together, the two brigades are considered to be one division. This means that the combined strength of the two brigades is reduced due to excessive supply line length, not a reduction for each brigade.

8-5 Austro-Hungarian brigades of the same nationality, and in the same hex, may combine to form divisions of strength equal to the combined strength of the brigades at the end of any movement phase. The Austro-Hungarian player has additionally available divisions for this purpose.

8-6 Austro-Hungarian Siege Artillery units may be moved onto the Western Front (map 5-3) at any time. Other Austro-Hungarian units may only enter this map after Germany has suffered "Economic Collapse". Should this occur, only a total of four Austro-Hungarian divisions are allowed onto the Western Front.

8-7 Replace any 1-4 Austro-Hungarian Mountain Brigade that moves to map 6-4 with its 2-4 strength brigade counter. If they are later moved off map 6-4, they revert back to their previous maximum strength (losing one strength point unless already understrength).

8-8 Prior to Italy joining the Entente, Austria-Hungary kept a garrison along the Italian border. The Austro-Hungarian player deploys the following units on map 6-4. Only the garrisons of Trieste, Fiume, and Pola (112L Brigade) must be placed in specific locations (namely the location they garrison). These forces may not be moved from map 6-4 until Italy enters the war. At that time the Central Powers may move units on or off of map 6-4 as they see fit:

Italian Front Garrison:

Tirol XXXX HQ	5 sp
1 x 0-3 Eng III	T
9 x 2-4 Inf X	96, 179, 180, 181, 183, 184, 185, 187, 112L
2 x 1-4 Inf X	Trste, Fium
11 x 2-4 Mtn X	50M, 51M, 52M, 53M, 54M, 55M, 56M, 57M, 58M, 59M, 60M

Forts as described in May 1915 Italian Front scenario.

***8-9** The Austro-Hungarian forces deployed on map 6-4 prior to Italian entry into the war may construct trenches anytime they want, in accordance with trench construction rules. This is the only case of units being able to construct trenches along or behind a neutral border.

8-10 The Austro-Hungarian player may move other units to and from map 6-4 prior to Italian entry into the war, but he may not violate Italian territory prior to that time.

***8-11** The Austro-Hungarian units acting as the garrisons of (map 6-4) Trieste (3419), Fiume (3620), and Pola (3423) cannot move unless forced to retreat from the hex they occupy at the start of the game. The Austro-Hungarian fortress at Pola cannot be voluntarily reduced.

8-12 Unless otherwise specified, Austro-Hungarian reinforcements appear in factory hexes that could have produced them (see production rules).

8-13 The Austro-Hungarian new unit reinforcement schedule can be found in section 42-2.

***8-14** Use the following rotating schedule in determining the 'national origin' of Austro-Hungarian infantry type divisions that arrive due to production or reinforcement (repeat 'First' after 'Eighth'):

1st: Austrian (red 5-4 XX or 4-3 RPL)
2nd: Hungarian (green 4-4 XX or 3-3 RPL)
3rd: Croat (light blue 3-4 XX or 2-3 RPL)
4th: Czech (brown 3-4 XX or 2-3 RPL)
5th: Austrian (red 5-4 XX or 4-3 RPL)
6th: Croat (light blue 3-4 XX or 2-3 RPL)
7th: Hungarian (green 4-4 XX or 3-3 RPL)
8th: Polish (pink 3-4 XX or 2-3 RPL)

* Note: Brigades and Regiments may be used to fulfill the above rotation requirements once their combined strength equals that of a division.

Conditional Reinforcements

8-15 Austria-Hungary receives special reinforcements should Romania join the Entente.

The following reinforcements arrive on a turn calculated from the turn in which Romania becomes an active Entente belligerent:

Turn +5

1 x 2-4 Art III 1

Turn +9

1 x 2-4 Art III Grk

All such special Reinforcements may initially be placed on any city of the Central Powers on map 6-6. These units must stay within 10 hexes of Romania. Should Romanian surrender, they must be part of the post surrender garrison of Romania.

9. Russia

9-1 Russia begins the game as part of the Entente.

9-2 The Russian army is set up according to Tannenberg and Galicia rulebook sections 4-1 and 8-1. It mobilizes according to the schedule of section 41.

***9-3** Russia only accrues DM points for the loss of urban hexsides in Warsaw and Riga in European Russia. It receives no DM points for the loss of other personnel centers or urban hexsides in European Russia. Russia only accrues DM points for the loss of the personnel centers of Batum, Alexandropol, and Tiflis on the Caucasus (map 6-8). It receives no DM points for the loss of other personnel centers or urban hexsides in the Caucasus. (Note the loss of Tiflis only incurs DM points as a personnel center. There is no DM loss for the Tiflis urban hexside).

9-4 Russia suffers 'Shaken National Morale' whenever it accumulates 600 DM points. The point at which it suffers 'Economic Collapse' or surrenders is based on year:

Economic Collapse:

1914:	800 DM points
1915	850 DM points
1916	900 DM points
1917	950 DM points
1918	1000 DM points
1919	1050 DM points

Surrender:

1914:	950 DM points
1915	1000 DM points
1916	1050 DM points
1917	1100 DM points
1918	1150 DM points
1919	1200 DM points

9-5 Unless otherwise specified, Russian reinforcements arrive in either a factory that could have produced them or any rail line on a map edge in Russia.

* (Optional - to better simulate stress on Russian Rail Network by the war: Russian reinforcements arrive in either an on-map factory that could have produced them or in the cities of St Petersburg, Moscow, or Rostov on the strategic map).

9-6 The Russian new unit reinforcement schedule can be found in section 42-7.

Opolchenie

9-7 On the 4 September 1914 Turn, the Russian player places 23 Opolchenie infantry brigades (1-4s with Blue unit symbol box with white cross) on the maps. One brigade can be placed in every Russian controlled town or city hex. These brigades are not free to move or attack until released. If attacked before they are released, they defend normally and can freely move afterwards. Starting with 5 September turn, the Russian player can release four of these brigades per turn. Once released, they can attack and move normally. Units released by an enemy attack don't count towards the four per turn limit.

9-8 The Russian player can create Divisions 104, 105, 111, 112, 114-116, 120, 122-124 (all 3-4, Opolochenie type infantry) by removing any two Opolochenie brigades from the same hex as a Russian HQ and substituting one of the divisions. If insufficient Opolochenie brigades remain in play, two strength points from other infantry units can be used. The Russian player can do this action once per month April thru August 1915, and create the remainder of the divisions in December 1915.

***9-9** Until the Russian Player creates all Opolochenie divisions, every third Russian RPL unit received through production is a reduced 2-3 rather than the normal 3-3, even though the Russian Player must create these units as 3-3s (the eliminated point is actually used in the bonus Opolochenie strength created in rule 9-8)

Last Gasp

9-10 After Russia reaches Economic Collapse, the Russian player can create some low quality units outside of the production rules. By removing a strength point from an existing unit, two divisions from the list below are created. Only one strength point can be removed from any single division. A division can't be eliminated by removal of the strength

point. Up to four strength points of divisions can be built in one turn during the recombination phase.

1-4 Inf XX: 151, 153, 154, 155, 156, 157, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 171, 172, 173, 174, 175, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 6Rfl, 7Rfl, 8Rfl.

9-11 Similarly, the Russian player can create the following units after Economic Collapse. One division from this list can be created by removing one strength point from an existing unit. Any such creation counts towards the four strength point per turn creation limit.

2-4 Inf XX: 15Sib, 16Sib, 17Sib, 18Sib, 19Sib, 20Sib, 21Sib, 22Sib, 5Fin, 6Fin, 5Gren, 6Gren, 2CaGr.

Caucasus After Russian Economic Collapse

***9-12** After Russian Economic Collapse, Armenian and Georgian Units will continue to fight on. Once Economic Collapse occurs, roll one die each month. On a roll of 1 on the first month, the Russian Player places a new HQ where he wants on map 6-8. This new HQ is considered the 'Armenian HQ'. Subtract 1 from the die roll for each subsequent month (so that on the third month, two is subtracted). When the 'Armenian HQ' appears, all Russian supply points in HQs on map 6-8 are transferred to this new HQ (up to a max of 10), and other HQ's on the map are removed.

9-13 In addition, the Armenian/Georgian Forces receive reinforcements on map 6-8 based on the month the Armenian HQ appears:

Armenian HQ +1 month

1 x 1-4 Inf X	Van	3522
Replace:		
1 x 1-4 Inf X	Ar	
With:		
1 x 2-4 Inf X	1/1Ar	

Armenian HQ +2 months

1 x 2-4 Inf X	2/1Ar	2810
1 x (1)-6 Cav X	Ar	2810
1 x 1-4 Inf X	Erz	2118
1 x 1-4 Inf X	Geor	1808

Armenian HQ +3 months

1 x 2-4 Inf X	1/2Ar	2810
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Armenian HQ +4 months

1 x 1-4 Inf X	Hin	3014
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Armenian HQ +5 months

1 x 2-4 Inf X	2/2Ar	2810
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10. Serbia

***10-1** Serbia starts the game as part of the Entente. Note that for game purposes, Montenegro is part of Serbia, and Montenegrin units have the same capabilities as Serbian units.

10-2 The Serbian army is set up according to Serbia and Romania rulebook section 4-2, and Montenegrin army according to 4-3. They mobilize according to the schedule of section 41.

10-3 In addition to the initially set up forces, nine 1-4 infantry regiments (III) are immediately deployed according to Serbia booklet rule 11-4 whenever any of the following conditions exist:

1. Bulgaria joins the Central Powers.
2. When any Central Powers unit crosses the Ibar, W. Morava, or Nisava rivers.
3. When any Central Powers unit enters Albania.
4. When any German unit moves adjacent to Serbian territory as described by the 1914 Serbian border.

10-4 Anytime during or after September 1914, if the Entente player has a Serbian ground combat unit in Belgrade (map 6-5 hex 1607), Central Powers River Flotillas that move between hexes 1606 and 1707 may be attacked. No supply points are expended for the attack. On a die roll of '1', the attacked River Flotilla is flipped to its reduced strength side. If already at reduced strength, the Flotilla is eliminated.

10-5 If the Central Powers player occupies Belgrade (Map 6-5 1607), Nish (Map 6-5 2413), and Skopje (Map 7-6 1207), all Serbian Army Headquarters function as Corps-level Headquarters.

10-6 Serbian forces may freely enter Albania once Bulgaria joins the Central Powers.

10-7 Once in Albania, Serbian forces may use Albanian ports as Entente ports.

10-8 The Entente player may use naval transport to move Serbian units from Albania to Corfu or other areas of Greece

in which British or French forces are operating.

10-9 Serbia never surrenders. The Serbian army will continue to fight even if Serbia is completely occupied by the Central Powers. Serbian forces must operate in areas as close as possible to Serbia if they cannot operate in Serbia itself. In the event that positions in Albania or Greece are untenable, the Serbian army may fight on the Italian front.

10-10 Unless otherwise specified, Serbian reinforcements appear in factory hexes that could have produced them (see production rules). If Serbia no longer controls the needed factory, reinforcements are placed in any Serbian controlled city.

10-11 The Serbian new unit reinforcement schedule can be found in section 42-8.

10-12 The Serbian 'Bran', 'Sok2', and 'Kraj' divisions do not arrive as reinforcements, but they may be built from replacements or other units starting in 1915.

***10-13** If the Serbian HQs are destroyed to the point that the Serbians have only one or no HQs, Serbian HQs can be rebuilt by either France or Great Britain, using French or British production points, so that Serbia has at least two HQs. No manpower points are needed to rebuild the Serbian HQs, they are rebuilt at the rate for Serbian HQs, and they are rebuilt after only 3 months in production.

11. Belgium

11-1 Belgium starts the game as part of the Entente.

11-2 The Belgian army is set up according to West Front Rules section 4-2. It mobilizes according to the schedule of section 41.

11-3 Belgium suffers no effects from DM accumulation. Belgian units never surrender.

11-4 The Belgian army had a strong desire to remain on Belgian soil. Belgian forces must either be in Belgium, or in hexes as close to Belgium as possible.

11-5 The Belgian new unit reinforcement schedule can be found in section 42-6.

***11-6** If lost, the Belgian Army HQ may be rebuilt by either France or Great Britain, using French or British production points. No manpower points are needed to rebuild the Belgian HQ, and it is rebuilt after only 3 months in production.

12. Ottoman Empire

12-1 Ottoman entry into the war is variable. Starting September 1914, a die is rolled during each monthly special turn in order to determine the Ottoman Empire's belligerent status. On a roll of 1, the Ottoman Empire immediately joins the Central Powers. One is subtracted from the die roll for each month AFTER September 1914 (Thus by November 1914 Monthly Special Turn, 2 is subtracted from the die roll).

NOTE - This rule is superceded by the rules for Variable Start date if using those optional rules (see section 60)

12-2 Up to three Ottoman divisions may operate outside of the Ottoman empire in Europe. These forces may only operate on maps 6-5, 6-6, and or 7-6. Two of these units may have their strength increased from 3-4 to 4-4 using RPL units.

***12-3** The Ottoman Empire does not accrue DM points for the loss of every personnel centers or urban hexside on maps 7-9 (Palestine) and 8-8 (Mesopotamia). On map 7-9, the Ottomans only take DM points for the loss of Tarsus, Adana, Iskenderum, Hatay, Damascus, and Jerusalem. On map 8-8, only for the loss of Mosul and Baghdad. City losses on other maps incur normal DM points.

12-4 The Ottoman Empire suffers 'Shaken National Morale' whenever it accumulates 350 DM points. The point at which it suffers 'Economic Collapse' or surrenders is based on year:

Economic Collapse:	
1914:	300 DM points
1915	375 DM points
1916	450 DM points
1917	500 DM points
1918	550 DM points
1919	600 DM points

Surrender:	
1914:	350 DM points
1915	425 DM points
1916	500 DM points

1917	550 DM points
1918	600 DM points
1919	650 DM points

12-5 The Ottoman reinforcement schedule can be found in section 42-3. Their arrival is NOT adjusted due to variable war entry date.

Disbanding Units

***12-6** Disbanding Divisions. The Ottoman player may elect to disband division sized units at any time during his turn. Convert any strength points possessed by the disbanded units into a Replacement Unit of the same strength. Place the Replacement Unit in the same hex as the disbanded division.

***12-7** At the beginning of a turn, the Ottoman player can disband Army and Corps Headquarters with no supply points that are on the map, as well as 3-4 divisions from the dead pile that have a green "3" circle in the upper-right corner (but not divisions that surrendered). Note that the Ottoman player will need to keep track of which map dead pile divisions come from. The Ottoman player gets one 1-3 RPL XX as a reinforcement the following turn for every three disbanded HQs and/or dead pile divisions. This unit arrives as a reinforcement the following turn on the same map that the units were destroyed/disbanded on (Baghdad or Mosul on map 7-9; Sivas on map 6-8, any Ottoman controlled city on map 8-8), or in Istanbul (map 7-6 hex 4804) 7 turns later.

***12-8** A unit can never be rebuilt after disbanding. It is permanently removed from the game.

Ottoman Rail Network

***12-9** Any units using the Ottoman Rail network have reduced rail movement. Infantry type units expend one-sixth of a Movement Point for every rail hexside crossed while moving by rail. All other units expend one-fourth of a Movement Point per hexside crossed while moving by rail. This rule modifies Standard Rule 7-5.

Kalfas Units

In the summer of 1916, heavy losses caused the Ottoman 3rd Army to

reorganize its divisions. This reorganization changed divisions into regiments, and corps into divisions. Several divisions were permanently disbanded, but the resulting smaller force was better equipped and trained. The Ottoman player can execute this reorganization once during the game.

12-10 The reorganization can occur at the start of any turn in which there are three or less Ottoman replacement strength points on the map. This is the process for creating a Kalfas Division:

- The Ottoman player takes any three previously eliminated divisions and permanently removes them from play.
- Eliminate a strength point from a unit located with a Headquarter.
- Replace a Corps HQ (with either the I Kaf or II Kaf XXX HQ until both are used).

Once these steps are taken, he can place a Kalfas division on the map at either a depot or an Army Headquarters.

12-11 Only the 5th, 9th, 10th and 11th Kalfas Divisions are available for creation by this reorganization. The remaining Kalfas divisions are new units and arrive as replacements. They cannot be used for reorganization. If any of the four listed Kalfas unit are not used during the reorganization, they are permanently removed from play.

12-12 If the two cavalry divisions (2 and 3R) have been eliminated, the Ottoman player can permanently remove them from play and replace them with the 2nd Kalfas Cavalry Brigade (1-6 Cav X 2Kaf). This can be a separate action from the previous Kalfas rules. It can be done at any time prior to the withdrawal of the 2nd Cav XX from the Caucasus in the 2 November 1917 turn. If the 2Kaf unit is in play, it is withdrawn on 2 November 1917 in lieu of the 2Cav XX.

12-13 Note that units eliminated under these rules to create Kalfas units are not available for disbanding. Divisions eliminated for the purpose of creating Kalfas units are permanently removed from play. Conversely, **disbanded** units disbanded can't be used to create Kalfas units.

Russian Collapse

***12-14** The Ottoman Empire receives reinforcements conditional on Russia

reaching Economic Collapse. These units need not remain on map 6-8. The following lists the Ottoman reinforcements received on map 6-8 once Russia suffers Economic Collapse:

Month of Russian Economic Collapse:

2 x 3-4 InfXX	3Kaf, 15	Any Port
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+3 Months

Islam XXXX		4105
2 x 1-4 InfXX	1Kaf, 2Kaf	4105
1 x 1-4 InfIII	177	Any Port

+4 Months

1 x 1-4 InfXX	4Kaf	4105
1 x (1)-6 Cav X	1Kaf	4105

13. Italy

13-1 Italian entry into the war is variable. Starting March 1915, a die is rolled during each monthly special turn in order to determine the status of Italy. 2 is subtracted from the die roll if Serbia still has supplied units in their country. 1 is subtracted for each full 60 DM points suffered by Austria-Hungary. Italian entry is triggered if the adjusted die roll is less than 1. Italy formally joins the Entente at the start of the 7th Entente movement phase the second month after the triggering die roll. (Example: die roll trigger occurs in June 1915, Italy joins the Entente in the 7th turn of August 1915).

NOTE - This rule is superceded by the rules for Variable Start date if using those optional rules (see section 60)

13-2 The Italian army is set up according to Italian Front Rules section 5-3. It mobilizes according to the schedule of section 41 when Italy becomes a belligerent.

13-3 The Italian reinforcement schedule remains constant. It is listed in section 42-9.

13-4 Italy suffers 'suffers 'Shaken National Morale' whenever it accumulates 300 DM points. The point at which it suffers 'Economic Collapse' or surrenders is based on year:

Economic Collapse:	
1914:	275 DM points
1915	275 DM points
1916	350 DM points
1917	400 DM points
1918	450 DM points
1919	500 DM points

Surrender:

1914:	300 DM points
1915	300 DM points
1916	400 DM points
1917	450 DM points
1918	500 DM points
1919	550 DM points

13-5 Italian reinforcements appear in factory hexes that could have produced them (see production rules), or any rail line on a map edge in Italy.

13-6 During each of the first two monthly Reinforcement Phases Italy is a belligerent, the Italian player receives the following reinforcement units:

2 x 3-3 InfRPL

The Italian player also receives 1 x 3-3 Mtn RPL the second month.

14. Bulgaria

14-1 Bulgaria joins the Central Powers at under any of the following situations:

- The start of the next turn after any Central Powers unit is adjacent to Nish (map 6-5 hex 2413)
- After the 1 April 1915 turn, the start of the next turn after any Central Powers unit occupies Belgrade (map 6-5 hex 1607)
- On the 2 October 1915 turn.

NOTE - This rule is superceded by the rules for Variable Start date if using those optional rules (see section 60)

14-2 The Bulgarian army is set up according to Serbia and Romania rulebook sections 11-3 and 14-4 when Bulgaria becomes a belligerent. The exceptions to these sections are that the units of the 1st infantry division (1/1, 2/1, and 3/1) and the 1st cavalry division are set up according to 11-3.

14-3 Bulgaria does not suffer 'Shaken National Morale' or 'Economic Collapse' in the course of this game. Bulgaria surrenders when it accumulates 125 DM points, or when *Germany* suffers 2450 DM points.

15. Romania

***15-1** Romania joins the Entente after Austria-Hungary suffers 'Shaken National Morale'. At the instant that

Austria-Hungary is 'Shaken', a single die is rolled. Two is added to the die roll. The result is the number of complete turns until Romania becomes an active Entente belligerent. For example, during the 3 Jun 1916 turn, Austria-Hungary accumulates enough Demoralization points to become 'Shaken'. A die roll of two means that four complete turns later, Romania becomes a belligerent during the Entente movement phase. The Entente player thus has full control of Romanian forces on the 1 July 1916 turn.

NOTE - This rule is superceded by the rules for Variable Start date if using those optional rules (see section 60)

15-2 The Romanian army is set up according to Serbia and Romania rulebook section 14-1 when Romania becomes a belligerent.

15-3 Bucharest is declared an open city if its defenses are flanked. This occurs if the Central Powers player controls hexes containing clear terrain that are both north of the Danube and Dambovija rivers (ex. Hex 1515). When Bucharest is declared an open city, remove all 3 of the Bucharest fortresses. Further, no Entente unit may defend inside any of the 3 hexes vacated by these forts.

15-4 Romania does not experience 'Shaken National Morale' or 'Economic Collapse'. It surrenders when it suffers 250 DM points.

15-5 Should Russia surrender, Romania is also immediately surrenders if part of the Entente.

15-6 Romanian reinforcements appear on map 6-6 hex 1901 unless otherwise specified.

15-7 The Romanian new unit reinforcement schedule can be found in section 42-10.

16. Greece

16-1 The Greek army is set up according to Osmanli Harbi rulebook section 37-3 at the start of play.

16-2 Every month after Entente forces land in Salonika (and are still in control of that port), roll two dice. On a roll of 2, the Entente can support a pro-Entente coup. Starting one year after the Entente lands at Salonika, subtract one from the monthly die roll.

NOTE - This rule is superceded by the rules for Variable Start date if using those optional rules (see section 60)

***16-3** To carry out the coup, the Entente player must move a total of 12 Strength Points) to occupy Athens (2826). The involved units must start from the Entente occupied part of Greece or Macedonia. This movement requires Entente units to move across the 1881 Greek border and supersedes Rule 33-6. Once Athens is occupied, Greece enters the war as part of the Entente during the next Entente movement phase. At that point, both Entente and Central Powers units can then freely enter Southern Greece (this supersedes Rule 33-6).

National Defense Army

16-4 After Entente units land at Salonika, Pro-Entente forces are raised within Greece. They appear in Salonika or any Entente controlled adjacent hex. These units are inactive until Greece formally joins the Entente. At that time, they may move and engage in combat. They are not removed due to the actions of Central Powers units while Greece is still neutral.

Entente Salonika + 12 Months
ND XXX HQ

Entente Salonika + 14 Months
1 x 3-4 Inf XX Srs

Entente Salonika + 19 Months
1 x 3-4 Inf XX Arch 2114
Crt 2114

16-5 Once part of the Entente, convert the following Greek 1-4 Inf XXs to 2-4 Inf XXs (if still on the map): I, II, III, IV, V, VII, IX, XIII, XIV. Remove the following 1-4 Inf XXs: VI, VIII, X, XI, XII. Remove the following XXX HQs: B, C, D, E

16-6 Once Greece joins the Entente due to the Pro-Entente Coup, regular Greek units mobilize per the following schedule:

+6 Months
A Single XXX HQ
+7, 9, 10, 12, 13, 15, 16 Months
A Single Inf XX

16-7 If Greece joins the Entente, it surrenders if the Central Powers occupy Larisa or Athens, or it accumulates 100 DM points.

17. The United States

17-1 The United States strongly desired its forces operate under their own command. The French and British were of a different opinion. A compromise was reached. Up to 8 United States infantry divisions (brigades count as half divisions) may have attack supply expended for them by British or French headquarters during a single turn. Up to 16 United States infantry divisions (brigades count as half divisions) may have counterattack supply expended for them by British or French headquarters during a single turn. These allowances are halved after the appearance of the first US HQ as a reinforcement.

***17-2** United States infantry divisions were twice the size of European army divisions. As such they count as two divisions for sustainment purposes (see section 55).

17-3 The United States 93rd Provisional division was comprised solely of troops of African descent. It was not a double sized division, so it only counts as one division for stacking and rail movement purposes. It was placed under French command. This unit may only have supply expended for it by French Headquarters. Its losses count as United States DM points. It may be rebuilt only with other United States units. If combined with other United States units, it is returned to full strength first. It must be produced by the United States within six months of US war entry.

17-4 United States reinforcements appear in the North America area of the Strategic Sea Map. They will need to be transported to Europe.

17-5 The United States new unit reinforcement schedule can be found in section 42-11.

17-6 The United States suffers no effects due to the accumulation of DM points. It never surrenders.

18. The Netherlands

18-1 The Schlieffen Plan originally called for the German invasion of the Netherlands as well as Belgium. This was changed to allow Germany to potentially take advantage of Dutch neutrality and reduce the strength requirements of the "Right Wing".

Unfortunately the British saw through this and did not allow Germans to import things through Holland. In any case, Germany could have easily decided to invade. Germany may invade the Netherlands whenever it wants. The result is they join the Entente. The Entente cannot invade the Netherlands.

18-2 Dutch forces are deployed according to the following setup instructions:

Map 5-3

Hex	Unit	Designation
1702	1 x 3-4 Inf X	1/3
1902	1 x 3-4 Inf X	2/3
2102	1 x 1-6 Cav X	1

Map 5-4

Hex	Unit	Designation
0419	1 x HQ	(5sp)
0420	1 x 3-4 Inf X	1/1
0518	1 x 3-4 Inf X	2/1
1018	1 x 6-4 Inf XX	4
1020	1 x 6-4 Inf XX	2

Fortress (Map 5-4)

Size	Name	Hex
(27)	Amst	0617
(18)		0718
(18)	Utrt	0719

18-3 While neutral, the Dutch get a 4-3 RPL XX in January 1915 and an additional one in January 1916. They also receive 5 supply points in November 1914 and another 5 in February 1915.

18-4 Once their neutrality is violated, Dutch factories produce supply points and combat units as any other belligerent.

18-5 The Netherlands surrender if Amsterdam is occupied by the enemy, or if the country accumulates 250 DM points. The Netherlands are 'Shaken' if when they suffer 150 DM points. They never suffer 'Economic Collapse'.

19. Switzerland

19-1 Since Germany had invaded Belgium, the French were continually worried the Germans would do the same in Switzerland. Germany may opt at any time to invade Switzerland. The result is Switzerland joins the Entente. The Entente may not violate Swiss neutrality.

19-2 Swiss forces are deployed according to the following setup instructions:

Map 5-3

Hex	Unit	Designation
2430	1 x 2-4 Inf III	4 Lw
2824	1 x 2-4 Inf III	3 Lw
2825	1 x 4-4 Inf X	1/2
2826	1 x 1-6 Cav X	2
2925	1 x 4-4 Inf X	2/2
2926	1 x 2-4 Inf III	11 Lw
2927	2nd HQ	(12 SP)
	1 x 8-4 Inf XX	3
3023	1 x 2-4 Inf III	1 Lw
3025	1 x 2-4 Inf III	13 Lw
3125	1 x 4-4 Inf X	1/3
3224	1 x 1-6 Cav X	4
	1 x 2-4 Inf III	10 Lw
3325	1 x 2-4 Inf III	14 Lw
3326	1 x 4-4 Inf X	2/3
3422	1 x 2-4 Inf III	2 Lw
3424	1 x 2-4 Inf III	6 Lw
3425	1st HQ	(12 SP)
	1 x 0-3 Eng III	1
3524	1 x 2-4 Inf III	7 Lw
3526	1 x 4-5 Mtn X	5
3623	1 x 1-6 Cav X	3

Map 6-4

Hex	Unit	Designation
0117	1 x 1-6 Cav X	1
0215	1 x 2-4 Inf III	5 Lw
0216	1 x 8-4 Inf XX	1
0417	1 x 4-5 Mtn X	1
0615	1 x 4-5 Mtn X	3
0717	1 x 2-4 Inf III	9 Lw
1115	3rd HQ	(12 SP)
	1 x 8-4 Inf XX	5
1311	1 x 4-4 Inf X	2/6
1312	1 x 4-4 Inf X	1/6
1318	1 x 2-4 Inf III	8 Lw
1515	1 x 4-5 Mtn X	6
1615	1 x 2-4 Inf III	12 Lw

Fortress (Map 6-4)

Size	Name	Hex
(6)	StM	0418
(12)	StG	1115

19-3 Swiss units may operate in any country adjacent to Switzerland once they are a belligerent.

19-4 Switzerland never surrenders and never suffers any other affects due to the accumulation of DM points.

***19-5** If lost, Swiss HQs may be rebuilt by an ally, using the allies production points. No manpower points are needed to rebuild a Swiss HQ, and it is rebuilt after only 3 months in production.

20. Garrisons

***20-1** Players that occupy significant amount of enemy (or formerly enemy) territory must pacify those areas with occupation garrison forces, with certain exceptions (see rules 20-5 and 20-6).

***20-2** Garrison requirements are two infantry or one cavalry strength point per Personnel Center or Urban hexside.

~~**20-3** Garrison units must be full strength.~~

20-3 Garrison units must be located in the Personnel Center that creates the requirement. In the case of Urban hexsides, they must be in the hex containing the city center (if one exists).

20-4 If an occupied Personnel Center or Urban hexside is on a front line, Units in that hex fulfill the garrison requirement.

***20-5** Garrison requirements are halved for Russian territory on maps 4-5, 4-5N, 4-5E (except Minsk), and 5-5 (this is Russian Poland and the Baltics). Garrisons in this area can cover two locations. The player places the Garrison on one Personnel Center, and the player declares which other Personnel Center (or Urban Hexside) they also cover.

***20-6** Garrison requirements are for only a single strength point for each urban hexsides on map 7-9 (no requirement for Personnel Centers without urban hexsides on this map), and only for one strength point for Personnel Centers and one additional strength point per urban hexside on map 8-8.

***20-7** There is no Garrison requirement for any cities in Luxembourg, Albania, or Persia.

***20-8** For every Personnel Center not adequately garrisoned, the player loses one supply point per turn from the nearest HQ. In addition, the rail lines in the hex of the Personnel Center are cut, and require repair through the use of an engineer unit. This does not apply to cities on or between the front lines, or in other ambiguous 'control' situations.

In some cases a large country may surrender. Such a country (ex: Russia, Italy, Ottoman Empire) may only be partially depicted on the regular maps. Special Rules cover the Garrison Requirements for these countries.

Russian Garrison

***20-9** Should Russia surrender, Germany is required to keep forces on the Eastern Front. All of these forces must be in Russian territory (note: if a player has insufficient cavalry, he may use two infantry strength points in lieu of each cavalry strength point):

4 Headquarters (containing a combined total of at least 25 supply points),
3 x 0-3 Engineer Regiments,
20 Cavalry strength points,
100 Infantry strength points.

20-10 The Austro-Hungarian player is required to maintain a garrison on Russian territory equal to the following forces:

4 Headquarters (containing a combined total of 40 supply points),
3 Eng III,
12 Cavalry Strength Points,
140 Infantry Strength Points

20-11 The Central Powers player has one month to move forces into these areas to meet this requirement, or the opposing player may take the garrison deficit off of the map.

20-12 The Austro-Hungarian garrison requirement for Russia post-surrender reduces over time. The following schedule shows the allowable drop in Austro-Hungarian garrison force levels:

Russian surrender +3 months:

1 HQ(0 sp)
1 Cav Strength Point
8 Infantry Strength Points

Russian surrender +4 months:

6 Cav Strength Points
8 Infantry Strength Points

Russian surrender +5 months:

16 Infantry Strength Points

Russian surrender +6 months:

14 Infantry Strength Points
3 Cav Strength Points

Russian surrender +7 months:

14 Infantry Strength Points
2 Cav Strength Points

Russian surrender +8 months:

5 Infantry Strength Points

Russian surrender +11 months:

7 Infantry Strength Points
Note that even after Russian surrender, fighting will still go on in the Caucasus. See rules 33-22 to 33-29

Italian Garrison

20-13 Should Italy surrender, the Austro-Hungarian player is required to maintain a garrison in Italian cities equal to the following forces:

2 Headquarters (containing a combined total of 15 supply points),
150 Infantry Strength Points.

20-14 The Austro-Hungarian player has one month to move forces to meet this requirement, or the opposing player may take the garrison deficit off of the map.

Ottoman Garrison

20-15 Should the Ottoman Empire surrender, the Entente player is required to maintain a garrison in Ottoman cities equal to at least the following forces:

3 Army Level Headquarters (containing a combined total of 30 supply points),
100 Infantry Strength Points.

20-16 Each major European power (Germany, Great Britain, Russia, France, Austria-Hungary or Italy) involved in the subjugation of the Ottoman Empire must provide at least one HQ, 10 supply points, and 20 infantry strength points of this garrison.

20-17 Should either Bulgaria or Greece be involved in bringing the Ottomans to surrender, either of those countries would need to provide at least one HQ, 10 supply points, and 12 infantry strength points in addition to the requirements of rule 20-14.

20-18 The Entente player has one month to move forces to meet this requirement, or the opposing player may take the garrison deficit off of the map.

20-19 Garrisons are never required for cities in Luxembourg, Albania, or Persia.

21. International Supply

21-1 Headquarters of some nations may expend supply points for allied units. The following listing shows which nations can expend supply for units of specific allies (or potential allies):

Great Britain: Belgium, Serbia, Greece, Portugal, Netherlands, Russia, United States, Italy after becoming Shaken.

France: Belgium, Netherlands, Switzerland, Serbia, Greece, Russia, United States, Italy after becoming Shaken.

Russia: Romania, Serbia.

Italy: Serbia.

Germany: Any ally.

Austria-Hungary: Any ally except Germany (but can supply those German units allowed by special rules)

Bulgaria: Ottoman Empire.

Ottoman Empire: German and Austro-Hungarian units operating on the Palestine front.

22. Supply Stockpile Limitations

'We gave you an Army, we expect you to use it'

Commanders of Armies are expected by their nations to use the forces at their disposal. No Commander could have survived in his position had he decided upon a strategy of just sitting there and waiting for the enemy to exhaust themselves over the course of a couple of years. Commanders were expected to attack the enemy when they had sufficient resources to do so. Those that did not would not be in charge for long. The following rule puts this demand on each player. Note that this section does NOT apply to 1914.

Note that Supply Points always belong to a particular nationality, starting with the nationality that initially possessed or produced them. They are reassigned nationality by transfer (according to the appropriate rules) into the Headquarter of another nation. Supply Points belonging to a country include those in its Headquarters and Depots as well as those in transit (on rail lines or in naval transit)

***22-1** Germany may not have more than 350 Supply Points total during 1915, no more than 475 during 1916, no more than 850 during 1917, and no more than 700 starting 1918.

***22-2** Great Britain may not have more than 100 Supply Points total during 1915, no more than 175 during 1916, no more than 225 in 1917, and no more than 275 starting 1918.

***22-3** France may not have more than 130 Supply Points total during 1915 and no more than 275 starting 1916.

***22-4** Austria-Hungary may not have more than 100 Supply Points total during 1915 before Italy enters the war, no more

than 140 during 1915 after Italy enters, and no more than 170 starting 1916.

***22-5** Russia may not have more than 150 Supply Points total during 1915 and no more than 200 starting 1916.

***22-6** Italy may not have more than 75 Supply Points total.

22-7 Belgium may not have more than 30 Supply Points starting 1915.

22-8 The United States may not have more than 50 Supply Points total in its Headquarters until 1919, and no more than 100 in 1919.

22-9 The Ottoman Empire may not have more than 30 Supply Points total in its Headquarters starting 1916.

22-10 The Headquarters of any other nations may not receive transfers of supply points from other nationalities if they contain a combined total of more than 25 Supply Points. (This prevents major powers from 'dumping' excess supply to minors).

***22-11** Players that exceed these totals during the monthly special turn are relieved of command, and they forfeit the game. Players are **STRONGLY URGED** to anticipate their production and plan and act accordingly. Players cannot refuse to produce Supply Points to avoid the consequences of these rules.

22-12 Players may not voluntarily destroy Supply Points in order to avoid going over the limits.

***22-13** For each supply point spent by a nationality on attacking artillery, that nation must thereafter (within two turns) expend a supply point on attacking infantry. The attacking infantry must be within two hexes of the attacking artillery that triggered the required supply expenditure.

23. Siege Headquarters (Optional)

23-1 In 1914, only the German Siege HQ can expend supply points for Central Powers Siege Artillery units.

23-2 The Siege HQ begins in hex 2306 on map 5-3. It initially contains 200sp. It is the only HQ allowed to have more than 100 supply points.

23-3 No supply points may be transferred into or out of the German Siege HQ.

23-4 If using the Siege HQ, Germany does not get the first 200 supply point reinforcements listed for September 1914.

23-5 The German Siege HQ is removed the first turn of January 1915. Any supply points in the Siege HQ's possession at that time are relocated to a German Supply factory hex.

23-6 From January 1915 onward, Central Powers Siege Artillery Units are supplied as any other artillery unit.

24. The Hindenburg Line

24-1 The Hindenburg Line was a series of improved trenches. Hindenburg Line trenches may only be constructed by the Germans, starting in 1916, and only on Maps 5-3 or 5-4.

24-2 To construct a Hindenburg Line, an active double track rail line must exist in the hex. An engineer unit must be in place in the hex at the start of the first non-winter turn of the year. At this time a Hindenburg Line marker is placed underneath the existing trench or devastation marker. At the start of the first winter turn, the original trench or devastation marker is removed, and is replaced by the Hindenburg Line marker.

24-3 The constructing engineer unit may not move away from the hex for any reason during construction. If it does so, the Hindenburg Line marker is removed and construction is abandoned. It may only be restarted after the next winter.

***24-4** The German player is restricted by the counter mix in constructing Hindenburg Line hexes. Only up to sixteen may exist or be under construction.

24-5 Hindenburg Line markers give the defender a -3drm when attacked. There is no corresponding counterattack benefit.

24-6 Hindenburg Line markers are never removed due to not being in an enemy ZOC, nor are they removed if unoccupied. They are only removed if occupied by the enemy, in which case they are replaced with devastation markers.

25. Gas

Note - Although Gas was used increasingly from 1915 on (by 1918 a third of artillery shells were gas), it was a weapon of dramatic impact only twice, at the first use of Chlorine Gas, and, to a lesser degree, at the first use of Phosgene Gas. Hindsight tells us this. Military planners during the war were not so sure how gas would work on the battlefield. Sometimes it did not work at all. The following rules are meant to replicate the uncertainty associated with the first use of a new gas.

25-1 GAS counters are received as reinforcements only in the campaign game (if they are used in a scenario, they are part of the initial force). Each monthly turn, starting with September 1914, each player rolls two dice to determine if a GAS counter is received by a player. On a roll of '2' or '12' the German player is granted a single GAS counter. On a roll of '2' the Entente player is granted a single GAS counter.

25-2 A player may save the GAS counter for future use. If a GAS counter acquired in a previous month is still available during the monthly turn, two dice are rolled to see if the GAS counter is lost (the enemy has developed effective countermeasures). On a roll of '2', '3', or '12' the German player loses a previously acquired GAS counter. On a roll of '2', '3', '4', '11', or '12' the Entente player loses a previously acquired GAS counter.

25-3 GAS counters are only used in an attack. Prior to combat resolution, the owner of the counter may place it on any hex that contains an enemy trench (or Hindenburg Line) marker, that does not contain any Rough, Wooded Rough, or Mountain terrain that could be used for defense. Only one GAS counter may be used in an attack. Once used, the GAS counter is expended.

25-4 Once placed, the attacker must determine the effectiveness of the gas before combat is resolved (but AFTER the attacker has expended supplies for the upcoming attack). Two dice are rolled to determine Gas effectiveness. Use the following table for results:

'2' or '3' - Gas contaminates attacker prior to attack.

Result: There is no attack. No refund of expended supply points. Total attacking strength points. Divide by 3 (rounding down). Roll one die (unmodified) on

resulting column of 1914-1916 CRT (regardless of actual date). Result is loss of attacking strength points. No loss to defender.

'4' or '5' - Gas impedes the attack.

Result: Attack is resolved with an additional -2 drm on the attack. Counterattack receives a corresponding +2 drm.

'6', '7', or '8' - Gas has minor effect.

Result: Attack resolved with an additional +2 drm on the attack. Counterattack receives a corresponding -2 drm.

'9' or '10' - Gas has major effect.

Result: Attack is resolved with an additional +2 drm on the attack. Counter attack receives a corresponding -2 drm. No defender artillery or fortress units participate in counterattack. Retreat of defenders required if attack results in loss of more than half defending infantry type strength points.

'11' or '12' - Gas has catastrophic effect.

Result: As for major effect, yet retreat of defender required if attack results in any defender loss.

26. Air Power

The most colorful characters and images of World War One are of air combatants. As dramatic as it was, the parity in control of the air was only infrequently upset, giving one side a temporary advantage. The following rules are meant to replicate the effects of fleeting air superiority on the Western Front.

***26-1** There are three possible levels of Air Superiority. These are "German Air Superiority", "Air Parity", and "Entente Air Superiority". The game begins with "Air Parity" everywhere. Starting March 1915 and on each subsequent monthly special turn, players roll two dice to determine the possible shift in air superiority on map 5-3 only. The Air Superiority Level only changes due to the monthly dice roll.

- 2 - Two levels in German favor
- 3 - One level in German favor
- 11 - One level in Entente favor
- 12+ - Two levels in Entente favor

Add +1 to the roll in 1918, and +2 in 1919.

***26-2** When playing scenarios that begin after 1914, use the follow chart to determine the level at the start of the scenario:

Aug 14-Jun 15, Air Parity
 Jul 15-Mar 16, German Air Superiority
 Apr 16-May 16, Air Parity
 Jun 16- Aug 16, Entente Air Superiority
 Sep 16- Dec 16, Air Parity
 Jan 17-Jun 17, German Air Superiority
 Jul 17-Apr 18, Entente Air Superiority
 May 18-Jul 18, Air Parity
 Aug 18-Nov 18, Entente Air Superiority

26-3 The side with air superiority gets a single air superiority marker per month. The owning player may place this marker in any friendly controlled hex on map 5-3 at any time during the month. This marker adds +1 to the die roll for all friendly attacks and counterattacks on the hex, or any adjacent hex. The placing player removes the marker exactly one turn after it is placed, and may not use it again that month.

26-4 If a side starts with air superiority and obtains shift of one level in its favor during the monthly special turn, it receives TWO air superiority counters for that month. If two shifts are obtained, it receives THREE counters that month only.

26-5 If a hex is adjacent to multiple air superiority counters, the die roll is still only +1 (multiple air superiority markers do not have combined effects).

27. Tank Units

27-1 Tank units are those units having a tank silhouette instead of a unit symbol.

27-2 Tank units may not use column movement nor may they participate in column attacks.

27-3 When a tank unit moves by any means other than rail movement, it may suffer break-downs. Roll one die for every tank strength point that is moving on its own. Note that this applies to tank units retreating or advancing after combat in addition to those moving during the movement phase. The following table determines if a tank strength point is removed due to break-down:

- 1916: die roll of 1 thru 3.
- 1917: die roll of 1 or 2.
- 1918-19: die roll of 1.

Example: A 6-3 tank unit in 1917 moves during a movement phase by regular movement. For this unit, a die is rolled six times, and a 1 or 2 is rolled twice.. The unit losses 2 strength points in this move.

27-4 A Tank battalion counts as a single division for purposes of rail movement. A Tank brigade counts as 3 divisions for purposes of rail movement.

27-5 Tank units may move up to 20 hexes per turn by rail movement. This includes entraining and detraining.

27-6 Tank units may not use both rail and regular movement in the same movement phase.

27-7 Three tank battalions, or one tank brigade, may stack in a hex. These tank unit(s) are in addition to other units allowed by stacking limits.

27-8 Tank strength points are added to the strength point total of the attacker.

27-9 Tank units help the attacker to force the defender to retreat. When the total of losses called for on the CRT due to the attack, PLUS the number of attacking tank strength points, exceeds the number of defending infantry type strength points, the defenders are forced to retreat. The ONLY exceptions to this are if the defender is using urban or mountain terrain in the defense.

27-10 Tank units that participate in an attack may advance after combat into a hex the defender retreats from.

27-11 Tank units participating in an attack take losses in addition to the normal losses called for by a counter attack on the CRT. The tank losses in strength points are dependent on three factors: CRT counter attack losses, number of attacking tank units, number of attacking divisions. Tank strength point losses are calculated by the following formula:

Number of attacking tank battalions divided by number of attacking divisions multiplied by CRT counter attack loss. Fraction at end of calculation is rounded down.

(Note - Tank Brigades count as 3 tank battalions.)

Example: 9 divisions with a tank brigade attack. The counter attack calls for the loss of 8 strength points. The attacker will have to lose 8 strength points, PLUS

tank strength points = $3 / 9 \times 8 = 2$ tank strength points.

27-12 Tank strength points are used in counterattack calculations for determining the strength of the counter attack. Each tank strength point counts as a half strength point in determining if retreat is required.

Example: a 7-4 infantry division and a 12-4 tank brigade are alone in a hex containing a trench marker that is attacked. A retreat is called for if the defender must lose more than 13 strength points (7 plus half of 12 = 7+6 = 13).

27-13 Defending tank strength points are lost only after all defending infantry type strength points are gone.

27-14 Should tank versus tank combat occur, there are two separate counter attacks. First, by the non-tank defending units. Resolve this as described by previous rules. Second, a counterattack by defending tank units only. The resulting counterattack losses are taken solely by attacking tank strength points (excess losses are not applied to non-tank units).

27-15 Tank units are supplied in the same manner as other combat units. Tank units may not be supplied through extended supply lines. Tank units may not attack or counterattack if they would be reduced in effectiveness due to extended supply lengths.

27-16 British tank units have a maximum strength of "8" until 1 October 1917. After that point, they may be brought up to the full "12" point strength shown on the counters. (This is due to improvements in tank design)

28. Rail-Based Units

28-1 Some units do not have a regular movement factor. Instead, they have the letters "RR". Units with such a movement factor are rail bound. They may only exist in hexes containing an active friendly rail line. Such units have a rail movement allowance of 20 hexes per turn. Moving them does count against the use of rail capacity.

28-2 Rail-based units may retreat, but may only do so into hexes they are allowed to be in, and must do so along an active rail line. Failure to do so results in the loss of the unit. Failure of such units

to be in an active rail line for any reason results in the loss of the unit.

29. Rail Line Construction

Note - The Rules of this section apply only to the construction of Rail Lines on European maps. Construction of Rail Lines on non-European maps (maps 6-8, 7-9, and 8-8) is covered by rules 3-17 to 3-19 in the Osmanli Harbi scenario rulebook.

***29-1** The rail network on the map shows the rail lines at the start of hostilities in 1914. It is possible, although costly and expensive, for the major powers to build additional rail lines.

***29-2** Wartime rail construction can only occur across suburban, clear, broken, and forest hexsides.

29-3 Engineer units construct new rail lines. The building engineer unit must remain in the hex into which the rail line is being extended for the entire construction period, and perform no other task.

29-4 Construction takes 6 times as many turns as the normal movement points it takes to cross the hexside. (It cost 2 mp to cross a woods hexside, so extending a rail line across a woods hexside would take 12 turns).

29-5 Rail lines can only be extended one hex at a time by construction.

***29-6** At the start of construction, the building Engineer unit expends 5 supply points from a Headquarter within four movement points distance. These are lost if the construction is interrupted, and construction must begin again from the start.

***29-7** New rail lines cannot be built crossing any of the following terrain: Major Rivers, Alpine, Mountain, Wooded Rough, or Swamp.

29-8 Progress of rail construction is shown by construction and rail line markers. Players need to note the turn construction begins so that they can accurately depict when construction is completed by the above rules.

29-9 Newly constructed rail lines are single track.

***29-10** Players may use rail construction to convert a single track line to double track, again only through allowable terrain for rail construction. This costs the same as above in time and supply. Multiple hexes along a rail line can be converted from single to double track simultaneously.

***29-11** Only the continental major powers may construct double track rail lines, and they have limited capacity to do so. The Germans may have two hexsides under construction at any time. The Austro-Hungarians, French and Russians may have one hexside under construction at any time. No other nations may engage in Rail Line construction.

30. Foreign Entente Units

30-1 Portuguese units are considered British units for supply purposes. The British player also accumulates DM points for the losses of these units.

30-2 Russian, Polish, and Italian units on map 5-3 are considered French units for supply purposes.

30-3 Special national units (Czech, Polish, Serb) produced by countries and with the same counter background as those producing countries, are considered a part of those armies for supply purposes (see section 49 on Special Units).

31. Entente Front Line Sectors

31-1 The Entente had field armies from multiple nations manning their Front Lines on the Western Front. Each such nationality had a sector of the front. In game terms, certain non-French nationalities are given a described sector for set-up purposes at the start of each scenario. Belgium, Great Britain, and the United States have described sectors. Italian, Russian, Polish, and Czech units are considered French for sector considerations. Portuguese units are considered British for sector considerations.

31-2 The forces of non-French armies may only be set up in the front line hexes of their national sector at the start of a scenario. Non-French forces may also be initially deployed up to two hexes to the

rear of their sector. French forces may be set up with non-French forces in any sector “flank” front line hex. Flank hexes are the left and right limit of a sector. French forces may also be deployed to the rear of a non-French sector, but only in hexes adjacent to a sector flank hex.

31-3 A nationality may have multiple sectors. In this case, each sector has a left and right flank hex.

***31-4** Each sector also has 'depth'. This depth is equal to the length of the sector, up to three hexes. For longer sectors, a depth of only three hexes is required. The first hex 'deep' is the front line. The sector may bow inward as you move rearward from the front line (it may also bow outward if the Entente player wishes). The Entente player may describe the edges of the sector as a hex adjacent to the front line, and then a hex adjacent to that, but not adjacent to the front line. (Example: British sector has front line of 1006, 0907, and 0908. Second hex deep of sector would be hexes 0806 and 0807 [hex 0906 cannot be the second hex 'deep' because it is also on the front line]. Third hex deep of sector is hex 0707 only). Depth is not required in situations where a coastline or neutral border makes it impossible.

31-5 Entente non-French nationalities may change their sector boundaries as the Entente player desires in the course of a game, but must remain within the following restrictions:

1. A nation must have a Headquarters for each sector, if it is to have more than a single sector.
2. A nation may never have more than 2 separate sectors.
3. A nation may always have at least one sector, even if it has no headquarters.

31-6 Restrictions on French forces in another nationality's sector are always enforced. French forces may be in a sector, but only in or adjacent to the flank hexes. Forces may use rail movement through an allied country's sector, but may not end the turn in those sectors (except for French in flank and adjacent hexes), even when remaining entrained.

31-7 The Belgian army had a strong desire to remain on Belgian soil. The Belgian army sector may not include hexes outside of Belgium unless it also

includes every hex of Belgium still under Entente control. If the Belgian army does not have a sector (usually due to the loss of the Belgian HQ), then Belgian forces must either be in Belgium, or in hexes as close to Belgium as possible.

31-8 The United States may have forces operating in French or British sectors, but only up to the limits that counter-attack supply could be expended for such units (see rule 15-2).

31-9 In 1918-19 (only) the British army may have up to six divisions in non-British sectors. These divisions may even be in front line hexes.

32. Assault Unit Creation and Conversion

In late 1917, after the development and refinement of so called “infiltration” or “von Hutier” tactics on the Eastern Front, the German army began the training and conversion of units on the Western Front to “Stosstruppen”.

32-1 The German player may begin conversion of infantry and mountain divisions to assault divisions in August 1917, the sole exception being the Alpenkorps regiments, which may begin conversion in April 1917. (Note - the start date is the date conversion may begin. The process will take a month to complete).

32-2 Starting in August 1917, the German player may begin the conversion of a total of three divisions per month into Assault. Once Assault units trigger the “first use” (see Standard Rules 33-3) rule against an Entente country (and valuable experience is gained), the German player may begin the conversion of up to ten divisions per month.

32-3 German assault units are created by the following process:

1. Move units converting to Assault Units outside of enemy ZOCs and stack them with a German Headquarter.
2. Only units at full 8-5 infantry or 7-5 mountain type strength may convert to Assault Units. If necessary, do this through the recombination rules.
3. Units undergoing conversion are placed underneath the Headquarter they are stacked with at the start of the Production Phase.

4. The conversion to Assault takes a complete month. Conversion is complete at the start of the next Production Phase. Units undergoing conversion may not move, attack, or be attacked. Should any such acts interrupt the conversion process, it must begin again the next month.

5. At the start of the following Production Phase, the unit undergoing conversion is replaced by a corresponding assault unit. This is done by expending one German weapons production point for each point of strength gained by the converting unit. (Example: an 8-5 converts to a 12-5. This would cost 4 weapon production points).

6. At the end of the conversion process, the newly converted assault units may move and attack normally.

32-4 Each Assault division may only be created once. Once an Assault unit is reduced to regular strength, the Assault counter for that unit may not be used again.

32-5 After the first creation of a non-Alpenkorps Assault Unit, all German units with a strength less than 5 have a their movement allowance reduced to 4. This applies to both full and understrength units.

32-6 Should Germany lose a front line hex containing a trench or Hindenburg Line marker in 1917, that hex may be attacked by Assault units without triggering “First Use of Assault troops” against the nationality (or nationalities) that move into that hex within 3 turns of the hex's loss. This may only be done ONCE in 1917 (never in 1918). Consider this the Cambrai rule (Germans used a Stosstruppen based counterattack to regain the ground lost in the surprise British tank-based attack at Cambrai in Nov/Dec 1917).

Austro-Hungarian assault units are created through the same process as German units.

32-7 The number of Austro-Hungarian assault units is ultimately limited by the counter mix. As with German assault units, Austro-Hungarian assault units cannot be built a second time. The counter is permanently removed when the unit is reduced to normal unit strength.

32-8 Austro-Hungarian units can begin conversion to assault in May 1917. In May, June, and July of 1917, Austria-Hungary can use weapon production points to begin creation of 8 additional strength points in units through the conversion process. Starting August of 1917, they may increase this to 12 additional strength points per month. Note that units must have been undergoing the conversion process for a full month prior to the expenditure of production points.

33. Special Front Rules

33-1 East Front

33-1-1 The Russians had no intention of fighting through the streets of Warsaw. The city was abandoned to the enemy when threatened with encirclement. To reflect this, all Warsaw fortresses are immediately removed from play when the Central Powers player takes Novogeorgisk (map 4-5 hex 1918), or when all but one of the rail lines leading east of the city is covered by a Central Powers Zone of Control (there are 3 such rail lines, 2119 to 2713, 2119 to 2618, and 2119 to 2802[map5-5]).

Russian Artillery 'Surprise'

The Russian Southwest Front artillery was carefully prepared to attack Austro-Hungarian positions at the start of the 1916 Brusilov Offensive. They were aided by the fact that the attack came as a complete surprise, and further by the Austro-Hungarian Army's policy of 'forward' defense. The following special rules simulate the devastating effect of the Russian artillery bombardment on the first turn Russian Artillery Surprise is used:

***33-1-2** Russian attacks that include the use of any artillery unit against Austro-Hungarian units result in TRIPLE the normal CRT results. All involved Russian units pay double the normal supply point costs for such attacks. The Austro-Hungarian player MUST expend supply points for counter attack for any defending units (so long as supply points exist that could be used, even from distant HQs).

This rule does not apply to Austro-Hungarian units under German Sud Army HQ. Such units are either (Austro-Hungarian player's choice):

a: The six units closest to the Sud HQ that

are not closer to an Austro-Hungarian HQ, or

b. The units in the three hexes closest to the Sud HQ, that are not closer to an Austro-Hungarian HQ

33-1-3 Russian Artillery 'Surprise' (as per rule 33-1-2) is valid against Austro-Hungarian forces only for a single turn. The Russian player decides when this turn is. This may be any turn, but only after May 1915, and only after Austria-Hungary has suffered at least 485 Demoralization Points.

The Sad State of the AH 4th Army

The Austro-Hungarian 4th Army was particularly caught off guard by the Brusilov offensive. Most of the HQ staff and senior commanders of this army were off on hunting trips and other vacations. Unit cohesion was lost in most units under pressure or that found themselves in difficult circumstances. The following two OPTIONAL rules simulate this sad state of affairs:

***33-1-4** A single Austro-Hungarian army may fall into the same sad state as the Austro-Hungarian 4th army in 1916. After May 1915, and after Austria-Hungary has suffered at least 485 Demoralization Points, two dice are rolled during the Monthly Special Turn for each Austro-Hungarian Army controlling forces in Russian Zones of Control. On a roll of '2', the HQ falls into the 'sad state' described here and in the next rule. This 'sad state' lasts up to a full month, but not past the point at which the Russian player executes Russian Artillery 'Surprise'. The units controlled by the HQ in a 'sad state' (the Austro-Hungarian units closer to it than to another Austro-Hungarian Headquarters) cannot disengage from Russian ZOCs unless the Russians move away. The Headquarter itself becomes immobile. The first Austro-Hungarian army to become subject to this effect is the ONLY Headquarter to be so affected.

***33-1-5** On the first game turn rule 33-1-4 comes into play, the instant any units of the Austro-Hungarian army in the 'sad state' are in a position where they could not hypothetically move without moving from a hex in Russian ZOC to another hex in Russian ZOC (even if friendly units are in an adjacent hex or hexes), those units (or unit) immediately surrender. [for example - this happens the instant Russian units occupy hexes on the opposite sides of such surrender prone

units]. Russian units adjacent to such surrendering units may advance into the hex as per Advance After Combat rules (ending their movement by doing so). Russian units may also do this during the combat phase, should such a situation occur as a result of an Advance After Combat after an attack.

“Grave Threat to Mother Russia”

Senior German military leadership prior to and during World War One realized that Russia was something of a 'Sleeping Giant'. They understood that deep penetration into Russian territory would probably trigger a psychological response among Russians that would lead them to drastically increased efforts to resist and beat back the invader. Hindenburg himself threatened to resign at one point when asked to go farther into Russian territory than he thought wise. The lessons of Napoleon's campaigns were not lost on these leaders. The following rule reflects this.

***33-1-6** The Central Powers cannot enter any of the hexes of the line of hexes described as follows:

Map 4-5N: 1303, 1403, 1504-5, 1605, 1705, 1805, 1905, 2005, 2106, 2206, 2207, 2308, 2407 (Roughly just past Riga and along the Daugava river)

Map 4-5E: 0102, 0201, 0302, 0401, 0502, 0602, 0703-6, 0606-10, 0511-16, 0616-7, 0718, 0818, 0919, 1019-23, 1124-7 (this is the postwar border between Poland and USSR)

Map 5-5: 4701, 4801-15

After Romania enters the war, the line description is modified as follows:

Map 5-5: 4701, 4801-13, 4907

Maps 5-6S & 6-6: Any hex North or East across the Dniester River.

The Russian player must adequately defend this line, or Russia immediately surrenders (it has failed to adequately defend itself). The Russian player must maintain at least 100 strength points on maps 4-5N, 4-5 and 4-5E combined, and a combined total of at least 50 strength points on maps 5-5, 5-6S, and 6-6.

***33-1-7** Bulgarian units of the 4th and 12th divisions, and the 3rd Army HQ (which guard the border with Romania) cannot move until Austria-Hungary suffers Shaken Morale, unless players are using variable war entry (section 60). In that case, these units cannot move until Romanian war entry is triggered by rule 60-8.

33-2 Greece

Greece had a treaty with Serbia that compelled them to come to Serbia's aid if Serbia was attacked by Bulgaria. However, the Greek king adamantly wanted to remain out of the war, if not join the Central Powers (however, given Greece's debt to Britain, and vulnerability to the British navy, this was virtually impossible). His Prime Minister was in the opposite camp, and the country was politically divided.

It is therefore plausible that Greece could have joined either side. Greece can also be "slanted" towards one side while still neutral. The political situation in Greece, and its belligerent status/involvement, is one of the most complex situations in all of World War One.

***33-2-1** If Bulgaria joins the Central Powers, the Entente can enter Greece north of the 1881 border, even if Greece is still neutral. Units may land at Salonika or Kavalla as if they were Entente ports. Entente units may then move freely within Greece north of the 1881 border. Any Entente unit that enters other parts of Greece while it is still neutral is removed from play (it is interned).

***33-2-2** The Entrenched Camp. The British insisted on creating a system of fortifications to protect Salonika. Until this "Entrenched Camp" is completed (and thereafter maintained until April 1918), only the British 10th Division can move/attack more than three hexes from Salonika. Until then, all other British units must remain within 3 hexes of Salonika, constructing trenches in the hexes comprising the camp (note: other nationalities can participate in constructing the camp). The completed Entrenched Camp consists of trench markers in hexes 1913, 2012, 2113, 2213, and 2114. The camp is built in accordance with Standard Rule 22.

33-2-3 The maintenance of a garrison of a total of five Entente (5) Strength Points in any combination of hexes of the Entrenched Camp will make the camp's trench markers permanent. No trench markers would fall under Standard Rules 22-8 or 22-11.

33-2-4 Although Entente units (French and British) may be operating in Northern Greece, the Central Powers will still consider Greece a neutral country, unless it joins the Entente outright.

33-2-5 Central Powers units may not cross the Greek border if Greece is neutral, until Romania joins the Entente. They may, however, attack Entente units across the border. Once Romania joins the Entente, Central Powers units may move into Northern Greece.

33-2-6 Greek units cannot attack or move until they enter the war. Entente units ignore all Greek ZOCs, but Central Powers units must pay appropriate ZOC movement costs at all times.

33-2-7 While Greece is still neutral, the first time a Central Powers unit enters a particular Greek unit's ZOC, it must stop. At the beginning of the next Central Power Movement Phase, the Central Power player rolls one die for the unit he is now in contact with. On a roll of 1, at least 2 Central Powers infantry or cavalry strength points must stay in contact with that unit (within the Greek unit's ZOC) for a full month. After a month, remove the Greek unit. On a roll of 2-6, the Greek unit is immediately removed.

33-2-8 Once in Northern Greece, Central Powers units may attack Greek units. Doing so violates Greek neutrality and causes Greece to immediately join the Entente.

33-2-9 If the Central Powers capture Salonika, the Entente player has one chance to recapture the city. In the next Entente combat phase after the city is captured, any Entente units attacking the city receive a +1 die roll modification to their attack. If unsuccessful (an Entente unit doesn't occupy hex 2114), remove all remaining Entente units from Greece (they either surrender or are interned).

33-3 Ottoman Fronts:

***33-3-1** Ottoman Fronts: Use the 1917 & 1918 CRT throughout the war in Ottoman Territory, or anywhere on maps 6-8, 7-9, and 8-8. Ottoman units operating outside of these areas use the CRT appropriate for the time period.

***33-3-2** Desert. A desert hex is any hex with three or more desert hexsides.

***33-3-3** A player may have a total of 3 infantry and/or cavalry divisions in a desert hex at the end of any phase (this modifies Standard Rule 11-1). Up to two artillery regiments may also be in the same hex (this modifies Standard Rule 11-4).

***33-3-4** All units except camel units lose 1 MP during any turn they move through one or more desert hexsides. This is in addition to any other movement modifiers. Example: A 6-4 infantry unit would only have 3 MPs if it crossed any desert hexsides during the turn. This penalty does not apply if the unit is moving along an operational Rail Line. Units may not use column movement when moving through one or more desert hexsides.

***33-3-5** The attacker takes one loss in addition to those called for by the combat results table when attacking into a desert hex.

***33-3-6** Within Ottoman territory, or anywhere on maps 6-8, 7-9 and 8-8, units need a Line of Communication (LOC). A LOC is defined as a line of hexes from the unit to the destination (usually a supply source) unbroken by enemy units and/or enemy zone of control (unless the hex is also occupied by a friendly unit). A LOC can't be traced through:

- three or more hexsides if one of the hexsides is desert
- through any prohibited terrain
- through a flooded hexside
- through a river hexside of a hex occupied by an enemy unit (even if a friendly unit is on the other side).

Units must trace a LOC to either an operational Rail Line, friendly port, friendly map edge, to a river hexside of a river with a River Head marker (see Osmanli Harbi Scenario Rules 12-9 through 12-22 concerning River Head markers), or to a Headquarters or Depot with a valid LOC to one of the above (NOT to another Headquarters or Depot).

Out-of-Supply Effects

***33-3-7** A unit within Ottoman territory or anywhere on maps 6-8, 7-9 and 8-8 is "Out-of-Supply" if it can't trace a valid LOC. Units Out-of-Supply suffer the following effects:

a. Movement.

Any non-Ottoman unit suffers a penalty for using more than half its movement allowance if the unit begins its move while Out-of-Supply. Every 6 (or fraction of 6) Strength Points that begin such movement as a stack lose 1 strength point.

b. Attrition

During any Monthly Special turn a unit is Out-of-Supply, the owning player rolls on the table below: A roll is made for

every 6 strength points (or fractions thereof in) in every hex with Out-of-Supply units. A -1 die roll modifier applies if none of the Out-of-Supply units has moved since the previous Monthly Special Turn. Cavalry Strength Points are removed first, followed by Artillery, then Infantry (note that units without “strength points”, such as engineers or Headquarters, are not affected by Out-of-Supply effects). Camel units are not affected by out of supply if lack of LOC is due to desert hexes. Example, a player has 5 strength points in one out-of-supply hex and 14 strength points in another such hex. He would roll once for the 5sp, and three times for the 14sp.

Die Roll and Result:

0 or less: No effect.

1-2: Lose 1 strength point.

3-5: Lose 2 strength points.

6: lose 3 strength points.

c. Supply Expenditure

Out-of-Supply combat units (which does not include HQs) must expend available Supply Points. Expending 1 Supply Point for every 2 out-of-supply Strength Points will negate all of the effects of Out-of-Supply attrition. This expenditure is made prior to any movement and is for that turn only. The Out-of-Supply unit must be able to trace a supply line no longer than 4 MPs to the expending Headquarters. A player must repeat this supply expenditure every turn a unit is Out-of-Supply and within 4 MPs of a Headquarters, until there are no remaining supply points available. This use of Supply Points does not provide supply for any aspect of combat.

Supply Depots

***33-3-8** Depots represent the management of logistics in theaters lacking a friendly Rail Network. Depots may perform all the functions of Headquarters as described in the Standard Rulebook, but can never move.

***33-3-9** Enemy units destroy Depots by moving into their hex. By doing so, they also capture half of the Supply Points in the Depot. Transfer the captured Supply Points to the nearest Headquarters friendly to the capturing unit within 4 hexes. If no such Headquarters exists, then all of the Depot's supply points are destroyed. A player can destroy the Supply Points in a friendly Depot anytime during his turn. If friendly unit reoccupy a hex previously containing a

Depot, return the destroyed Depot to that hex one month later.

Building Rail Lines Outside of Europe

***33-3-10** Many of the Rail Lines depicted on the map 6-8 (Caucasus), 7-9 (Mesopotamia), and 8-8 (Palestine) have not yet been completed. Railhead markers are placed to show rail line completion at the start of the game.

Map	Nationality	Railheads
6-8	Russia	2 4 1 2
(Sarikamis), 4013 (Julfa), 4314		
7-9	Ottoman	2319; 2822, 2821, 2922 (Baghdad)
8-8	Ottoman	2130
8-8	British	0939

In addition, the rail lines shown in grey on map 8-8 (0601-0802 & 0311-0511) are under construction at the start of the game and are not yet available for use.

Players are only allowed to construct the Rail Lines already printed on these maps. Only the Russian player can continue the construction of the line on map 6-8.

***33-3-11** Rail Lines not yet constructed, except the line across the Sinai on map 8-8 (1038-1834), provide the movement modifier provided by the terrain effects chart and for mountain units according to Standard Rule 32-2.

***33-3-12** New construction starts at the Rail Head Marker identifying the end of an Operational Rail Line, or in the first constructed hex of the Rail Line closest to the player's Line of Communication. Construction is only done through the use of construction markers players receive as per the Reinforcement Schedule.

***33-3-13** Place the construction marker in a hex adjacent to a Rail Head marker and containing a printed (but not yet operational) Rail Line at the end of a Monthly Special Turn. If this marker stays in the hex, advance the Rail Head marker and the construction marker two hexes along the Rail Line at the start of the next Monthly Special Turn. The process then begins again. No more than one construction marker can be used on a single section of Rail Line under construction.

***33-3-14** Combat does not affect Rail Line construction unless the hex containing the construction marker is occupied by the enemy. In this case, the construction marker is destroyed and permanently removed from play. The owning player can remove a construction

marker anytime during his turn, saving it for later re-deployment. This reflects suspension of the construction. If this occurs, all construction efforts in the hex are lost, and the process must begin again during another Monthly Special Turn.

***33-3-15** Two sections of the Ottoman Rail network do not use construction markers to complete construction. These are the Cilician Gates (map 8-8 hexes 0601-0802) and the Osmaniye Gap (map 7-8S hexes 0311-0511). These sections complete construction automatically, the Osmaniye Gap at the start of January 1917, and the Cilician Gates at the start of September 1918. Prior to its regular gauge completion, a narrow gauge line was operational in the Cilician Gates at the start of February 1917. While this narrow gauge is operating prior to September 1918, rail movement along this section requires rail loading in each of the “transition” hexes (0601 and 0602). This is done at the regular rate for entraining in each of these two hexes. While operating as narrow gauge, the gap has an independent rail capacity of 1 division.

***33-3-16** All Rail Line sections on maps 6-8, 7-9, and 8-8 not connected to a national rail network have an independent rail capacity of 1 division. When the Cilician Gates and Osmaniye Gap sections are completed, some previously independent sections become part of the main Ottoman rail network, and lose their independent rail capacity.

***33-3-17** Any belligerent may enter Persia once the Ottoman Empire enters the war. British (or other non-Russian Entente forces) may not enter Persia until British forces could land in on map 7-9. British forces may use the port of Abadan once they occupy it. British forces may occupy Lemnos or any part of Cyprus whenever they want to.

Caucasus Front

33-3-18 Both armies use Depots on map 6-8. At the start of the scenario, the Ottoman player has Depots at Giresum (0418), Trabzon (1115), Erzincan (1421), Erzurum (2118), Sivas (0326), and Bitlis (3023). The Russian player has Depots at Batum (1808), Tiflis (3202) and Kars (2810). The Tabriz Depot marker can be placed in Hex 4516 once the Russian player occupies the city.

***33-3-19** Erzurum Fortress (2118). The positioning of the Erzurum forts only

covered part of the city's defensive arc. The Ottomans only receive the full value of the Erzurum fortress if Russian units are attacking from only hex 2217. If a Russian unit attacks from any other hex, ignore the fort, and remove the fort if the Ottomans are forced to retreat (DM points for the fort are accrued).

***33-3-20** Ottoman Black Sea Coastal Transport. The Ottoman player can move a total of 3 Strength Points and/or Supply Points by sea between any two Ottoman ports on map 6-8 each month, starting with March 1915. The Ottoman player may move the total monthly allotment in a single turn, or may split the allotment across different turns. This transport is fully executed during Naval Movement Phases without the use of normal Naval Transport.

***33-3-21** Special Russian Black Sea Maritime Operations. The Russians also had a limited capacity to conduct naval operations on map 6-8, without the use of normal naval resources. These are described in the Osmanli Harbi scenario rulebook Rules 4-7 through 4-13. In these rules, the phrase "in this scenario" is disregarded for Grand Campaign Games. Through these rules, the Russian player may conduct either limited Amphibious Assaults or Naval Gunfire support in coastal hexes of map 6-8, starting in the February 1916. The Russian player may make the die rolls to attempt these operations at any time during the Monthly Special Turn, only needing to declare what he is rolling for.

Note that the Russian Black Sea naval options are extremely limited. The only real effect of these options is a limited naval flanking move against weak to non-existent forces. The Russians have no regular naval transport capability. The only options are those presented in Ottoman scenario rules 4-7 to 4-13, nothing else.

***33-3-22** Both the Ottomans and the Russians can sustain (see rule section 55) a total of 25 divisions anywhere on map 6-8 that do not have a viable overland connection to their home country (see 55-2).

Winter of '16 - '17

The winter of 1916-1917 was particularly difficult for both sides. The Russians were feeling the full impact of the failure of their transport system. By 1916, the

loss of critical rail lines and hubs, plus the wear and tear of three years of war resulted in an inability to feed the cities and factories. The Ottomans were feeling the effects of the depopulation of some of the most productive agricultural land in eastern Anatolia, forcing the transportation of even more supplies over primitive routes.

***33-3-23** From November 1916 to April 1917, both Russian and Ottomans make a single monthly die roll. This resulting mandatory reduction in strength points reflects the human wastage caused by the lack of sufficient supplies on the Caucasus Front. These losses are caused by non-combat events, but do result in DM as if the strength points were lost (non-surrounded) in combat. These losses are not taken (they are superseded by other strength reduction requirements) if Russia suffers Economic Collapse.

November 1916

Russian: 4-6 = remove 1 sp
Ottoman: 2-6 = remove 1 sp

December 1916

Russian: 2-6 = remove 1 sp
Ottoman: 2-4 = remove 1 sp,
5,6 = remove 2sp

January 1917

Both: 2-4 = remove 1 sp
5,6 = remove 2sp

February - April 1917

Russian: 2-5 = remove 1 sp
6 = remove 2sp
Ottoman: 2-4 = remove 1 sp,
5,6 = remove 2sp

Effect of Russian Collapse

33-3-24 The Russian Revolution starts when Russia suffers Economic Collapse. No Russian unit on map 6-8 can initiate an attack from that point on.

33-3-25 Russian units must retreat if bypassed. A Russian unit is bypassed if an enemy unit within five hexes can, with one turn of movement, cut the Russian unit's LOC, or if the enemy unit is more than four movement points closer to the Russian unit's LOC than the Russian unit. When bypassed, a unit must move toward a rail line or major city, whichever one is closer in movement points, until no longer considered bypassed.

33-3-26 Russian units will defend the Poti-Kutaisi-Tiflis-Elizabetopol rail line. Once a Russian unit is with one turn's movement of this rail line, rule 33-23 no longer applies.

***33-3-27** When Russia suffers Economic Collapse, the Russian player must eliminate 4 strength points from map 6-8 each monthly special turn. Strength points furthest away from a friendly active rail line (in terms of movement points) are eliminated first. If all remaining units are on a rail line, those units furthest from Tiflis are eliminated first. Eliminate all remaining Russian units on the seventh monthly special turn after Russian Economic Collapse. The elimination of these strength points does not count towards Russian DM levels.

33-3-28 After Russian Economic Collapse, the Ottoman Empire must keep at least 24 strength points of infantry, one strength point of cavalry, and an army HQs on map 6-8, including at least 9 numbered 3-4 Inf XXs (these may be at reduced strength). More can be kept if the Ottoman player elects to do so. The 1Kaf, 2Kaf and 4Kaf Inf XXs and the 1Kal Cav XX do not count towards the garrison requirement. Six months after Russian Economic Collapse, these garrison requirements are reduced by 2 divisions and 4 strength points.

33-3-29 Georgian and Armenian Russian units never surrender. They must always remain on map 6-8. They counterattack at full strength without supply point expenditure after Russian Economic Collapse. They are free of any retreat requirements (as per 33-22 to 33-24) once back in pre-war Russian territory. If destroyed after Russian Economic Collapse (even while surrounded), they reappear the next monthly special turn in any Russian Personnel Center on map 6-8 or on any Russian map edge.

Palestine Front

***33-3-30** Summer affects map 8-8. There is no winter on this map. In the May Monthly Special Turn, roll one six-sided die. The number rolled is the turn when the summer heat begins that month on this map. In September, another six-sided die is rolled. This number indicates the last turn of summer effects that month on map 8-8.

***33-3-31** During summer turns, all movement through clear, broken, hilly, and desert hexsides costs 2 movement points (MPs).

***33-3-32** The attacker takes one loss in addition to those called for by the combat results table when attacking during summer turns into clear, broken, hilly, and desert terrain.

***33-3-33** The Entente operative Rail Network is comprised of all Rail Lines west of the Suez Canal. West of the Suez Canal (Egypt), the Entente player has a Rail Capacity of 3 divisions. Starting with the March 1916 Monthly Special turn, the Entente player can begin to construct the Rail Line across Sinai. If the Entente player has an engineer unit on map 8-8 in Hex 1038 at the start of the 1st March 1916 turn, he can place a construction marker in that hex. Once the construction marker is placed on the map, the Entente player can begin to build a narrow gauge railway (per Osmanli Harbi Palestine Front rules 3-17 through 3-19). The capacity of this Narrow Gauge Rail Line is 1 Division, and is taken from the Egyptian Rail Capacity.

***33-3-34** The Ottoman player places a Rail Head marker on map 8-8 at hex 2130. The Rail Line between Derna and Jerusalem is operative. The two Rail Lines south toward Gazze and Birussebi are not operative. The Ottoman player receives construction markers as reinforcements. The Ottomans can build two rail lines with these markers:
- El Tine-Birüssebi-Biyari Asluç (2130-2236)
- El Tine-Gazze (2130-1933)

***33-3-35** The Ottoman Rail Network actually consists of two different sections. The Northern Section connects Anatolia (0903) with Rayat (2216). The Southern Section is from Rayat southward towards Amman and Jerusalem. The Ottoman player places the Derna Transfer marker on Rayat (2216). All Ottoman Strength and Supply Points that transit the Rayat hex using rail movement pay an additional MP to reflect the trans-loading of the trains from the standard gauge to the narrow gauge. Any Strength or Supply Points that begin or end their rail movement in Rayat do not pay this additional MP.

***33-3-36** Neither side can use depots on map 8-8.

***33-3-37** There are no garrison requirements for the Ottoman player on map 8-8. In the Grand Campaign game the Entente player has the capability to execute landings along the Ottoman coastline. It is entirely up to the Ottomans player how to counter this threat.

***33-3-38** The Entente Player must maintain the following garrisons:

-Canal Garrison: 8 Inf/Cav Strength Points. These units are placed anywhere along the west bank of the canal. If 8 strength points of forces have yet appeared in Egypt, all available forces in Egypt suffice as the garrison. Note that this means that no forces can leave Egypt until the garrison requirements are met.

Once the Entente begins to build the Sinai Rail Line towards Gazze, the Entente player must provide the following force to protect it:

-LOC Troops: 4 Inf/Cav Strength Points. These units are placed anywhere along the completed Rail Line between the Canal and Gazze. These units can never leave the Rail Line.

33-3-39 Only British, Anzac, or Indian forces can comprise either the Suez Canal or Sinai Rail Line garrisons.

33-3-40 All Entente garrisons on map 8-8 are released once Jerusalem is captured.

33-3-41 Garrison units (both Entente and Central Powers) can be exchanged. Two units can be exchanged in the same turn by moving the new garrison unit into a hex that satisfies the garrison requirement. The replaced garrison unit can move in the same turn.

33-3-42 No supply points are expended for any German and Austro-Hungarian units involved in combat if attacking with a supplied Ottoman unit on map 8-8. If the German or Austro-Hungarian unit(s) attack alone or with any Ottoman unit that isn't supplied, the German or Austro-Hungarian unit(s) are also considered unsupplied.

***33-3-43** Germany and Austria-Hungary provided the Ottoman Army with combat and support units. The combat units (German Paşl infantry and Austro-Hungarian GbvM artillery) operate as regular units, but neither count against rail capacity when moving by rail. The German Paşl (+1 Cbt Spt) support unit represents machine-gun detachments, signals units, anti-aircraft

units, etc., that added technical and fire support assets to Ottoman units. Paşl has a movement allowance of 5, and must be stacked with an infantry and/or cavalry unit at the end of every movement phase. If it ends up stacked with a different unit at the end of a turn, it may not support the new unit until the following turn. During combat Paşl adds its "+1" strength point value to the attack or counterattack strength before applying any modifiers or doing any calculations. Support unit participation in combat does not require supply point expenditure. It retreats when the units it is stacked with retreat. It is destroyed when all units it is stacked with are destroyed (no additional strength point loss is needed to destroy the support unit).

***33-3-44** The Entente player may designate one turn starting August 1918 to be a Special Attack Turn. During this turn, any Entente attack consisting of 20 or more Strength Points against a single enemy hex ignores any defender's trenches. Additionally, any attack of 20 Strength Points or more that has 2 or more Strength Points of artillery receives an attack die roll modification of +2.

***33-3-45** Cavalry Exploitation. During the Special Attack Turn, any Entente cavalry unit that didn't move and was not involved in attacking can exploit. After all Entente combat is completed, any Entente cavalry unit meeting these two preconditions can make a full move. Exploiting cavalry units ignore all enemy ZOCs during this move. Exploiting cavalry can attack at any time during this move, but combat ends the exploitation move. Combat is resolved normally.

Mesopotamia Front

***33-3-46** Summer affects map 7-9. There is no winter on this map. In the May Monthly Special Turn, roll one six-sided die. The number rolled is the turn when the summer heat begins that month on map 7-9. In October Monthly Special turn, another six-sided die is rolled. This number indicates the last turn of summer effects that month on map 7-9.

***33-3-47** During summer turns, all movement through clear, broken, hilly, and desert hexsides costs 2 movement points (MPs).

***33-3-48** The attacker takes one loss in addition to those called for by the combat results table when attacking during

summer turns into clear, broken, hilly, and desert terrain.

***33-3-49** Do not use Standard Rule 30-4 (cavalry elimination due to lack of supply lines) on map 7-9. Cavalry strength points are eliminated first in Out-of-Supply situations.

***33-3-50** Mesopotamian River Flotillas. Standard Rule Section 36 is used, but with modifications to Rule 36-9. In Mesopotamia, ground combat units MAY attack and counterattack river flotillas. When attacking or counterattacking, ground units (except artillery) attack using 1/3 of their strength points (rounded down). Counterattacks are not tripled against flotillas, but use 1/3 of their strength points (except artillery). Artillery units attack and counterattack normally. During friendly movement, the enemy may attack any River Flotilla passing through a river hexside of a hex occupied by an enemy unit. Flotillas must trace an LOC down river. If at the end of a friendly movement phase they are Out-of-Supply, than they are removed.

***33-3-51** British Naval Unit. The Naval unit can move up the Shatt al Arab (Major River only) between Al Faw (5827) and Qurna (5026). The Naval Unit can attack and counterattack (full strength, but not doubled or tripled), and if attacking alone, does not suffer any terrain penalties. The Naval Units doesn't consume supplies and cannot be destroyed, but must trace a LOC along the river it is operating on.

Flood

***33-3-52** Both the Tigris and Euphrates Rivers experienced a natural flood each year. This flood was the results of the snow melt in Anatolia. When the flood occurs, any hexsides with light blue overprinted lines are considered swamp hexsides through-out the duration of the flood. Flooded swamp hexsides have their normal terrain effects, PLUS supply LOC's cannot be traced through flooded swamp hexsides for the purpose of Rule 33-3-6, including into a river hexside which would otherwise be the destination of a LOC. (the intent is that LOC has to be traced to a "dry" riverbank)

***33-3-53** The yearly flood season in Irak is March through June. In the February Monthly Special Turn, either player rolls one six-sided die. If the number rolled is a 1-4, the flood will start on that number turn in March. If a 5 or 6 is rolled, the

flood will start on that number turn in February. For example, a roll of 3 will start the flood on the 3 March Turn. A roll of 5 will start the flood on the 5 February Turn. On the turn indicated by the die roll, all flood-affected hexsides are flooded until the flood ends. In the June Monthly Special turn, another six-sided die is rolled. If the number rolled is a 3-6, the flood will end on that number turn in June. If a 1 or 2 is rolled, the flood will end on that number turn in July. This number indicates the first turn in which the flood will not affect the hexsides.

Logistics

NOTE Rules for Entente Logistics in Mesopotamia are separate from, additional to and different from sustainment requirements (see 55-11)

***33-3-54** Line of Communications (LOC). No Entente Operational Rail Lines exist in Mesopotamia. The two rivers (Euphrates and Tigris) provided the LOC to support the armies in the field. These rivers have many of the characteristics of Rail Lines.

***33-3-55** Once the Entente occupies Basrah (5327), the Basra Depot is immediately placed in the Basrah hex at Supply Value 3.

***33-3-56** The Entente Basra Depot has a supply value on the Depot marker. The Depot Supply Value only increases based on the Reinforcement Schedule. This marker indicates the total number of divisional equivalents this Depot can supply up to a distance of 10 Movement Points that are more than 6 hexes from the Depot. An Entente divisional equivalent is six (6) strength points.

***33-3-57** The Entente player can have any number of Strength Points on the map regardless of the number of divisional equivalents indicated by the Depot Supply Value. However, Strength Points on the map above the Depot Supply Value are considered Out of Supply (see rule 33-3-7). For example, if the Entente Depot Supply Value is 4 (equivalent to 24 Strength Points) and the Entente has 32 strength points on the map, then 8 Strength Points are Out of Supply. Entente units adjacent to a major river between Al Faw (5827) and Qurna (5026) are always considered to be in supply.

***33-3-58** Determining which units are Out of Supply is first done by distance.

Units furthest away from the Depot in movement points are the Strength Points Out of Supply. Using the previous example, if 6 Strength Points are 10 MPs away, 2 Strength Points are 8 MPs away, 2 Strength Points are 7 MPs away, and the remainder are less than 7 MPs away, the furthest units from the Depot that total a minimum of 8 Strength Points are Out of Supply (the Strength Points 10 and 8 MPs away).

***33-3-59** Out of Supply is next considered by Hex. If one Strength Point in a hex is Out of Supply, then all Strength Points in that hex are Out of Supply. This is true even if the total number of Strength Points determine to be Out of Supply exceeds the requirement. This doesn't supersede the distance requirement above, but is in addition to it. In the previous example, if 6 Strength Points are 10 MPs from the depot, and 6 Strength Points are 8 MPs away, a total of 12 Strength Points are Out of Supply (6 Strength Points that are 10 MPs away, 2 Strength Points that are 8 MPs away, and the other 4 Strength Points that are 8 MPs away in the same hex as the 2 original Out of Supply Strength Points).

***33-3-60** The exception to the distance rule is that any Strength Points within 6 hexes (not Movement Points) of the Depot are not counted against the Depot Supply Value. The Depot Supply Value reflects the ability to logistically support units further than 6 hexes away from the Depot. Continuing with the previous example, if 10 of the Entente Strength Points are within 6 hexes of the Depot, then the remaining 22 Strength Points are all "In Supply".

***33-3-61** The British player is allowed to use River Head markers on map 7-9. River Head markers are used according to Osmanli Harbi scenario rules 12-16 through 12-22

***33-3-62** The Ottoman player initially has a Depot at Mosul (1310). If Mosul is occupied by the Entente, the Mosul Depot marker is moved and placed at Al Qamshil (0210).

***33-3-63** Ottoman LOC. Ottoman units can trace an LOC per rule 33-3-6 only to the rail line that terminates in Mosul (hex 1310). If an LOC cannot be traced to Mosul, Ottoman units may use either the Tigris or Euphrates Rivers as the end of their LOC, but do so under the following more severe restrictions: Ottoman units

are considered in supply only if they end their turn within two hexes of either the Tigris or Euphrates Rivers. They can move further away, so long as they end their movement within the two-hex limit.

***33-3-64** The Entente player can use pontoon bridges on map 7-9. Pontoon bridges are received according to the reinforcement schedule for use on this map only. They are kept in a “pool” until used. Pontoon bridges are used according to Osmanli Harbi scenario rules 12-26 through 12-29.

***33-3-65** Once a River Head marker is placed in Baghdad, the Entente player receives the Indian Expeditionary Force (IEF) Army Headquarters. If the IEF Army Headquarters remains in any of the Baghdad city hexes (2821, 2822, 2922), and the River Head Marker is north of the headquarters, the IEF Headquarters may act as a Depot for receiving Supply Point reinforcements only.

***33-3-66** The following Rail Lines sections can be built by the British using Rail Construction markers earmarked for map 7-9:

Basra (5327)-Qurna (5026)
 Basra (5327)-Nasiriya (4329)
 Qurna (4926)-Amara (4523)
 Kut (3722)-Baghdad (2922)
 Baghdad (2823)-Hillah (3226)
 Baghdad (2822)-Fallujah (2422)
 Baghdad (2821)-Shahraban (2915)
 Samarra (2319)-Tikrit (2016)

Note: Some Rail Lines use the same hex. This hex must be included in each build listed, as the rail lines in those hexes go in different directions.

***33-3-67** If the River head marker is on or north of Baghdad and all the Rail Line sections south of Baghdad are complete (Basra-Qurna; Qurna-Amara; Kut-Baghdad), the Tigris River has a transport capacity of 1 division equivalent. Movement is done in the same manner as Rail Movement (Standard Rule 7). All units expend one-half of a movement point for every hexside crossed while moving by river/rail. The moving unit starts in either Basra or Baghdad and expends 1 Movement Point to embark. No additional Movement Points are expended for embarking or transferring between the River and the Rail Lines during this movement.

***33-3-68** LAMB. The Light Armoured Mobile Batteries (LAMB) unit is represented as a +1-6 counter. It doesn't add to the Entente strength points in an

attack or counterattack. If the Entente force (attacking or counter-attacking) inflicts an equal or greater loss in Strength Points than the enemy, the enemy units must suffer an additional 1 Strength Point loss and retreat (if defending). The LAMB must be stacked with other friendly units to attack. If attacked by enemy units in a hex by itself, it can retreat 1 hex without combat. If it defends on its own, it counter-attacks with 1 Strength Point.

***33-3-69** Special Attack. The Entente player may designate one turn on or after August 1918 to be a Special Attack Turn. During the special attack turn, any Entente attack consisting of 15 or more Strength Points against a single enemy hex ignores any defender's trenches.

Aegean Front (Gallipoli)

***33-3-70** The Dardanelles and Bosphorus Straits, along with the Sea of Marmara, connect the Black and Mediterranean Seas. The Bosphorus separates European and Asiatic Turkey at Istanbul (Map 7-6 between hexes 4803-4805; 4904-4905). The Dardanelles separates Gallipoli from Anatolia between hexes 4009, 3910, 3911, 3811, 3812, 3713 on the west side and 4110, 4010, 4011, 3912, 3913, and 3813 on the east.

***33-3-71** Treat the Bosphorus Straights as a major river for purposes of movement and combat.

***33-3-72** The Dardanelles Straight is defined as the adjacent hexes on map 7-6 separated by sea from hexes 3713/3714 to hexes 4109/4110. Combat may not occur across this Straight. One division (or equivalent) per turn may cross if an engineer unit is on either side of the straight, and the engineering unit is not in an enemy Zone of Control. The crossing uses the rules for a major river.

***33-3-73** The Ottoman forces initially set up on map 7-6 cannot move until May 1915, or until an Entente unit enters Ottoman territory on this map, whichever comes first. Reinforcements, newly constructed units, or units entering map 7-6 may only enter or be placed in hexes containing the urban terrain of Istanbul until the movement restriction is lifted.

33-4 Italian Front

33-4-1 The Italian army had serious dissipation in its efforts due to belief in a

“broad front” strategy. As with other armies, these prewar beliefs/plans could not just be done away with by a single command. Only bad experience would change the mind of the senior officer corps. The effect of the Italian “broad front” strategy is as follows:

1. Two Italian armies are responsible for the Isonzo sector, the 2nd and the 3rd. Drawing a line east-west through the hexside 3217/3218, the 3rd Army is responsible for everything south of this line and the 2nd Army is responsible for everything north (at least one full hex north anyway, the boundary between 2nd Army and any corps or army to the north is not fixed by a rule). Units in hexes that straddle this line must be divided as evenly as possible between control of these two armies. This rule ceases effect in 1917.

2. Units of these two armies may not make combined attacks before 1917.

3. If one of these two armies makes an attack in 1915, the other must attack with at least half as many strength points. If one army makes an attack in 1916, the other must attack with at least a third as many strength points. There is NO requirement for this starting 1917.

4. The Italian player is not allowed to voluntarily sacrifice a HQ unit to get out of these restrictions. If either (or both) of the Headquarters involved in this rule are lost, then the Italian player must move other Headquarters to the area to take over the appropriate sector.

5. Italian Headquarters may not expend more than 12 supply points for a single attack during 1915. During 1916, this limit is increased to 18. There are no restrictions after 1916.

33-4-2 Italian units may not construct trenches west of hexrow 29xx until 1917 or until a Central Powers unit occupies a hex in Italy containing clear terrain.

33-5 Albanian Front

Italy had special interest in Albania. The Italian army may send forces equal to the strength of Central Powers forces operating in Albania.

33-5-1 Only full strength Italian units may be sent to Albania. Once in Albania, these forces may remain, and may be brought back to full strength through

recombination with RPL units as long as they are there (so a reduction in Central Powers strength in Albania does not require the Italians to reduce forces already sent there).

33-5-2 Because of the small size of the Albanian theater and low troop density there, the majority of the Italian units deployed to Albania were brigades. The following list shows the brigades and divisions historically deployed to Albania. The Entente player may use these units (or others) as he sees fit within the limits of Italian strength that can move to Albania.

Divisions: 13th, 36th, 38th, 43rd, 44th

Brigades forming the Divisions : Palermo (Pal), Barletta (Bar), Tanaro (Tan), Puglie (Pug), Savona (Sav), Verona (Ver), Marche (Mar), Arno (Arno), Verona (Ver), Tanaro (Tan)

34. Central Powers Alliance Restrictions

Austria-Hungary was not a vassal of Germany. Austria-Hungary considered herself an equal partner with Germany within the Central Powers. She had her own interests, and desired to maintain hegemony over the area that she believed to be within her sphere of influence. German forces were welcome in such areas only after Austria-Hungary had suffered serious military setbacks and huge losses of prestige. Even then, German assistance was accepted grudgingly. The following rules reflect this situation.

***34-1** The Austro-Hungarian 'Sphere of Influence' includes all of original Austro-Hungarian territory, Serbia, Romania, Albania, Italy, and any hex outside of these areas that is two hexes or less away from an active rail line belonging to the Austro-Hungarian rail network (this does not include territory inside Germany). German forces may only operate within the Austro-Hungarian 'Sphere of Influence' as described by the following rules:

34-2 In any of these rules describing the limits of German forces within the Austro-Hungarian 'Sphere of Influence', Headquarters, Artillery, and Engineers do not count. These units may be freely moved by either nationality anywhere the Central Powers player desires. Cavalry

divisions and other non-divisional units (brigades and regiments) count as half divisions. RPL units count as full divisions, as do divisions of any reduced strength.

34-3 The German and Austro-Hungarian armies had an 'exchange' program at the start of the war. Under this program, up to four divisions may be exchanged between the control of German and Austro-Hungarian armies, allowing the exchanged German forces to operate within the Austro-Hungarian 'Sphere of Influence'. The four German divisions operating in the Austro-Hungarian 'Sphere of Influence' under this exchange program may only operate on map 5-5 (Galicia).

34-4 When Austria-Hungary has accumulated 250 Demoralization Points, an additional twelve German divisions may operate within the Austro-Hungarian 'Sphere of Influence'. These twelve divisions may only be present for a six month period. The clock on this six month period begins with the start of the next turn after Austria-Hungary has taken the 250 DM.

34-5 Once Austria-Hungary suffers 'Shaken National Moral', there is no limit to the number of German units that may operate within the Austro-Hungarian 'Sphere of Influence'. Should the Central Powers player desire, he may trigger this himself by moving the Austro-Hungarian DM level to this point and declaring this undesirable state.

Ottoman Front Restrictions.

The situation with the Ottoman Empire is even more restrictive. The Ottomans also had their own sphere of influence. The following rules reflect this situation.

***34-6** German and Austro-Hungarian units can enter European Turkey. They may do so ONLY if there are Entente land combat units in this territory. And then, only forces equal to half of Ottoman strength in this territory can be present. This rule supersedes the restrictions of Osmanli Harbi scenario rule 43-12.

***34-7** Only the special units produced for use on the Ottoman Fronts by Germany and Austria Hungary (the German Pas1 Combat Support Unit and AsK Regiment, and the Austrian GbvM Artillery Battalion) may operate inside the Ottoman Empire outside of European Turkey. Note that outside of providing

combat units, the Central Powers can help the Ottomans through the transfer of Weapons Points for use in Ottoman Production.

34-8 Bulgarian units may never operate inside Ottoman territory. Those that are forced into this territory must move out of it as quickly as possible.

34-9 Up to three full divisions of Ottoman forces may operate outside of Ottoman territory in Europe. Such forces may only operate in Greece, Bulgaria, Serbia, Montenegro, Romania, Austria-Hungary, and Russia. These Ottoman divisions may increase their strength from 3-4 to 4-4 through recombination with RPL units.

35. Entente Front Restrictions

Each country's leadership had definite views on the projection of military power away from what they considered the main theaters of operation. For the Entente, this meant that their armies were expected first and foremost to defeat the enemy in Central Europe. Forces sent elsewhere were usually seen as a diversion from that effort.

35-1 As a result, the Entente is limited in the amount of British, French and Italian units that can operate outside of Western Europe (This includes Egypt, Greece, Serbia, Bulgaria, Romania, Russia, and anywhere in the Ottoman Empire). Such operations outside of forces already set up or arriving in these areas is not allowed until 1915. The limits of such involvement is as follows:

Balkans, Russia, and Ottoman Fronts (combined)

***35-2** Great Britain:
125 Strength Points of Land Combat Units (no restrictions on Indian units).
Up to 50% of Supply Points and RPL units produced each month (no limits on Indian RPL units)
The 50% is reduced to 25% starting 1916.

***35-3** France:
50 Strength Points of Land Combat Units.
Up to 10% of Supply Points and RPL Units produced each month (if less than 10 are produced in a month, the percentage can be based on multiple months production).

***35-4 Italy:**

12 Strength Points of Land Combat Units.

Up to 5% of Supply Points and RPL units (if less than 20 are produced in a month, the percentage can be based on multiple months production)..

The Italian Front

35-5 Non-Italian units allied with Italy may only enter Italy after Italy suffers 'Shaken National Morale'. After this point, the Entente may transfer a limited number of French and British forces into Italy. The size of forces that may enter Italy are limited by strength and timeline by rules 16-4 and 16-5 of The Italian Front Scenario rulebook (note - Players need not use the exact unit specified). These forces are not required to leave Italy, but if they leave, they may not return, nor may they be replaced by other units.

35-6 Once these reinforcements are triggered, the British may also send up to 50 points of RPL units to Italy and 25 supply points, the French may likewise send up to 30 points of RPL units and 25 supply points. These RPL limits are all that may be sent for the remainder of the war, unless Italy suffers Economic Collapse.

35-7 In addition to the detailed French and British forces available for entering Italy after its moral is Shaken, up to one brigade of US units may also enter.

35-8 If Italy suffers Economic Collapse, any number of Entente forces and supplies may be transferred to the Italian Front.

35-9 In 1918 (or later), Italy may send up to two divisions and up to four RPL units to France.

36. Strategic Movement

The following rules allow for the long distance movement of Land Units on the Strategic Sea Map.

36-1 Units may move off of the borders of the regular maps by rail movement. As the unit is moved off of the map edge, remove it from the regular map and place it on the Strategic Map hex that corresponds to the last regular map hex it was in.

36-2 Land units on the Strategic Map in Great Britain, France, Italy, Russia, or the Ottoman Empire may move by rail. Such movement is done during the land movement phase, and counts against the rail capacity of any country traversed in that turn.

36-3 Units may only move between areas completely controlled by the moving player. Units may only move between megahexes that are either partially or completely off of the regular maps. Only movement not possible on the regular maps is allowed on the Strategic Map.

36-4 Units moving on the Strategic Map in Great Britain, France, or Italy can move between any adjacent hexes. In doing so, they are moving along double track rail lines.

36-5 Russia has double track rail lines on the Strategic Map only as depicted on that map. The regular map entry and exit point hex locations for these double track rail lines are given on the Strategic Map.

36-6 Units in Russia west and north of Rostov on the Strategic map must move as quickly as possible to these conduits (to the north and west if multiple options exist). Such movement to the double track conduits is along single track rail lines. This means that only a single division (or equivalent) can cross a particular hexside in Russia on the Strategic Map outside of the double track conduits (due to the limited capacity of single track rail lines).

36-7 There is a single track rail conduit from Rostov to the Caucasus front. This is the only link between Russia and this front.

36-8 There is a single track rail conduit from St Petersburg to the White Sea Area (containing the ports of Archangelsk and Murmansk). This is the only rail link to the north in Russia.

***36-9** Units may move along single track rail conduits inside the Ottoman Empire on the Strategic Map. The Strategic Map shows the entry and exit points on regular maps for the Ottoman single track network. This is the only Strategic Map rail movement allowed in the Ottoman Empire. Note that the Strategic Map supersedes the strategic movement boxes provided with the Ottoman Front games.

36-10 Units may move by regular movement between Ankara and Sivas. This is the ONLY non-rail movement allowed on the Strategic Map. It will take units 30 movement points to march from Ankara to Sivas (or move in the other direction). Players can track the movement by using the eastern edge of the Caucasus front map.

36-11 Moving one hex on the Strategic Sea Map by rail costs the same as moving 8 hexes on the regular maps when moving along double track lines, 10 hexes when moving along single track lines.

36-12 All ports, factories, and resource centers of a country not on the regular maps are considered to be connected by rail lines; with certain exceptions:

Narvik (Norway) and Lulea (Sweden) are connected to each other and the northern Swedish iron resource centers, but neither is connected to the southern portion of their respective countries.

Russian ports depicted only on the Strategic map have rail connections only if a rail line is in their hex on the strategic map.

Ottoman ports depicted only on the Strategic map have no rail line connections.

The ports in Egypt are connected outside of map 8-8 as shown by rail lines on the Strategic Map. No other ports in Africa have rail connections.

37. Victory Conditions

Victory in this game is dependent on the surrender of one side or the other.

Central Powers Decisive Victory: France surrenders in 1914.

Central Powers Substantial Victory: Either France or Great Britain surrenders prior to the end of 1918.

Central Powers Marginal Victory: Neither France nor Great Britain has surrendered, and Germany has not yet reached 'Economic Collapse' prior to the end of 1919.

Entente Marginal Victory: Germany or Austria-Hungary surrenders prior to the end of 1918.

Entente Substantial Victory: Germany or Austria-Hungary surrenders prior to the end of 1919, and neither France nor Great Britain has suffered 'Economic Collapse'.

Entente Decisive Victory: Germany or Austria-Hungary surrenders prior to 1918, and neither France nor Great Britain has suffered 'Economic Collapse'.

38. The Historical Game Setup

Maps: 4-5, 4-5N, 4-5E, 5-3, 5-4, 5-5, 5-5S, 6-4, 6-5, 6-6, 6-8, 7-6, 7-8S, 7-9, and 8-8.

First Turn: Turn 1 of August 1914.

Last Turn: Determined by Major Power surrender or the end of 1919 (see Victory Conditions).

Combatants: The Central Powers vs. The Entente.

Rail Lines: All part of the network of the country they are in except those in Luxembourg, which are part of the German rail network (the Germans owned and operated the Luxembourg rail system before the outbreak of war).

Rail Capacities:

The German Rail Network has a capacity of 20 divisions. It may not be used until Turn 6 of August 1914, and is halved until Turn 1 of September 1914. However, Siege Artillery units may use rail movement on map 5-4 for the 3rd and 4th turns in August 1914.

The Austro-Hungarian Rail Network has a capacity of 10 divisions. It may not be used until turn 5 of August and is halved until Turn 1 of September. It may be used on any map or combination of maps.

The French Rail Network has a capacity of 15 divisions. It may not be used until Turn 6 of August, and is halved until Turn 1 of September.

The Belgian Rail Network has a capacity of 5 divisions. It may not be used until Turn 6 of August, and is halved until Turn 1 of September.

The Russian Rail Network has a capacity of 10 divisions. It may not be used until turn 1 of September and is halved until

Turn 3 of September. It may be used on any map or combination of maps. The Serbian Rail Network has a capacity of 1 division. It may not be used until Turn 5 of August.

The Italian Rail Network has a capacity of 7 divisions. It may not be used until the turn after it enters the war. This capacity is halved (rounded down) for the first four turns it is in the war.

38-1 West Front Set Up (Map 5-3)

Set up French, Belgian, British, and German Forces according to West Front Scenario Rulebook sections 4-1, 4-2, 4-3, and 4-4.

38-2 East Front Set Up (Map 4-5)

Set up Russian and German Forces in the Prussia/North West Russia area according to the Tannenberg/Galicia Scenario Rulebook sections 4-1 and 4-2.

(Map 5-5)

Set up Russian and Austro-Hungarian Forces in the Galicia/South West Russia area according to the Tannenberg/Galicia Scenario Rulebook sections 8-1 and 8-2.

38-3 Serbian Front Set Up (Map 6-5)

Set up Austro-Hungarian, Serbian, and Montenegrin Forces in the Serbian Front area according to the Serbia/Romania Scenario Rulebook sections 4-1, 4-2, and 4-3.

Neutral Areas

38-4 Italian Front (Map 6-4)

Set up this front using the Italian Front Scenario Rulebook. Set up the Italian Army according to section 5-3. Set up Austro-Hungarian Forces according to section 17-3 (pre-hostilities Italian Front Garrison). Note that the Austro-Hungarian forces on this map cannot move until Italian war entry is triggered.

38-5 Romanian Area (Map 6-6)

Set up Romanian forces on this front using section 14-1 of the Serbia/Romania Scenario Rulebook.

The Austro-Hungarian Player has 5 x 2-4 Inf X he can place in Austro-Hungarian territory on Map 6-6. These are the 141, 142, 143, 144, and 145 Brigades. These forces cannot move until Romanian war entry is triggered.

38-6 South Balkan Area

(Bulgaria, Greece and European Turkey)

Set up Bulgarian forces according to

section 11-3 of the Serbia/Romania Scenario Rulebook. Also, set up the units of the Bulgarian 12th and 4th Divisions, along with the 3rd Army HQ, Rstck and Varna Brigades, and the Varna fortress according to section 14-4 of the same rulebook.

Set up Greek forces according to section 37-3 of the Osmanli Harbi Scenario Rulebook (ignore Serbian units in this section).

*Set up Ottoman forces on map 7-6 according to section 27-1 of the Osmanli Harbi Scenario Rulebook (trenches included) but without the 20th Inf XX (it arrives as a reinforcements). Note also the addition of the 3-4 Inf XX (8) in hex 4806 (Istanbul) by Osmali Harbi section 44.

38-7 Caucasus Front (Map 6-8)

Set up Russian and Ottoman forces according to sections 10-1 and 10-2 of the Osmanli Harbi Scenario Rulebook.

*38-8 Palestine Front (Map 8-8)

Set up Ottoman and British forces according to sections 24-1 and 24-2 of the Osmanli Harbi Scenario Rulebook. Also set up 2 x 3-4 Inf XX (35, 36) in hex 2419 (Damascus) by Osmali Harbi section 44. Note that the British forces may not move until Ottoman war entry is triggered.

Also set up the Ottoman rail gap markers. Tarsus gap in hex 0702, Osmaniye gap in hex 0410, and the Rayat Transfer in hex 2217.

38-9 Mesopotamia Front (Map 7-9)

Set up Ottoman forces according to section 16-1 of the Osmanli Harbi Scenario Rulebook. Note exceptions to Ottoman setup as given in rule 44 of the same rulebook.

Place British forces according to section 16-2 of the same rulebook the instant the Ottoman Empire enters the war. (Note that this deployment does not require shipping or amphibious capability)

Designer's Note - Many French, British and Russian units actually begin the game outside of the areas covered on the tactical maps. Transportation resources were stretched to the absolute limits during the first few weeks of August 1914. Movement that happened in this time period was largely "pre-programmed". For this reason, the appearance of, for example, the BEF and the French North African forces is constrained to what is already in the

“Schlieffen Plan” rules, and these units appear on map and complete the mobilization process according to those rules.

38-10 Sea Forces

Entente

- 120 Naval Transport Points
- 350 Resource Shipping Points
- 250 Sustainment Shipping Points
- 40 Amphibious Lift Capacity

Central Powers

- 10 Naval Transport Points
- 25 Resource Shipping Points
- 20 Sustainment Shipping Points
- 10 Amphibious Lift Capacity

The Entente player may create any pipelines he wants and allocate shipping points to those pipelines in any sea area allowed. He may start his naval transport points in any location he desires. But, the Entente player may not start any of his shipping resources in the Baltic, Adriatic, or Black Seas.

The Central Powers player may create any pipelines he wants and allocate shipping points to those pipelines, but all must be in the Western Baltic. He must also initially deploy all his Naval Transport Points in the Western Baltic. All of his Amphibious Lift Capacity also resides in this same sea area.

39. Commencement Special Rules

The following is a compilation of rules that apply only to the start of the war. These rules are taken from scenarios that involve forces moving into action in August and September of 1914. The compilation is meant to aid players by putting all of these rules in the same place.

Western Front

39-1 German infantry units that mobilize on the 1st August turn on map 5-3 must move adjacent to Liege.

39-2 Until the 6th August turn, the German player must maintain a line of hexes from Metz (map 5-3 hex 2415) to Strasbourg (hex 3018) that are occupied by a German infantry unit, or in the ZOC of a German infantry unit.

39-3 German and Austro-Hungarian Siege Artillery units may use Rail Movement during the 3rd and 4th turns of

August on map 5-3. There is no Rail Capacity cost for doing this in these two turns.

39-4 All 6-4 and 7-4 units in the French 1st, 2nd, 3rd, and 4th armies must make every effort to conduct an attack by the end of the 5th August turn. The French player decides exactly which turn each of the four armies attacks. Different armies may attack on different turns. When one of these armies conducts its mandatory attacks, all of the 6-4 and 7-4 infantry assigned to that army must attack. The French player may decide to have an army attack earlier than the 5 August turn only if all the 6-4s and 7-4s assigned to that army are in a position to attack. If the French player delays an army's attack until the 5 August turn, then the 6-4s and 7-4s of that army that can only attack hexes containing a fortress of strength 12 or greater are not forced to participate in the mandatory attack.

Example: (The French player moves so that all of the 6-4s and 7-4s of the 3rd and 4th armies are in a position to attack on the 4 August turn. He conducts the mandatory attacks for these two armies on that turn, attacking with seven 6-4s of the 3rd army and six 6-4s and 7-4s of the 4th army. On the next turn, the 5 August turn, the 1st and 2nd armies must attack. But those 6-4s or 7-4s whose only option is to attack a hex containing a major fortress need not attack. This could mean, for example, that while all ten of the 1st army's 6-4s must attack, that some of the 2nd army units need not attack as the only hex they could attack - is 2416)

39-5 French Infantry units that are set-up under the control of the 1st, 2nd, 3rd, and 4th HQs may only move in an easterly or northerly direction (north, northeast, southeast, or some combination thereof) until each completes its attacks (this means that units belonging to different armies may be released at different times).

39-6 All Belgian units (except the units which set-up on map 5-3 in hex 1807) must move into one of three hexes during the Entente Movement Phase of the 3rd August turn: Hex 1504, 1603, and/or 1604. If they cannot move to these locations during the specified turn, they must move there as soon as possible. These units must remain in the three hexes as long as the German player keeps at least 10 Strength Points of units within 1 hex of Brussels (1606), or until they are attacked. They may freely move between these hexes prior to then, and may

conduct attacks against adjacent units. The player regains full control over these units when they are attacked or during the first turn in October 1914 (whichever comes first).

39-7 All Belgian units set-up in hex 1807 must remain in place until attacked or until the 1st October turn (whichever comes first). Once attacked, the Belgian player may move them, but they must make every effort to be with their compatriots in hexes 1504, 1603 or 1604 (unless it is after 1 October 1914, or the units in one of the listed hexes has been attacked).

39-8 Belgian units in or adjacent to Liege (hex 2107) that are attacked prior to their mobilization completion must retreat if possible (but only if a loss of some kind is the result of the attack). In the Entente movement phase following this required retreat, they must make every effort to be with their compatriots. Prior to the 3rd August turn, this means in the same hex as other Belgian unit. During and after the 3rd August turn, it means being in hexes 1504, 1603 or 1604. (They are released from these restrictions the same as other Belgian units). If such units cannot retreat while in or adjacent to Liege, they may engage in combat normally.

39-9 Antwerp (hex 1604) is considered surrounded if it cannot trace a line of communication to France AND if the the Scheldt is blocked. The Scheldt is considered blocked if Germany occupies either hex 1504 or 1603. Otherwise, Entente units that can trace a line of communication to Antwerp are not considered surrounded.

Eastern Front

39-10 The Austro-Hungarian 1st and 4th armies must spend at least 8 supply points each on attacks by forces they control during the 6th August turn if possible. The Austro-Hungarian 1st, 4th, and 3rd armies must spend at least 8 supply points each on attacks by forces they control during the 7th August turn if possible. Every effort must be made by the Austro-Hungarian player to ensure these attacks are carried out.

39-11 The German units initially deployed on map 5-5 are under the control of the Austro-Hungarian 1st Army. These units must move to be within the 4 movement point supply

range of this army's Headquarters as soon as possible. Once inside this supply range, they may not voluntarily leave it until the appearance of the 9th German HQ as a reinforcement.

39-12 Austro-Hungarian Headquarters may expend supply for German Landwehr (L or Lw in their unit designation) units during 1914.

39-13 One Austro-Hungarian infantry brigade must remain in one of the Przemsyl fortress hexes at all times. The Przemsyl fortresses may not be abandoned (removed) at any time.

***39-14** Players are free to transfer units and supply points between maps starting on the 6 August turn. Until that time, units must stay on the maps they are deployed on. Exceptions are units initially deployed on the Strategic Map. These forces may be moved to any of the regular maps at any time.

39-15 If being used, the optional pre-planned objective rules found in rules 7-1 to 7-5 of the Tannenberg/Galicia Scenario rulebook are only in force through the end of the 4th September turn (the length of the stand alone Galicia scenario).

Serbian Front

***39-16** Austro-Hungarian units set up under control of the 2nd Army may complete mobilization as units under the control of the 5th and 6th Armies, or they can postpone completing mobilization until the 5th August turn. If they opt for earlier mobilization, treat these units as part of the 5th Army for the mandatory movement and attack rules for this front described below. (Note that the 2nd Army HQ can expend supply for units that opt for earlier mobilization)

***39-17** During the 3rd August turn, all Austro-Hungarian combat units (except infantry with an L designation who have not yet completed mobilization) under the control of the 5th and 6th Armies must move into an enemy Zone of Control if possible, by expending as few movement points as possible. If any such units are already in an enemy Zone of Control, they may not move.

39-18 All Austro-Hungarian units under the control of the 5th Austro-Hungarian army in an enemy Zone of Control during the combat phase of the 3rd August turn must participate in an attack.

***39-19** During the 4th August turn, all Austro-Hungarian combat units must end the movement phase in an enemy Zone of Control if possible. Units that start the turn already in an enemy Zone of Control may move, but must still end the movement phase in an enemy Zone of Control.

40. Timeline of Rules

August 1914: Mobilization and pre-arranged war plans must be conducted.

September 1914: Begin rolling for acquisition of new gas types (see section 25). Begin construction of trenches (see Standard Rulebook section 22).

November 1914: Begin conversion of fortresses into replacement units (see Standard Rulebook section 21-9).

January 1915: During this year, artillery may be used to overcome trenches (see Standard Rulebook section 22-17). Armies may use rough and worse terrain to prevent retreats (see Standard Rulebook section 22-16).

April 1915: Trench rules are changed (see Standard Rulebook section 22).

May 1915: Russia acquires the option to use 'Artillery Surprise' (see rule 33-3). An Austro-Hungarian army falls into a 'Sad State' (see rule 33-4).

December 1915: Great Britain may begin Tank Unit production.

January 1916: Armies may now use forest and worse terrain to prevent retreats (see Standard Rulebook section 22-16).

Austro-Hungarian and Russian retreat conditions are normalized (see Standard Rulebook sections 40-5 and 41-3).

Italian attack restrictions are reduced (see rule 33-31 part 3).

Begin strengthening of cavalry units (see Standard Rulebook section 31).

Germany may begin construction of the Hindenburg Line (see section 24).

May 1916: France may begin Tank Unit production.

January 1917: Switch to the 1917 and 1918 CRT. Italian attack restrictions are eliminated (see rule 33-40 part 3).

June 1917: Germany may begin Tank Unit production.

August 1917: Germany may begin Assault Unit Creation (see section 32).

January 1918: Italian retreat conditions are normalized (see Standard Rulebook section 42-3).

41. Mobilization Schedules

41-1 Some units are not available to move or attack until they have completed mobilization. Once a unit completes mobilization, the controlling player may move and attack with the unit for the rest of the game.

41-2 Units that are attacked that have not yet completed mobilization are considered to immediately complete the mobilization process and may thereafter move and attack for the rest of the game.

41-3 Mobilization only effects a Headquarters ability to move. Headquarters may expend Supply points for units at any time.

41-4 German cavalry on map 5-3 and Austro-Hungarian units on map 5-5 may not use column movement on the turn they mobilize. No Entente unit may use column movement on the turn it mobilizes except for French 6-4 and 7-4 infantry units that mobilize on August turn three, Serbian units, and later the Italian units. The movement of British units is halved (fractions rounded up) on the turn they mobilize.

August Turn 1

Map 5-3 German Units

All 8-2 Siege I

All 4-3 Siege I (note that these are Austro-Hungarian units under German control)

Any two 8-5 Inf XX under 1st Army control

Any one 8-5 Inf XX under 2nd Army control

Any 2-6 Cav XX under 1st Army control

Map 5-3 French Units

The three 1-6 Cav XX in hex 1913

August Turn 2

Map 5-3 German Units

All 2-6 Cav XX

Any one 9-5 or one 8-5 Inf XX under the control of each of the following HQs: 1st Army, 2nd Army, 3rd Army, 4th Army

Map 5-3 French Units

All 1-6 Cav XX

Any one 6-4 Inf XX in or adjacent to hex 2723 (Belfort)

Map 5-3 Belgian Units

The 2-6 Cav XX

August Turn 3**Map 5-3 German Units**

All XXXX HQ

All 3-4 Art III

All 9-5 or 8-5 Inf XX

All 5-5 Inf XX under 1st Army or 2nd Army control

Map 5-4 German Units

All 8-5 Inf XX

All 2-6 Cav XX

Map 6-5 Austro-Hungarian Units

*All River Flotillas

All Inf units except those with a L unit designation (see special rules for 2nd Army units).

*Option for units under 2nd Army control (see rule 39-17) All Mtn units.

All Cav units.

Map 5-3 French Units

All XXXX HQ

All 3-4 Art III

All 6-4 Inf XX

All 7-4 Inf XX

Any one 4-4 Inf XX in or adjacent to hex 2723 (Belfort)

Map 5-3 Belgian Units

All units and XXXX HQ

Map 5-4 Russian Units

All infantry units under the control of the 1st Army HQ (but not the HQ unit)

All 1-6 Cav XX

Map 6-5 Serbian Units

All units

Map 6-5 Montenegrin Units

All units

August Turn 4**Map 5-3 German Units**

All 0-3 Eng III

All 6-5 or 5-5 Inf XX

All 2-5 Inf X

Map 5-4 German Units

All 5-5 Inf XX

All XXXX HQ

Map 5-5 German Units

All 2-4 Inf X

Map 5-5 Austro-Hungarian Units

All units set up on or between hexrows 15xx to 20xx (except for 0-3 Eng Reg)

Map 6-5 Austro-Hungarian Units

All XXXX HQ

All Inf units with a L designation

Map 5-3 British Units

All units and XXXX HQ

(movement halved on turn four, fractions rounded up)

Map 5-4 Russian Units

All infantry units under the control of the 2nd Army HQ

1st XXXX HQ

Map 5-5 Russian Units

All 1-6 Cav XX

August Turn 5**Map 5-3 German Units**

All 3-4 or 2-4 Inf X

Map 5-4 German Units

All 2-4 or 1-4 Inf X

All 0-3 Eng III

Map 5-5 Austro-Hungarian Units

All units under the control of the 1st Army HQ (including the HQ unit) Infantry units in hexes 2910, 3010, and 3112

All 1-6 Cav XX

Map 6-5 Austro-Hungarian Units

*All units under 2nd Army not previously mobilized by option under rule 39-17

Map 5-3 French Units

All 0-3 Eng III

All 4-4 or 3-4 Inf XX

Map 5-4 Russian Units

2nd XXXX HQ

All artillery units

All engineer units

Map 5-5 Russian Units

All Inf units under the control of the 3rd, 5th, and 8th Army HQ (not including the HQ units)

August Turn 6**Map 5-5 Austro-Hungarian Units**

4th XXXX HQ

Units in hexrows 30xx to 35xx (inclusive)

All infantry units under the control of the 3rd and Kov Army HQ (except Brigades in hexes 3609 and 4615). These units have their movement allowance halved this turn.

Map 5-5 Russian Units

All units under the control of the 4th Army HQ

All XXXX HQs

August Turn 7**Map 5-5 Austro-Hungarian Units**

All other units having not yet completed mobilization

Italian Mobilization Schedule**Turn of war entry**

All Mountain Brigades.

All 2-4 and 1-4 Brigades.

Infantry or Mountain Divisions numbered 1-12, 24, 34, 35, and Bergs.

1st Cavalry Division

Turn +1

Infantry or Mountain Divisions numbered 13-18, 21-23, 32, and 33.

Turn +2

All other units.

42. Reinforcement Schedules

Note - This game introduces the use of war economies to produce supplies, replacements, and new units (see Rule 47). Reinforcements listed here are those available due to prewar production, stockpiling, and the continued mobilization of reserves and other available resources.

42-1 German Reinforcement Schedule

Reinforcements are for Map 5-3 unless otherwise designated.

Units without a placement hex or city are placed on Factory hexes as if produced.

*Note that 4-3 Siege Artillery units are actually Austro-Hungarian (under German control)

5 August 1914

4 x 7-5 Inf XX	GEs, 4Es	2715
	8Es, 10Es	

2 x 7-5 Inf XX	19Es, BEs	3018
1 x 3-5 Inf X	55Es	2715

6 August 1914

2 x 6-5 Inf XX	17R, 18R	2801
1 x 0-3 Eng III	31	2801
2 x 2-4 Inf XX	37Lw, 38Lw	2801

7 August 1914**Map 4-5**

2 x 2-4 Inf X	33Lw, 34Lw	0816
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1 September 1914

50 Supply Points (if no Siege HQ)

2 September 1914

50 Supply Points (if no Siege HQ)

1 x 4-5 Mar XX 1Ma 2801
Strnz XXXX HQ 3312**4 September 1914**

50 Supply Points (if no Siege HQ)

4 x 2-4 Inf X 1RE, 2RE 2603
26Lw, 41Lw**5 September 1914**

50 Supply Points (if no Siege HQ)

1 x 2-4 Inf X 14Lw 3118
1 x 5-4 Inf XX RPL 2703**6 September 1914**

50 Supply Points

1 x 5-4 Inf XX RPL 2703

Map 5-59th XXXX HQ 0607
1 x 5-4 Inf XX RPL Berlin**7 September 1914**

1 x 5-4 Inf XX RPL 2703

1 October 1914

45 Supply Points

1 x 4-3 Siege I 2M 3608
Fkhsn XXXX HQ (0sp) 3316
Gaede XXXX HQ (0sp) 3121
1 x 5-4 Inf XX RPL 2703**2 October 1914**6 x 5-5 Inf XX 43R, 44R 2603
45R, 46R
47R, 48R

1 x 2-4 Inf X 51Lw 3118

3 October 19144 x 5-5 Inf XX 51R, 52R 2603
53R, 54R

1 x 2-4 Inf X 30Lw 2603

1 x 5-4 Inf XX RPL 2703

1 x 5-4 Inf XX RPL Berlin

4 October 1914

2 x 5-5 Inf XX 49R, 50R Berlin

5 October 1914

1 x 5-5 Inf XX 6BR 3616

1 x 5-4 Inf XX RPL 2703

6 October 1914

1 x 5-4 Inf XX RPL Berlin

7 October 1914

1 x 5-4 Inf XX RPL 2703

1 x 2-4 Inf X West Berlin

1 November 1914

45 Supply Points

1 x 4-3 Siege I 6 3608

1 x 5-4 Inf XX RPL 2703

1 x 5-4 Inf XX RPL Berlin

Map 5-5

Wrsh XXXX HQ (0sp) 0607

2 November 1914

1 x 5-4 Inf XX RPL 2703

3 November 1914

1 x 5-4 Inf XX RPL 2703

4 November 1914

1 x 4-3 Siege I 7 3608

2 x 5-4 Inf XX RPL 2703

1 x 5-4 Inf XX RPL Berlin

5 November 1914

1 x 4-5 Mar XX 2Ma 2801

2 x 5-4 Inf XX RPL 2703

2 December 1914

2 x 3-4 Art III 11, 39R

January 1915

Sud XXXX HQ (0sp)

10th XXXX HQ (0sp)

1 x 8-4 Art X A

1 x 3-4 Art III 38R

1 x 8-5 Mtn XX 8BR

1 x 6-5 Inf XX 39BR

4 x 5-5 Inf XX 75R, 76R, 77R, 78R

1 x 2-4 Inf X 28Lw

February 1915

Gall XXXX HQ (0sp)

1 x 0-3 Eng III 8

4 x 5-5 Inf XX 79R, 80R, 81R, 82R

1 x 2-4 Inf X Pfe

March 1915

1 x 8-4 Art X B

2 x 3-4 Art III 1K, Komb

April 1915

11th XXXX HQ (0sp)

Lau XXXX HQ (0sp)

1 x 3-4 Art III 7R

May 1915

1 x 8-4 Art X C

April 1916

+10 Amphibious Lift Capability

42-2 Austro-Hungarian Reinforcement Schedule

Reinforcements are for Map 5-5 unless otherwise designated. Those without a specific deployment location appear in any Austro-Hungarian factory that could have produced the unit/supplies.

7 August 1914

1 x 5-4 Inf XX 44 3609

1 x 4-4 Inf XX 20 3912

1 x 1-4 Inf X 36L 2807

1 x 1-4 Inf X 97L 3509

1 x 1-4 Inf X 103L 4013

3 September 1914

1 x 1-4 Inf X 102L 3312

Map 6-5

1 x 1-4 Inf X 9LE 1204

4 September 1914**Map 6-5**

1 x 3*-R (-)Flottilla Enns 1204

5 September 1914

2 x 2-4 Inf X 205L, 206L

1 x 4-3 Inf XX RPL

6 September 1914

1 x 3-3 Inf XX RPL

7 September 1914

1 x 2-3 Inf XX RPL (Pol)

1 x 1-4 Inf X 8LE

1 October 1914

1 x 2-4 Inf X 131

1 x 4-3 Inf XX RPL

2 October 1914

2 x 3-4(-) Inf XX 51, 56

1 x 3-3 Inf XX RPL

3 October 1914

3 x 3-4(-) Inf XX 52, 54, 55

1 x 2-3 Inf XX RPL (Cz)

1 x 2-4 Mtn X 17M

2 x 1-4 Mtn X 15M, 16M

4 October 1914

2 x 0-3 Eng III 1, 5

1 x 4-3 Inf XX RPL

1 x 3*-R (-) Flottilla Enns

The 1 x3-R* Enns should be used to bring the existing understrength Enns counter to full strength, or to bring an eliminated 3-R* Enns back from the dead pile.

5 October 1914

1 x 3-3 Inf XX RPL

6 October 1914

1 x 2-3 Inf XX RPL (Pol)

7 October 1914

1 x 4-3 Inf XX RPL

1 November 1914

1 x 3-3 Inf XX RPL

2 November 1914

1 x 4-3 Inf XX RPL

1 x 2-3 Inf XX RPL (Cz)

3 November 1914

1 x 3-3 Inf XX RPL

4 November 1914

1 x 2-4 Mtn X 18M

1 x 4-3 Inf XX RPL

1 x 2-3 Inf XX RPL (Pol)

5 November 1914

1 x 3-3 Inf XX RPL

6 November 1914

1 x 4-3 Inf XX RPL

1 x 2-3 Inf XX RPL (Cz)

7 November 1914

1 x 3-3 Inf XX RPL

1 December 1914

Pflzr XXXX HQ (Osp)

1 x 1-4 Mtn X 19M

1 x 2-4 Inf X 12L

6 December 1914

1 x 2-4 Inf X 128L

1 January 1915

2 x 1-4 Inf X Frt A, Petw

7 January 1915

2 x 2-4 Inf X Papp, 132

1 x 1-4 Inf X Frt B

1 March 1915

1 x 2-4 Art III Jan

2 July 1915

1 x 3*-R (-) Flotilla 'Almos'

4 September 1915

1 x 3*-R (-) Flotilla Almos

The 1 x3-R* Almos should be used to bring the existing understrength

Almos counter to full strength, or to bring an eliminated 3-R* Almos back from the dead pile.

42-3 Ottoman Empire Reinforcement Schedule

Note that Ottoman Reinforcements listed below occur on schedule, regardless of the date the empire actually enters hostilities. If no placement hex is given, units/supplies appear in Istanbul.

1 November 1914**Map 7-6**

*1 x 3-4 Inf XX 20

Map 8-8

One construction marker for use on this map.

Map 7-9

1 Supply Points

6 November 1914**Map 8-8**

1 x 3-4 Inf XX 10 1702

1 January 1915

1 x 2-3 RPL XX

2 January 1915**Map 8-8**

1 x 3-4 Inf XX 8 1702

3 January 1915**Map 8-8**

1 x 2-4 Inf XX 1KuvM 2420

Map 7-9

1 x 3-4 Inf XX 35 1310

5 January 1915**Map 7-9**

2 x 2-4 Inf XX Dic, Fir 1310

1 February 1915

1 x 2-3 RPL XX

1 March 1915

1 x 2-3 RPL XX

3 April 1915**Map 7-9**

Replace:

Irak XXX HQ

With:

6th XXXX HQ

1 April 1917**Map 8-8**

One construction marker for use on this map.

42-4 Great Britain Reinforcement Schedule

All units and supplies appear in London on the Strategic Map unless otherwise specified. Units marked with an asterisk (*) arrive understrength.

5 August 1914**Map 5-3**

1 x 2-6 Cav XX 2 1409

6 August 1914**Map 5-3**

1 x 9-5 Inf XX 4 1210

1 x 3-5 Inf X 19 1208

7 August 1914

1 x 3-4 Inf XX Mrt India

1 September 1914

1 x 9-5 Inf XX 6

1 x 1-6 Cav XX Ind India

2 September 1914

1 x 3-4 Inf XX Lhr India

7 September 1914

1 x 3-5 Mar X Nvl Southampton

1 x 7-4 Inf XX RPL

1 October 1914

1 x 9-5 Inf XX 7

1 x 2-6 Cav XX 3

4 October 1914

1 x 1-4 Inf X Imp India

2 x 1-6 Cav X Imp India

Bik India

1 x 2-4 Inf X 18 Ind India

2 Supply Points India

5 October 1914

5 x 2-4 Inf X 22 Ind, India

28 Ind,

29 Ind,

30 Ind,

31 Ind

2 Supply points India

6 October 1914

2 Supply points India

1 November 1914

10 Supply Points

1 x 7-4 Inf XX RPL

3 November 1914

1 x 9-5 Inf XX 8

4 November 1914

2x2-4 Inf X 32 Ind, India
17 Ind
1 x 1-6 Cav XX 2Ind India

1 December 1914

1 x 4-5 Inf XX 1 Aus* Suez

4 December 1914

1 x 7-4 Inf XX 27

5 December 1914

1 x 2-4 Inf X 12 Ind India

1 January 1915

Replace the BEF HQ with the 1st XXXX HQ and 2nd XXXX HQ in the hex the BEF HQ is taken from. Divide the supply points in the BEF HQ between the two new Hqs.

1 x 8-5 Inf XX 1 Can N. America

4 January 1915

Tgrs XXX HQ ————— India

5 January 1915

1 x 7-4 Inf XX 28

6 January 1915

1 x 4-5 Inf XX NZ&A* Suez
1 x 1-6 Cav X 6 Ind India

1 March 1915

1 x Pontoon Basra

1 April 1915

+10 Amphibious Lift Capability

1 August 1915

+20 Amphibious Lift Capability

1 December 1915

*1 x 3-R Flot Fly Basra

1 January 1916

Basra Depot (4) Basra

3 January 1916

1 x Pontoon Basra

1 March 1916

1 x 2-6 Cav XX 2 Mtd Basra

Map 8-8

Every Month from this point on:
One British construction marker for use on this map.

1 April 1916

+20 Amphibious Lift Capability

Map 7-9

2 Construction Markers for use on this map.

4 April 1916

1 x 2-5 Inf III SAf
*1 x 3-R Flot Fly Basra

1 November 1916**Map 7-9**

Basra Depot (5) Basra

1 March 1917**Map 7-9**

Basra Depot (6) Basra

1 April 1917

+20 Amphibious Lift Capability

Map 7-9

2 Construction Markers for use on this map.

1 May 1917**Map 7-9**

1 Construction Marker for use on this map.

1 September 1917**Map 7-9**

1 Construction Marker for use on this map.

1 October 1917**Map 7-9**

Basra Depot (7) Basra

1 February 1918**Map 7-9**

*1 x +1-6 Art II LAMB
(place with any in supply Entente unit)

1 April 1918**Map 7-9**

Basra Depot (8) Basra

1 June 1918**Map 7-9**

2 Construction Markers for use on this map.

42-5 French Reinforcement Schedule

All French reinforcements appear on map 5-3 unless otherwise specified. Those without a specific deployment location appear in any French factory that could have produced the unit/supplies.

3 August 1914

1 x 6-5 Mtn XX 44M 1925

4 August 1914

2 x 7-4 Inf XX 37AI, 38AI 1925
4 x 4-4 Inf XX 64R, 65R, 1925
74R, 75R
1 x 4-4 Inf XX 76R 0717

5 August 1914

1 x 7-4 Inf XX 45AI 1925

6 August 1914

1 x 7-5 Inf XX Mrc 1826
1 x 3-5 Mar X Mar 0113
4 x 3-4 Inf XX 85T, 86T 0717
89T, 92T
6th XXXX HQ (0sp) 0811
1 x 3-4 Inf X 1Col Rabat

7 August 1914

1 x 3-4 Inf X Mrc 0717
1 x 1-4 Inf X 185T 0717
9th XXXX HQ (0sp) 1515

3 September 1914

2 x 3-4 Inf XX 87T, 91T 0717

4 September 1914

4 x 3-4 Inf XX Mlct, Brbt 0717
d'Vst, Fayll

7 September 1914

2 x 4-3 Inf XX RPL 0125

1 October 1914

10th XXXX HQ (0sp) 0811
2 x 4-3 Inf XX RPL 0125

2 October 1914

2 x 4-3 Inf XX RPL 0125

3 October 1914

8th XXXX HQ (0sp) 0507
2 x 4-3 Inf XX RPL 0125

4 October 1914

2 x 4-3 Inf XX RPL 0125

5 October 1914

2 x 4-3 Inf XX RPL 0125

6 October 1914

2 x 4-3 Inf XX RPL 0125

7 October 1914

2 x 4-3 Inf XX RPL 0125

1 November 1914

3 x 4-3 Inf XX RPL 0125

2 November 1914		
3 x 4-3 Inf XX	RPL	0125
3 November 1914		
3 x 4-3 Inf XX	RPL	0125
4 November 1914		
3 x 4-3 Inf XX	RPL	0125
1 x 1-6 Cav XX	Spahi	Casablanca
5 November 1914		
3 x 4-3 Inf XX	RPL	0125
6 November 1914		
1 x 2-4 Inf X	1 Mxt	Casablanca
7 November 1914		
1 x 2-4 Inf X	2 Col	Casablanca
1 December 1914		
7th XXXX HQ (Osp)		
1 x 8-5 Mtn XX	66	
Withdrawals:		
1 x 6-5 Mtn XX	44	
1 x 4-4 Inf XX	66R	
2 December 1914		
1 x 2-4 Inf X	2 Mxt	Casablanca
3 December 1914		
1 x 3-4 Inf XX	96T	
1 x 0-3 Eng III	6	
4 December 1914		
1 x 4-4 Inf XX	PTG	
5 December 1914		
1 x 3-4 Inf XX	97T	
1 January 1915		
1 x 6-4 Art X	A	
4 January 1915		
1 x 8-5 Mtn XX	47 M	
2 February 1915		
1 x 6-4 Inf XX	48 Al	Algiers
1 March 1915		
1 x 3-4 Inf XX	99T	
2 March 1915		
1 x 3-4 Inf XX	100T	
3 March 1915		
1 x 6-4 Inf XX	1 CEO	Casablanca
1 April 1915		
1 x 6-4 Art X	B	

42-6 Belgian Reinforcement Schedule

During the February 1918 Production Phase, the Entente Player may exchange Belgian 6-4 divisions for two 4-4 divisions apiece. Replace withdrawn units in place on the map. Withdrawn units are replaced with the unit of the same designation and the designation "plus" 6 (example, 2nd XX replaced by new 2nd XX and 8th XX). This exchange is done in the location occupied by the original 6-4 unit. This reorganization costs two French or British weapon production points per 6-4 division so exchanged.

42-7 Russian Reinforcement Schedule

Those without a specific deployment location appear in any hex on the eastern edge of maps 4-5 or 5-5 that contains an active double track rail hex of the Russian rail network.

4 August 1914

1 x 1-6 Cav XX 5

5 August 1914

Map 5-5

2 x 1-6 Cav XX 8 3003
Ca 2502

6 August 1914

Map 4-5

3 x 3-4 Inf XX 64R, 76R, 2909
84R
2 x 3-4 Inf XX 63R, 77R 2119
3 x 3-4 Inf XX 53R, 54R 2703
73R
2 x 3-4 Inf XX 57R, 72R 2805

Map 5-5

1 x 1-6 Cav XX 1KK 4808
1 x 2-3 Art X 3 4303
1 x 2-3 Art X 4 2803
1 x 2-3 Art X 5 3202

7 August 1914

Map 4-5

1 x 3-4 Inf XX 79R 2119
1 x 1-6 Cav XX 4DK 2909

Map 5-5

2 x 4-4 Inf XX 23, 37 2502
2 x 3-4 Inf XX 75R, 81R 3202
1 x 3-4 Inf XX 82R 2502
1 x 3-4 Inf XX 58R 4303
1 x 3-4 Inf XX 65R 4808

1 September 1914

Map 4-5

2 x 5-4 Inf XX 7Sib, 8Sib 2119
1 x 4-4 Inf XX 11Sib 2119
4 x 2-4 Inf X 1Fin, 2Fin 2909
3Fin, 4Fin
3 x 2-4 Inf X 1Tur, 2Tur 2119
3Tur

Map 5-5

9th XXXX HQ 2502
2 x 5-4 Inf XX 1G, 2G 2803
2 x 4-4 Inf XX 21, 52 3003
1 x 3-4 Inf XX 83R 2803

2 September 1914

Map 4-5

10th XXXX HQ 2119
1 x 3-4 Inf XX 68R 2703

3 September 1914

Map 5-5

1 x 3-4 Inf XX 71R 4808
1 x 2-4 Inf X GRfl 2502

4 September 1914

1 x 1-6 Cav XX 1T K
See Opolchenie Rule

Map 4-5

1 x 3-4 Inf XX 59R 2119
1 x 3-3 Inf XX RPL 3612

5 September 1914

Map 4-5

1 x 3-3 Inf XX RPL 3401

Map 5-5

1 x 2-3 Art X 8 4808
1 x 3-3 Inf XX RPL 4804

6 September 1914

Map 4-5

2 x 4-4 Inf XX 51, CaGren 2703
1 x 3-3 Inf XX RPL 3612

7 September 1914

Map 4-5

1 x 3-3 Inf XX RPL 3401

Map 5-5

1 x 3-3 Inf XX RPL 4804

1 October 1914

Map 4-5

1 x 3-3 Inf XX RPL 3612

Map 5-5

1 x 3-3 Inf XX RPL 4804

2 October 1914

Map 4-5

1 x 3-3 Inf XX RPL 3401

Map 5-5

1 x 3-3 Inf XX RPL 4804

3 October 1914**Map 4-5**

1 x 3-3 Inf XX RPL 3401

1 x 3-3 Inf XX RPL 3612

4 October 1914**Map 4-5**

1 x 3-3 Inf XX RPL 3612

Map 5-5

1 x 3-3 Inf XX RPL 4804

5 October 1914**Map 4-5**

2 x 5-4 Inf XX 1Sib, 2Sib 2909

2 x 4-4 Inf XX 50, 6Sib 2909

1 x 1-6 Cav XX GK 2909

1 x 2-3 Art X 1Sib 2909

1 x 3-3 Inf XX RPL 3401

Map 5-5

1 x 3-3 Inf XX RPL 4804

6 October 1914**Map 4-5**

2 x 5-4 Inf XX 4Sib, 5Sib 2909

2 x 3-4 Inf XX 13RSib, 2909

14RSib

1 x 2-3 Art X 2Sib 2909

1 x 3-3 Inf XX RPL 3401

1 x 3-3 Inf XX RPL 3612

Map 5-5

1 x 1-6 Cav XX Ur K 4804

1 x 3-3 Inf XX RPL 4804

7 October 1914**Map 4-5**

1 x 3-3 Inf XX RPL 3612

Map 5-5

2 x 1-6 Cav XX Or K, 2C K 4808

1 x 2-4 Inf X 2 Rfl 4808

1 x 3-3 Inf XX RPL 4804

1 November 1914**Map 4-5**

1 x 4-4 Inf XX 12R Sib 2909

2 November 1914

11 XXXX HQ

1 x 3-4 Inf XX 74R

2 x 2-3 Art X 9, 10

2 x 0-3 Eng III 2/NW, 2/SW

1 x 1-6 Cav XX CaN K

3 November 1914

1 x 3-4 Inf XX 67R

5 November 1914

1 x 4-4 Inf XX 10Sib

7 November 1914

1 x 3-4 Inf XX 55R

1 x 1-6 Cav XX 1Tu K

1 December 1914

1 x 2-3 Art X 11

5 December 1914

1 x 1-6 Cav XX 1TbK

1 January 1915

Replace:

6 x 2-4 Inf X GRfl, 1Rfl, 2Rfl, 3Rfl,
4Rfl, 5Rfl

With:

6 x 4-4 Inf XX GRfl, 1Rfl, 2Rfl, 3Rfl,
4Rfl, 5Rfl**7 January 1915**

12 XXXX HQ

1 x 2-3 Art X 12

1 February 1915

2 x 4-4 Inf XX 3Sib, 9Sib

3 February 1915

1 x 3-4 Inf XX 62R

1 April 1915

3 x 2-3 Art X 6, 7, 14

4 April 1915

1 x 2-3 Art X 15

7 May 1915

1 x 1-6 Cav XX C

42-8 Serbian Reinforcement Schedule

Serbian Reinforcements appear as listed on map 6-5.

3 September 1914

1 x 2-3 Inf XX RPL 2413

3 November 1914

1 x 2-3 Inf XX RPL 2413

1 December 1914

5 Supply Points

42-9 Italian Reinforcement Schedule

Note that Italian Reinforcements listed below occur on schedule, regardless of the date Italy actually enters hostilities.

Those without a specific deployment location appear in any Italian factory that could have produced the unit/supplies.

1 February 1916

1 x 2-4 Art III 3

3 March 1916

2 x 2-4 Inf X 1Ber, 2Ber

Withdrawals:

1 x 2-4 Inf X Bersg

***7 March 1917**

Valona (8) fort, Map 7-6 hex 0417 (if Entente controlled)

Withdraw upon fort placement:

1 x 1-4 Siege I ALB

42-10 Romanian Reinforcement Schedule

The arrival of Romanian Reinforcements is calculated from the turn on which Romania becomes an active Entente belligerent. All reinforcements appear in Bucharest. If Bucharest is lost, reinforcements appear in Galati.

Turn +3

1 x 2-3 Inf XX RPL

Turn +8

10 Supply Points

1 x 1-4 Inf X 7

Turn +12

1 x 2-3 Inf XX RPL

Turn +15

10 Supply Points

1 x 2-3 Inf XX RPL

42-11 United States Reinforcement Schedule**Upon War Entry**

100 Naval Transport Points

150 Sustainment Shipping Points

War Entry +3 months

2 x 0-3 Eng III 1, 2

Industrial Economics

Every nation containing factories has a war economy. This applies even to neutral nations (Switzerland for example). Factories produce supply points and, together with manpower, produce units. Factories cannot produce unless supplied with needed resources. Resources come from Resource Centers.

43. Factories

43-1 A factory must expend 1 Iron, 1 Coal, and ½ Sp Mtl Resource Points during the Resource Phase of the Production Segment to produce Production Points. Factories that do not expend the required Resource Points do not produce Production Points.

43-2 Factory expended Resource Points may come from those produced that Economic Segment, or from stockpiles.

***43-3** If a player has a deficit of Resource Points, he decides which factories expend Resource Points and which do not, however, a player may not have more unsupplied supply factories than weapon factories. Factories must engage in production if properly supplied (this is to prevent players from trying to artificially reduce supply production).

43-4 Factories within a country must be connected to each other by active rail lines to produce Production Points. The interconnected factories are the nation's Factory Network. Factories outside of this factory network do not produce Production Points.

43-5 Each Factory produces one of three kinds of Production Points. The types are: Weapon, Supply, and Naval. Factories can only use their production points to produce what is allowed by their type of production points.

***43-6** Players use Weapon Production Points to produce Infantry, Cavalry, Marine, Shock, Mountain, Tank, Artillery, Engineer, Headquarters, and RPL units. Some restrictions exist on the maximum number of units of each type that a country may produce.

***43-6-1** Germany may not produce new siege artillery batteries. It may have up to 12 cavalry divisions and 5 additional cavalry brigades (total on the map and/or in production/rebuild at any time).

Germany cannot produce new 8-5 infantry divisions. Newly constructed infantry divisions may be 6-5s or 5-5s. For every thirteen new divisions produced, one division must be Landwehr (4-4). Mountain, Marine and Bike units may only be produced according to the special unit rule and schedule (see 49-1). Production of other types of units is unrestricted. Note that special rules apply to the production of Tank and Assault Units.

***43-6-2** Austria-Hungary may not produce new siege artillery batteries. It may have up to 12 cavalry divisions (total on the map and/or in production/rebuild at any time). Mountain units may only be produced according to the special unit rule and schedule (see 49-2). Production of other types of units is unrestricted. Note that special rules apply to the production of Tank and Assault Units.

***43-6-3** Great Britain may have a cavalry force no greater than the following: 6 British divisions, 2 Indian divisions 3 cavalry and one camel brigades, 2 Australian divisions and a camel brigade, 1 Canadian brigade (total on the map and/or in production/rebuild at any time). It may put one siege artillery battalion into production no earlier than Jan 1916, and may commence production of additional siege battalions (regular or RR based) no faster than one every two months starting Jul 1916, until it has no more than five such battalions (siege and RR siege combined). Marine units may only be produced according to the special unit rule and schedule (see 49-3). Great Britain cannot produce new infantry with 5 movement points except for the Guards Division and some Dominion Units. Great Britain can rebuild lost divisions originally having 5 movement points, but only up to a strength of 7 (the Guards again being an exception, allowed to 8). Production of other types of units is unrestricted, but will mostly be governed by available personnel points. Note that special rules apply to the production of Tank Units.

***43-6-4** France may have up to 10 cavalry divisions (total on the map and/or in production/rebuild at any time). It may commence production on one siege artillery battalion (regular or RR based) every four months starting in Jan 1915, until it has no more than six such battalions. Mountain and Marine units may only be produced according to the

special unit rule and schedule (see 49-4). Production of other types of units is unrestricted, but will mostly be governed by available personnel points. Note that special rules apply to the production of Tank Units.

***43-6-5** Russian infantry divisions cannot have more than 3 strength points once the Russian economy collapses. Russian infantry units stronger than this are automatically reduced when this occurs. At that point, Russia may only construct infantry divisions up to a strength of 3, and RPL units up to a strength of 2. There are no other restrictions on Russian production.

***43-6-6** Other countries have no restrictions on production. This is due to either very small or conversely, very large resource pools.

43-7 Supply type Production Points produce Supply Points.

43-8 Naval factories produce naval assets. These naval assets are mostly abstracted during the game. Players must supply these factories FIRST, but get no units or supplies as a result.

43-9 A functional factory produces a number of Production Points equal to its production level. A factory's production level may be raised or lowered due to date, enemy occupation, economic stability, or demoralization.

43-10 Factories last occupied by the enemy produce nothing. Should such a factory later return to friendly control, it could again produce Production Points. Such a factory would have a permanent production level of 1 (unless its country's factory level was reduced to ½, in which case it would also be at ½).

44. Resource Centers

44-1 Factories need three types of resources. These are Iron, Coal, and Sp Mtl (special metals, such as those used in creating alloys).

***44-2** Each Resource Center produces 1 Resource Point of its type during the Resource Phase of the Production Segment. Production and use or stockpiling (if either is possible) of Resource Points is mandatory.

44-3 The player that controls the Resource center controls the Resource

Point it produces. Control changes from country of location to the player who last occupied the hex with a Land Combat Unit.

44-4 A few Resource Centers produce two Resource Points. Such Resource Centers have a “x2” on their Resource Center map symbol.

44-5 Iron, Coal, and Sp Mtl Resource Centers do not produce a Resource Point if they are in an enemy Zone of Control. Note that trench markers negate enemy zones of control.

44-6 A Food Resource Center does not produce a Resource Point if the hex containing the center, or any of the hexes surrounding the center are in an enemy zone of control, or contain a trench marker. The exception to this is that food resource centers are never dependent on the status of adjacent hexes that are across a border (and therefore in another country).

44-7 Players move Resource Points an infinite distance along active rail lines and/or shipping lanes between their source and the using Factory during the Resource Phase. If there is no active rail line between a Resource Center and a Factory that can use its Resource Point, the Resource Point cannot be used (see section 44 on Resource Stockpiling and section 53 on Resource Shipping).

44-8 Resource Points transported along Rail Lines do not count against Rail Capacity, nor do they restrict the use of single track Rail Lines.

44-9 If a Resource Center is not on a rail line, the nearest hex containing a rail line is considered the center's railhead (player's choice if multiple options exist). To use Resource Points produced by such Resource Centers, a player will need to control both the Resource Center and railhead.

44-10 All of a country's ports, resource centers and factories are connected by rail lines, except in those instances depicted on tactical maps or where front lines create disruptions on those maps. The rules may also describe specific situations where this is not the case.

Resource Point Importation

44-11 Iron, Coal, or Sp Mtl Resource Points may be imported from occupied territories without restriction.

44-12 Neutral countries may only export such Resource Points that they do not need for their own factories. Only resources available for export are given as “OffMap” resources.

***44-13** The Central Powers player has the first choice in importing from a neutral country. The Entente player can import excess neutral Resource Points only if they are not used by the Central Powers. Importing from a neutral source is possible only after a country has used its own Resource Center production, and imports all available needed Resource Points from its allies and occupied territories.

44-14 A player imports Resource Points by moving them along neutral and friendly Rail Lines and/or through merchant shipping channels.

44-15 Merchant shipping of Resource Points can only be done (export and or import) through level 3 or higher operational ports.

44-16 Resource points that are imported through the use of merchant shipping must be imported through the ports of the consuming war economy. For example, A player cannot send English coal to Italy by shipping it to France and then moving it by rail to Italy; it must move by ship to Italian ports.

Resource Point Stockpiles

44-17 Nations may save Resource Points for later use. Countries may stockpile up to six month's worth of Resource Points for factories under friendly control. Loss of control of a factory means reduction in the stockpile.

44-18 Unused Resource Points may not be stockpiled at the source (exception - Northern Sweden). If a Resource Point cannot be used by a factory, or added to a national stockpile, it is lost.

44-19 Players use the Resource and Production sheets of the Economic Booklet to keep track of Resource stockpiles and expenditures.

44-20 Players may not capture enemy stockpiles. Nations may not use or import resources from the stockpiles of other nations.

45. Manpower

45-1 Cities and Urban hexsides produce manpower points. These are used in combination with factory's production points to create units.

45-2 The number of manpower points produced by a country is dependent on the number of personnel centers the player controls during the monthly special turn. Urban hexsides count as two personnel centers. Note that a personnel center connected to an Urban hexside does not produce personnel points (the Urban hexside does), the center is just there to show the location of the city center. The exact number of manpower points produced is given by the schedules in section 46.

45-3 Manpower points are expended along with weapons points to create units. Lack of manpower can prevent players from building units.

45-4 Countries may begin the game with a pool of manpower points. This pool is increased by monthly manpower point production, it is reduced by expending manpower points to create units. Manpower points may be accumulated indefinitely.

45-5 Countries may have multiple manpower pools. For example, France has regular manpower (from metropolitan France), and Colonial / North African manpower. Units may only be built with manpower from their specific 'nationality' pool.

46. War Economies

Players are responsible for the production of their own reinforcements and supplies, except for those provided by pre-war equipment stocks (these are given by the schedules in Section 42).

PRODUCTION BEGINS with the October 1914 Monthly Special Turn.

There is no production during the Sep 14 Monthly Turn. No resource points are produced or transported or consumed until the October 1914 Monthly special turn.

Each country uses its factories to produce weapons and supplies. Each uses its population as a source of manpower for units. Each country had different assets, and used them differently. Each had its

own particularities. The following rules provide the specifics for each country's war economy.

War economies do not begin to function (produce weapon or supply production points) until a country enters the war. Resource points are produced regardless of a country being neutral or a belligerent. Note - Use the Economic Resource booklet to track the particulars of each country's war economy.

46-1 Germany

Initial Stockpiles

80 Weapon Production Points
100 Manpower Points
48 Iron Resource Points
36 Sp Mtl Resource Points

Oct 1914 - Dec 1915

Weapon Factories (10)

Two at level 5, rest at level 4

Supply Factories (11)

All at level 7

Manpower (83)

Personnel Centers - 13 per month

Jan 1916 and later

Weapon Factories

Six at level 8, rest at level 7

Supply Factories

All at level 7

Manpower

same as # Personnel Centers

Shaken - till Economic Collapse

Weapon Factories

All at level 3

Supply Factories

All at level 5

Manpower

Half # Personnel Centers

After Economic Collapse

Weapon Factories

All at level 1

Supply Factories

All at level 3

Manpower

One Fifth # Personnel Centers

Germany has 4 naval factories. These must be supplied with Resource Points before other factories.

*Starting in 1915, the German army began a program of drastic reorganization to maximize the effective use of its manpower. Rather than have the German player reorganize his entire army, the reorganization effects are that

he can produce a number of infantry divisions by the following special procedure (note that the procedure takes 3 months, as per building RPL units):

a. The first three strength points of the unit cost nothing in terms of production or manpower. Instead, when the unit appears on the map, a total 3 strength points total are removed from the strongest German units on the map.

b. Additional strength is produced at normal weapon production point cost, but half the manpower cost.

Example - The German player builds a 5-5 using this process in January 1915. The first three strength points of the unit have no production cost. The next two cost a total of 4 weapon and 2 manpower points. When the unit arrives on the map in April 1915, remove a total of 3 strength points from other existing units (usually existing 8-5s).

At the start of 1915, the German player has available a total of 5 x 7-5 XX, 5 x 6-5 XX, and 11 x 5-5 XX for creation by this process. ~~Divisions can be Infantry or Mountain.~~

Starting in May 1916, the German player can build an additional total of 8 x 6-5 XX, 16 x 5-5 XX, and a 4-4 XX by this process.

46-2 Austria-Hungary

Initial Stockpiles

10 Iron Resource Points
8 Coal Resource Points
7 Sp Mtl Resource Points

Oct 1914 - Dec 1914

Weapon Factories (6)

Five at level 4, one at level 3

Supply Factories (6)

All at level 3

Manpower (46)

Personnel Centers - 5 per month

Jan 1915 - till Shaken

Weapon Factories (6)

Five at level 4, one at level 3

Supply Factories (6)

One at level 5, rest at level 4

Manpower (46)

Personnel Centers - 5 per month

Shaken - till Economic Collapse

Weapon Factories

Four at level 2, rest at level 1

Supply Factories

All at level 3

Manpower

Half # Personnel Centers, minus 3

After Economic Collapse

Weapon Factories

All at level 1

Supply Factories

All at level 1

Manpower

One Fifth # Personnel Centers

Austria-Hungary has 1 naval factory. It must be supplied with Resource Points before other factories.

Austria-Hungary must use the internal nationality "cycle" of rule 8-14 in the production of new and RPL units.

Austro-Hungarian personnel centers and food resource centers are marked as either Austrian or Hungarian. Each entity feeds its own population first, before trading with the other. In addition, Hungary can export only 2 food resource points to Austria and another 3 to Germany. All other Hungarian food excess is lost (wastage due to a host of issues).

46-3 Ottoman Empire

Manpower is not tracked for the Ottoman Empire. Their units are built with weapon type production points only.

Initial Stockpiles

3 Iron Resource Points
3 Coal Resource Points

War Entry - Until Shaken

Weapon Factories (1)

All at level 2

Supply Factories (2)

All at level 1

Shaken - Surrender

Weapon Factories

All at Level 1

Supply Factories

All at level ½

While Bulgaria and/or Romania are neutral, Germany may send supply points and production points to the Ottoman Empire through them along their rail lines.

*The Ottoman Empire does not accumulate DM points for food shortages. This is why Ottoman Personnel Centers and Food Resource

Centers are not tracked. Food resources within the Ottoman Empire are for internal use only, even if only to supply occupied Ottoman cities.

*Ottoman factories must be supplied with resource points while the Ottoman Empire is still neutral (they just produce nothing until the Ottoman Empire enters the war).

*Ottoman RPL units may be placed in non-factory locations. These locations, in order of precedence are:

Sivas (map 6-8 hex 0326), Damascus (map 8-8 hex 2419), and Mosul (map 7-9 hex 1310). The Ottoman player may place a unit in a non-factory location only after a unit appears in a factory location. Then, additional RPL units are placed in non-factory locations in precedence order. This is not a "rotation". An RPL unit may be placed in Mosul only after an RPL unit is placed in a factory, another in Sivas, and another in Damascus. Since this is not a rotation, two RPL units could be placed in Sivas after two are placed in a factory location. The placements described above may be spread across multiple turns (for example, on one turn, an RPL is placed in Istanbul [factory hex]. The next turn one is placed in Sivas, and on the third turn, one is placed in Damascus.)

46-4 Bulgaria

Bulgaria's war economy is represented by the single factory in Sofia.

This factory produces a single weapon type production point and a single supply point each month it is properly resourced until Bulgaria surrenders.

46-5 France

Initial Stockpiles

170 Weapon Production Points
150 Manpower Points
12 Col/NAfr Manpower Points
15 Coal Resource Points
15 Sp Mtl Resource Points

Oct 1914 - Dec 1914

*Weapon Factories (6)

Two at level 6, rest at level 5

Supply Factories (6)

All at level 4

Manpower (45)

Personnel Centers per month

Colonial & NAfrican Manpower

8 per month

Jan 1915 - Feb 1916

Weapon Factories (5)

Two at level 6, rest at level 5

Supply Factories (6)

All at level 6

Manpower (45)

Personnel Centers per month

Colonial & NAfrican Manpower

8 per month

Mar 1916 and later

Weapon Factories

One at level 9, rest at level 8

Supply Factories

All at level 6

Manpower

Personnel Centers + 5 per month

Colonial & NAfrican Manpower

3 per month

Shaken - till Economic Collapse

Weapon Factories

One at level 9, rest at level 8

Supply Factories

Three at level 5, rest at level 4

Manpower

Personnel Centers + 5 per month

Colonial & NAfrican Manpower

3 per month

After Economic Collapse

Weapon Factories

All at level 4

Supply Factories

All at level 1

Manpower

One Fifth # Personnel Centers

Colonial & NAfrican Manpower

2 per month

France has 1 naval factory. It must be supplied with Resource Points before other factories.

RPL units built with Colonial or North African Manpower appear in non-France locations. Colonial RPL units appear in Casablanca when they complete production. Similarly, North African RPL units appear in Algiers.

46-6 Great Britain

Initial Stockpiles

220 Weapon Production Points
0 Manpower Points
24 Iron Resource Points
20 Sp Mtl Resource Points

*Great Britain must use 20 points of its weapon points stockpile each month until exhausted. This is an exception to the one third per month stockpile expenditure rate (see rule 47-2).

Oct 1914 - Sep 1915

Weapon Factories (5)

All at level 10

Supply Factories (4)

Two at level 5, rest at level 4

Manpower

Personnel Centers

Canadian/ANZAC/Indian Manpower

5/4/4 per month

Oct 1915 - Jun 1916

Weapon Factories

All at level 10

Supply Factories

All at level 6

Manpower

Personnel Centers - 13

Canadian/ANZAC/Indian Manpower

4/6/4 per month

Jul 1916 - Dec 1917

Weapon Factories

All at level 10

Supply Factories

All at level 7

Manpower

Personnel Centers - 13

Canadian/ANZAC/Indian Manpower

3/3/3 per month

Jan 1918 and later

Weapon Factories

All at level 10

Supply Factories

All at level 9

Manpower

Personnel Centers - 15

Canadian/ANZAC/Indian Manpower

3/3/3 per month

Shaken - till Economic Collapse

Weapon Factories

All at level 10

Supply Factories

All at level 6

Manpower

Personnel Centers - 15

Canadian/ANZAC/Indian Manpower

3/3/3 per month

After Economic Collapse

Weapon Factories

All at level 3

Supply Factories

All at level 4

Manpower

One Third # Personnel Centers

Canadian/ANZAC/Indian Manpower

2/2/2 per month

Great Britain has 6 naval factories. They must be supplied with Resource Points before other factories.

RPL units built with Dominion Manpower appear in non-British locations. ANZAC RPL units appear in Suez when they complete production. Similarly, Indian RPL units appear in India, and Canadian RPL units appear in North America.

46-7 Russia

Russia is considered to have nearly unlimited Coal, Iron, and Sp Mtl Resources. It is unnecessary to track Russian resources and their expenditure by Russian factories, they are always considered to be supplied.

Russia can export any of these Resources if the Entente player can establish the proper shipping lanes and pipelines.

Russia's manpower figures are actually the constraints of its military establishment and its ability to mobilize personnel for Russian units.

Russia need not track food resources for friendly controlled personnel centers. Russia does not accumulate DM for food shortages in the game.

Oct 1914 - Dec 1914

Weapon Factories (10)

All at level 5

Supply Factories (10)

All at level 1

Manpower

80 per month

Jan 1915 - till Shaken

Weapon Factories

All at level 5

Supply Factories

All at level 2

Manpower

80 per month

Shaken - till Economic Collapse

Weapon Factories

All at level 3

Supply Factories

Five at level 2, rest at level 1

Manpower

50 per month

After Economic Collapse

Weapon Factories

All at level 1

Supply Factories

All at level ½

Manpower

18 per month

46-8 Belgium

Initial Stockpiles

12 Iron Resource Points

6 Sp Mtl Resource Points

Oct 14 - Dec 15

Weapon Factories (2)

All at level 3

Supply Factories (1)

All at level 2

Manpower

Personnel Centers

Jan 16 and later

Weapon Factories

All at level 4

Supply Factories

All at level 3

Manpower

Personnel Centers

Belgium never surrenders. If Belgium loses all of its factories, it may still have RPL units produced for it by French or British factories. Such RPL units would appear in the French or British factories that produced them.

Should Belgium lose all of its personnel centers, it would receive a single manpower point per month as long as it had a single Headquarter in play. Belgian manpower would still be required for the production of Belgian RPL units.

46-9 Serbia

The Serbian war economy is very small and is modeled differently from other economies.

Neither of the Serbian factories require Resource Points.

If Serbia controls both factories, they produce a combined total of 1 weapon production point every odd month. If Serbia only controls one factory, it produces one weapon production point each January, May, and September.

Serbia receives a number of manpower points equal to the number of Serbian personnel centers it controls each month.

Serbia never surrenders. If Serbia loses all of its factories, it may still have RPL units produced for it by French or British factories. Such RPL units would appear in the French or British factories that produced them.

Should Serbia lose all of its personnel centers, it would receive a single

manpower point per month as long as it had a single Headquarter in play. Serbian manpower would still be required for the production of Serbian RPL units.

46-10 Italy

Initial Stockpiles

6 Iron Resource Points

9 Coal Resource Points

3 Sp Mtl Resource Points

War Entry - Until Shaken

Weapon Factories (2)

All at level 7

Supply Factories (2)

All at level 5

Shaken - till Economic Collapse

Weapon Factories

All at level 4

Supply Factories

All at level 3

After Economic Collapse

Weapon Factories

All at level 2

Supply Factories

All at level 2

Italy has 1 naval factory. It must be supplied with Resource Points before other factories.

Italian factories must be supplied with resource points while Italy is still neutral (they just produce nothing until Italy enters the war). Italy must also import for food shortages while neutral. The Entente player must use his shipping points to handle this mandatory resource importation requirement.

It is not necessary to track Italian manpower, as it is never a production constraint. However, Italy does need to ensure enough food resources for its population, so as to not accumulate DM for shortages.

46-11 Romania

The Romanian factory does not require the expenditure of Resource Points. As long as it is Romanian controlled, it produces a single weapon production point per month while Romania is in the war.

Romania receives a number of manpower points equal to the number of Romanian personnel centers it controls each month while at war.

46-12 Greece

The Greek factory does not require the expenditure of Resource Points. As long as it is Greek controlled, it produces a single weapon production point every odd numbered month Greece is in the war.

Greece receives a number of manpower points equal to the number of Greek personnel centers it controls each month while at war.

46-13 Netherlands

Initial Stockpiles

9 Iron Resource Points
6 Coal Resource Points
6 Sp Mtl Resource Points

War Entry - Until Shaken

Weapon Factories (1)

All at level 5

Supply Factories (1)

All at level 2

Manpower

Personnel Centers

Shaken - till Surrender

Weapon Factories

All at level 2

Supply Factories

All at level 1

Manpower

Half # Personnel Centers

46-14 Switzerland

Initial Stockpiles

9 Iron Resource Points
9 Coal Resource Points
6 Sp Mtl Resource Points

Upon War Entry

Weapon Factories (1)

All at level 6

Supply Factories (1)

All at level 2

Manpower

Personnel Centers

Switzerland never surrenders. If Switzerland loses all of its factories, it may still have RPL units produced for it by French or British factories. Such RPL units would appear in the French or British factories that produced them.

Should Switzerland lose all of its personnel centers, it would receive a single manpower point per month as long as it had a single Headquarter in play.

Swiss manpower would still be required for the production of Swiss RPL units.

46-15 The United States

The USA is considered to have unlimited manpower. US units do not require the expenditure of manpower points.

The USA is considered to have nearly unlimited Coal, Iron, and Sp Mtl Resources. It is unnecessary to track American resources and their expenditure by American factories, they are always considered to be supplied.

The USA can export any of its Resources. All that is required is an established shipping pipeline and pipeline and port capacity.

While neutral, the USA produces Supply Points. The Entente may transport these to Europe as any nationality supply points. The number of supply points available for export is as follows:

Oct 14 - May 16

10 Supply Points per Month

Jun 16 - Nov 17

15 Supply Points per Month

Dec 17 - Dec 18

20 Supply Points per Month

Jan 19 and later

25 Supply Points per Month

Once the USA enters the war, it still continues to produce the above supply points. In addition, its factories produce weapon production points and supply points according to the following schedule:

First Six Months in War

30 weapon and 6 supply points

Months Seven thru Ten (inclusive)

175 weapon and 6 supply points

Months Eleven and later

100 weapon and 15 supply points

46-16 Sweden

Sweden plays an important role in the War Economies of the Central Powers. Sweden is an important source of iron ore for German industry.

Most of the Swedish iron ore is found in the far north. The northern Swedish iron can be shipped only out of the ports of

Lulea or Narvik (Norway). Lulea is ice bound for four months in the winter (December, January, February and March). During this time, northern Swedish ore may be stockpiled at the source (note - this is the ONLY resource source that can stockpile resource points), up to a limit of 20 resource points. Note that while Germany is unable to access these resource points through Lulea in the winter, the Entente can access them through Narvik. Since the Central Powers cannot import the resources in winter, the Entente can make use of what they can ship through Narvik (limited by the port's shipping capacity).

Other Swedish iron ore, (2 resource points per month) are available for shipment year round through southern Swedish ports (Stockholm or Goteborg).

46-17 Spain and Norway

Each of these countries has resources available for export. Spain produces two iron resource points per month for export. These can be shipped by rail or through Spanish ports. Norway produces one iron resource point. It can only be shipped out of Oslo.

47. Production Process

47-1 Players determine the total of Production Points their factories produce during the Production Phase. They do this for each of the factory networks of the countries they control. Players may use the Production Points to produce new or rebuilt units and supplies, save them till the next Production Phase or use some and save the rest.

***47-2** Players may only carry over one month's of their production from month to month. This is the maximum "savings" a country can carry. The exception is the initial weapon production point stockpiles. These must be used in 1914, one third of the original stockpile spent each month. (Great Britain being the exception - see rule 46-6).

47-3 The Production Costs Chart shows how many Production Points it costs to build a unit.

47-4 Players may begin the construction of any unit in their counter mix that is neither in play, on the list of special units (see section 49 for listings), or in the Dead Pile.

***47-5** The major powers may use their weapon production points to assist their minor allies. The major powers are Germany, Austria-Hungary, Great Britain, France, Russia, and Italy. If the minor ally has a functioning factory, the production points are transferred without transportation cost or delay to the minor ally's war economy. The transferred points may be used to create new units at normal rates, or RPL units at double the normal production point cost.

47-6 Special situations exist for the creation of units and RPL of certain countries who may have lost their war economies. These special situations are explained in the national production rules and schedules (see section 46).

47-7 The expenditure of Production Points does not immediately create units. Units spend a certain amount of time "in production".

47-8 Production of supplies is immediate, they are placed directly on the map at any producing location.

47-9 The Production Costs Chart shows how long a particular type of unit spends "in production" (for example: a new Infantry Division takes 6 months).

47-10 Players place units "in production" on their Production Track. Place them on the month box corresponding to the end of their "in production" time (for example, it is March, and you use Production Points to build a new infantry division. It is placed on the production track in the September box).

47-11 Place units and supplies that appear in a given month on the map during the Reinforcement Phase of the Production Segment.

47-12 Place units on the map in the same hex as a factory that could have produced it (for example: a German Infantry unit could appear in any hex occupied by a German Weaponry type factory).

47-13 If you cannot place a unit in the same hex as the proper type factory (due to the factory being enemy controlled or no longer belonging to the Factory Network), it is destroyed instead.

47-14 Players may place units on a factory of the appropriate type even if that factory produced no production points that month (due to lack of resources).

47-15 Units in the Dead Pile are returned to play when a player can perform recombination. (The Dead Pile is that group of units that were taken off of the maps due to losses, or recombination) Remove an RPL unit stacked with a Headquarter and return the same number of strength points of units of the same type from the Dead Pile. Units from the Dead Pile may return understrength (so as to match the strength of the RPL unit removed).

47-16 A unit may be built understrength. In this case, the unit may not be recombined on the map to a strength greater than when produced. The initially produced strength is the maximum strength of the unit the rest of the unit is produced. (Note - this is a bookkeeping nightmare, so only do it for special units, if then).

***47-17** Units on the map may break down into component subunits or subunits can consolidate into higher level units at the start of a player's movement phase. This allows, for example, divisions to break down into component brigades, or for brigades to consolidate into divisions. This breakdown or consolidation is "redesignation". It is done by completely removing one or more units and exchanging them with one or more units of the same total strength, recombination type, and movement allowance. There can be no creation of additional strength in doing this. Understrength divisions that break down into brigades or regiments break down into reduced strength subordinate units. For example, a German 8-5 division reduced to 6-5 strength would break down into two 3-5 (reduced strength 4-5) brigades. Understrength component units (brigades and regiments) cannot consolidate into full strength divisions. This can only be done by going through the recombination process at a Headquarters (see standard rule section 23).

48. Tank Production

48-1 Tanks were a new development. They had developmental difficulties, and the first models were not very effective. Production lines had to be created for these new machines, and it took time to increase their output, which was always far less than desired. The following rules place certain constraints on the production of tank units and replacements to model these situations.

48-2 Each month, certain countries receive an allotment of tank points that they may produce. This allotment may be saved from month to month, but cannot exceed the size of the largest tank unit the country can currently produce.

48-3 Initial tank production was more expensive. Tank production processes improved over time. Initially, players expend 2.5 weapon points for each produced Tank unit strength point. This drops to 2 weapon points per strength point when a country can start production of improved tank designs. This date is specified in country specific rules below.

48-4 After the production of each new unit, the country must produce an RPL unit of the same size before it can produce another new unit. Countries may only build more RPL units than they build new units after all available tank counters have been produced. This means that most countries will create pairs of new units and RPL units until all available tank units are in production. Both new units and RPL units are constrained by the same allotment expenditure.

Great Britain

Allotment: (all dates are inclusive)

Dec 15 to Mar 16 - 2 points per month

Apr 16 to Nov 16 - 4 points per month

Dec 16 to May 17 - 6 points per month

Jun 17 to Nov 17 - 8 points per month

Dec 17 to May 18 - 10 points per month

Jun 18 onward - 12 points per month

48-5 Great Britain can commence production first of a single 4 strength point tank unit in January 1916. After this unit, it can produce a 4 strength point RPL unit next. Thereafter, and prior to December 1916, it can only produce and have tank units with a maximum strength of 8. On or after December 1916, it can produce and have tank units of 12 strength, and do so at the reduced cost in weapon production points.

France

NOTE France also produces all FT-17 tank units for the United States

Allotment: (all dates are inclusive)

May 16 to Mar 17 - 3 points per month, Schneider type only.

Apr 17 to Aug 17 - 3 points per month, FT-17 type only

Sep 17 to Nov 17 - 9 points per month

Dec 17 onward - 18 points per month

48-6 France can commence production of Schneider model tanks in May 1916. Starting in April 1917 it can build FT-17

type tanks, and do so at the reduced cost in weapon production points.. The French player can first build FT-17 RPL units to upgrade existing units using the Schneider model. Thereafter, a new FT-17 unit must be built before each RPL FT-17 unit can be built.

48-7 The French can start to construct Char 2C units once all FT 17 units have been built or are under construction. Char 2C units use up the French allotment at double the normal rate.

Italy

Allotment: (all dates are inclusive)

Jan 18 to Jun 18 - 2 points per month

Jun 18 to Nov 18 - 4 points per month

Dec 18 onward - 6 points per month

48-8 Italy can first build FT-17 model tank units. After all available FT-17 units are in production or built, it can commence construction of Fiat 2000 units. Italy builds all its tanks at the reduced weapon production point rate.

United States

Allotment: (all dates are inclusive)

Sep 17 onwards - 18 points per month

48-9 American tank production is always at the reduced rate.

48-10 American production is of French FT-17 type tanks until October 1918. Up to this time, American produced tanks appear in FRENCH weapon factories, not in North America. (Note - in reality, France produced FT 17 tanks for US forces. In return, American production produced additional arms and ammunition for the French. This was most simply modeled by use of American production points for American tank units).

48-11 Starting in October 1918, The US begins production of British type tanks. These units appear in North America, and will require shipment to Europe. American production of FT-17 type RPL will still appear in French weapon factories.

Germany

Allotment: (all dates are inclusive)

Jun 17 to Oct 17 - 2 points per month

Nov 17 to Feb 18 - 4 points per month

Mar 18 to Jun 18 - 6 points per month

Jul 18 to Oct 18 - 12 points per month

Nov 18 onward - 18 points per month

48-12 Germany can commence production first of a single A7V type tank

battalion in July 1917. After this unit, it can next produce the improved A7V/U-1 tank units. Once all three of the A7V/U-1 units have been put into production, it may begin production of the LK II tank units, and do so at the reduced cost in weapon production points..

(Optional)

Austria-Hungary

Note A young Austro-Hungarian officer was the first to design a tank, doing so before the war. The Austro Hungarian army could have put his valid design into construction; it just would not have had a lot of capacity to do so.

Allotment:

Nov 14 onward - 1 point per month

48-13 All Austro-Hungarian tank units are the Bursztn model. Austria Hungary produces tanks at the reduced weapon production point rate only after the first two units and two RPL units are put into production.

49. Special Unit Production

*Certain Units (those having a higher full strength than those of a nation's regular forces, some forces from outside the national core, or those possessing special capabilities (such as Marines or Mountain units) cannot be constructed until doing so would bring them into play at or later than their first appearance as reinforcements in scenario games. Such units, and the date their production can be initiated are shown below:

Units on this list can start production no earlier than the given month. Their arrival is still subject to the normal production lag as given by the Production Cost Chart.

*Some units are initially produced at reduced strength. They go through an upgrade process to reach higher strengths. This involves producing the upgrade component through the production process, and adding it to the base unit (wherever it is located) upon production completion.

49-1 Germany

Any of these units can only be built on or after the month of their appearance on the special unit schedule.

October 1914

2 x 7-5 Mtn XX 12Lw, 117

November 1914

2 x 4-5 Mtn X 1AlpK, 2AlpK

*December 1914

1 x 7-5 Mtn XX 103

*1 x 5-5 Mtn XX 101

September 1915

Build Upgrade of: (+1 Str. Pts)

3 x 3-5 Mtn III 1AlpK, 2AlpK,
3AlpK

By Withdrawal on Completion of:

2 x 4-5 Mtn X 1AlpK, 2AlpK

For Use in Ottoman Empire:

1 x +1Cbt Spt Paş1

(built with 2 weapon production points)

January 1916

2 x 7-5 Mtn XX 195, 200

February 1916

1 x 7-5 Mtn XX 199

March 1916

1 x 5-5 Mtn XX 212

1 x 3-5 Mar XX 3

May 1916

1 x 2-6 Bike X 2

October 1916

Build Upgrade of: (+3 Str. Pts)

1 x 6-5 Mar XX 3

By Withdrawal on Completion of:

1 x 3-5 Mar XX 3

November 1916

Build Upgrade of: (+6 Str. Pts)

3 x 5-5 MAslt III 1AlpK, 2AlpK,
3AlpKBy Withdrawal

on Completion of:

3 x 3-5 Mtn III 1AlpK, 2AlpK,
3AlpK

April 1917

1 x 12-5 Aslt XX Jgr

May 1917

Build Upgrade of: (+1 Str. Pts)

For Use in Ottoman Empire:

1 x 2-5 Inf III Ask

By Withdrawal on Completion of:

1 x +1 Cbt Spt Paş1

December 1917

Build Upgrade of: (+6 Str. Pts)

1 x 10-5 Aslt XX (-) GK

Withdrawal on Completion of:

1 x 4-6 Cav XX G

49-2 Austria - Hungary

Any of these units can only be built on or after the month of their appearance on the special unit schedule.

March 1915

1 x 1-4 Mtn X 20L M

July 1915

For Use in Ottoman Empire:

1 x 1-4 Mtn Art II GbvM

September 1915

1 x 2-4 Mtn X 22LM

October 1915

1 x 2-4 Mtn X 24LM

November 1915

1 x 2-4 Mtn X 25LM

1 x 2-4 Mtn X 26LM

December 1915

1 x 2-4 Mtn X 28LM

49-3 Great BritainIndian

Indian units appear in India when they finish production.

Australian/New Zealand

ANZAC units appear in Suez when they finish production. They require no naval movement from "down under".

Canadian

Canadian units appear in North America when they finish production.

Irish

They can be recombined to full strength with regular British infantry or, starting in 1918, with Indian Infantry RPL units. Irish units are built with British manpower points.

*Portuguese

These units require no manpower. There are no Portuguese RPL units.

Any of the units on the below list can only be built on or after the month of their

appearance on the special unit schedule.

October 1914

1 x 4-4 Mar XX Nvl

February 1915

1 x 8-5 Inf XX Gds

January 1916

Build Upgrade of: (+5 Str. Pts)

1 x 7-4 Mar XX RN

By Withdrawal on Completion of:

1 x 2-4 Mar XX Nvl

August 1916

1 x 5-4 Inf XX 1 (Portuguese)

October 1916

1 x 4-4 Inf XX 2 (Portuguese)

49-4 FranceSenegalese

France receives no DM for strength points loses of these units. They cost no manpower to produce.

Russian, Polish & Czech

These units are armed with French equipment, and are supplied by French supply points. They appear in France and are under the same movement restrictions as French units. France receives no DM for strength points loses of these units. They cost no manpower to produce. Remove the Russian units from play when Russia surrenders.

*Note that Senegalese, Russian, Polish, & Czech French Army units are a different type than French units. These units cannot be recombined with other French combat units or RPL units.

Any of these units can only be built on or after the month of their appearance in the below listing. Only Mountain units require manpower for production (use regular French manpower)

November 1914

1 x 2-4 Inf X 3 Sen

February 1915

1 x 1-4 Inf X 5 Sen

June 1915

1 x 1-4 Inf X 7 Sen

1 x 1-4 Inf X 1 Noir

September 1915

1 x 6-5 Mtn XX 46 M

1 x 6-4 Inf XX 17 Col

Russian:

1 x 2-4 Inf X 2 Sp

November 1915

Russian:

1 x 2-4 Inf X 4 Sp

January 1916

1 x 2-4 Inf X 4 Sen

February 1916

1 x 1-4 Inf X 9 Sen

March 1916

Russian:

1 x 3-4 Inf XX Rus

May 1916

1 x 1-4 Inf X 10 Sen

March 1917

1 x 1-4 Inf X 11 Sen

1 x 2-4 Inf XX 1 Pol

August 1917

1 x 1-4 Inf X 13 Sen

October 1917

*1 x 3-4 Inf XX Czech

November 1917

Build Upgrade of: (+2 Str. Pts)

1 x 4-4 Inf XX 1 Pol

By Withdrawal on Completion of:

1 x 2-4 Inf XX 1 Pol

February 1918

Build Upgrade of: (+2 Str. Pts)

1 x 6-4 Inf XX 1 Pol

By Withdrawal on Completion of:

1 x 4-4 Inf XX 1 Pol

Build Upgrade of: (+3 Str. Pts)

*1 x 6-4 Inf XX Czech

By Withdrawal on Completion of:

*1 x 3-4 Inf XX Czech

49-5 RussiaSerb, Polish, & Czech

These units are armed with Russian equipment, and are supplied by Russian supply points. They appear in Russia and are under the same movement restrictions as Russian units. Russia receives no DM for strength points loses of these units. They cost no manpower to produce. Remove these units from play when Russia surrenders.

*Note that Serb, Polish, & Czech Russian Army units are a different type than Russian units. These units cannot be recombined with other Russian combat units or RPL units.

Any of these units can only be built on or after the month of their appearance on the special unit schedule.

July 1915

1 x 1-4 Inf X Pol

December 1915

1 x 3-4 Inf XX SerbV

August 1916

*1 x 2-4 Inf X 1 Cz

December 1916

Build Upgrade of: (+1 Str. Pts)

*1 x 3-4 Inf X 1 Cz

By Withdrawal on Completion of:

1 x 2-4 Inf XX 1 Cz

March 1917

1 x 3-4 Inf XX 2Czech

49-6 Italy

Czech

These units are armed with Italian equipment, and are supplied by Italian supply points. They appear in Italy and are under the same movement restrictions as Italian units. Italy receives no DM for strength points losses of these units. They cost no manpower to produce.

*Note that Czech Italian Army units are a different type than Italian units. These units cannot be recombined with other Italian combat units or RPL units.

Any of these units can only be built on or after the month of their appearance on the special unit schedule.

May 1916

1 x 4-4 Mtn XX 50

July 1916

1 x 4-4 Mtn XX 56

1 x 3-4 Mtn XX 52

August 1917

1 x 6-4 Inf XX 1 Ard

1 x 6-4 Inf XX 2 Ard

November 1917

1 x 3-4 Mtn XX 75

February 1918

1 x 5-4 Inf XX Czech

50. Food

50-1 Nations must feed their population or face starvation and ruin. Players expend Food Resource Points to feed the cities and urban hexsides of the nations they control.

50-2 Each operating Food Resource Center (see rule 44-6) produces a Food Resource Point each month.

50-3 City Personnel Centers require one Food Resource Point per month. An urban hexside requires two per month. City centers connected to an urban hexside do not require Food Resource Point expenditures (neither do non-personnel center cities or suburban hexsides).

50-4 Players move Food Resource Points from their origin to the consuming personnel centers and urban hexsides the same way other resource points are moved from their sources to factories (see section 44).

50-5 Food Resource Points are consumed in their own nation first. Only excess can be exported. This is true even for occupied territories. The population of an occupied territory is supplied by its indigenous Food Resource Centers before the extra (if any) can be used by the controlling player. For example: the Central Powers player controls 6 personnel cities, 3 urban hexsides (total of $6+[3 \times 2]=12$ personnel) and 15 Food Resource Centers inside WW I Russia. He could only import 3 Food Resource Points that month from occupied Russia.

50-6 A country receives 1 Demoralization Point per month for every unmet Food Resource point need. There is no Demoralization Point accrual for unfed cities and urban hexsides under enemy control.

50-7 Food Resource Points cannot be saved for later use. There are no food stockpiles in the game.

51. Naval War

The naval aspects of World War One are fascinating. Yet they had little to do with the ground campaigns that are the focus of the Der Weltkrieg game system. This is because of the balance between opposing naval forces during the war, the limited occurrence of naval combat, and the desire of countries with smaller naval forces to retain the threat of their “fleet in being” by not taking serious risks.

To maintain focus on the ground campaigns, and yet adequately represent the naval influences on those campaigns, the naval war in Der Weltkrieg is abstracted. This is mostly done by using historical based restrictions on sea-borne force projection in the various sea areas.

51-1 The Strategic Sea Map shows coastlines, ports, and sea areas. Each hex on the strategic map corresponds to a megahex on the regular game maps. Ports of level 3 and higher, as well as a few others, are shown by name.

51-2 Grey arrows show connections between other hexes and boxes. For example, hexes 0102 through 0116 are all connected with hex NA01. Boxes on tracks represent hexes on the paths to distant destinations. The “destination” boxes (such as “North America”) are one box further along the tracks.

Sea Areas

Sea areas are bordered by coastlines and red boundaries. The following details the restrictions in each sea area for both sides:

51-3 West Baltic Sea

The Central Powers player can transport units/supplies/resources by sea, can sustain units through ports, and can conduct amphibious operations.

The Entente player cannot transport units/supplies/resources by sea, cannot sustain units through ports, and cannot conduct amphibious operations.

51-4 East Baltic Sea

The Central Powers player cannot transport units/supplies/resources by sea, cannot sustain units through ports, and cannot conduct amphibious operations.

The Entente player can transport units/supplies/resources by sea and can

sustain units through ports, but cannot conduct amphibious operations.

51-5 North Sea

The Central Powers player cannot transport units/supplies/resources by sea, cannot sustain units through ports, and cannot conduct amphibious operations.

The Entente player can transport units/supplies/resources by sea, can sustain units through ports, but cannot conduct amphibious operations.

51-6 Atlantic (& English Channel)

The Central Powers player cannot transport units/supplies/resources by sea, cannot sustain units through ports, and cannot conduct amphibious operations.

The Entente player can transport units/supplies/resources by sea, can sustain units through ports, and can conduct amphibious operations.

51-7 Adriatic

The Central Powers player cannot transport units/supplies/resources by sea, cannot sustain units through ports, and cannot conduct amphibious operations.

The Entente player cannot transport units/supplies/resources by sea, cannot sustain units through ports, and cannot conduct amphibious operations.

51-8 Mediterranean (excluding Adriatic)

The Central Powers player cannot transport units/supplies/resources by sea, cannot sustain units through ports, and cannot conduct amphibious operations.

The Entente player can transport units/supplies/resources by sea, can sustain units through ports, and can conduct amphibious operations.

51-9 Persian Gulf, Red Sea, and Indian Ocean

The Central Powers player cannot transport units/supplies/resources by sea, cannot sustain units through ports, and cannot conduct amphibious operations.

The Entente player can transport units/supplies/resources by sea, can sustain units through ports, and can conduct amphibious operations.

***51-10 Black Sea**

Both the Ottoman and Russian players have limited naval capabilities, constrained to map 6-8 only. Rules 33-3-20 and 21 explain these capabilities. No

other naval movement, sustainment, or amphibious operations are allowed.

***51-11 Turkish Straits**

The Central Powers player can transport units/supplies/resources by sea, can sustain units through ports, but cannot conduct amphibious operations. The Central Powers can ship 1 division equivalent per turn solely within this area, and does so without the use of shipping points. An unlimited amount of Resources can be transported across the Bosphorus Straights each turn, again without the use of shipping points.

The Entente player's capabilities are entirely dependent on clearing a path through the Dardanelles or Bosphorus Straights. Sea movement through the Dardanelles is along the path of hexes 3713-3813-3812-3912-3911-4010-and then either 4009 or 4110. Entente shipping resources can be used into the Dardanelles as the path is cleared (for example, the Entente can ship units/supply into the port of Eceabat if the chain 3713-3813-3812-3912-3911 are clear of Central Powers units and he controls the port itself).

If the Dardanelles path is cleared by the Entente, that player may also project shipping into the Sea of Marmara. Clearing both all hexes on both sides of the Bosphorus of Central Powers units would allow the Entente to move shipping through the Turkish Straights area and into the Black Sea.

51-12 Canals

There are two special canals on the Strategic Map, the Kiel and Suez Canals. The player that controls all hexes of each side of the canal on the regular maps may move ships along these canals from and into adjacent sea areas (or tracks).

52. Ports

52-1 Ports are shown on the map with the port symbol. Note that not all cities on coastlines are necessarily ports, and that some ports exist upriver away from the coastline.

52-2 For a port on a river or estuary to operate, both sides of each hexside that connect the port's hex to the open ocean must be free of enemy combat units.

52-3 Each port has a number printed on the map next to the port symbol. This is

the port's initial operating level. This represents the amount of throughput the port can handle.

52-4 Level 1 and 2 ports may only handle the loading and unloading of land units and supply points. They are unable to handle the export or import of Resource Points.

52-5 Handling import or export of Resource Points through the port significantly reduces the throughput of other items through the port. The export or import of a single resource points uses up 10 points (5 points for Sp Mtl Resource Points) of a ports capacity for the entire month. So if, for example, a level 3 port is used to import a single resource point during the monthly turn, that port's available capacity drops to the loading/unloading of 10 strength/supply points per turn for that month.

52-6 A Level 1 port can load/unload up to 3 strength points or 3 supply points per turn. (it can load/unload in any combination, but the maximum throughput is 3. Example - Basra operating at maximum throughput can load 3 strength points of a division onto transports. It would take 2 full turns to upload a 6 strength point division onto transports at this rate. Nothing could unload at Basra while this is going on. All capacity would be used in uploading the division).

52-7 A Level 2 port can load/unload 7 strength points or supply points per turn.

52-8 A Level 3 port can load/unload 20 strength points or supply points per turn.

52-9 A Level 4 port can load/unload 40 strength points or supply points per turn.

52-10 A Level 5 port can unload 120 strength points or supply points per turn.

Port Capacity Changes

52-11 When control of a port passes to the opposing player, it is immediately downgraded 3 levels to a minimum level of 0, or "inoperative".

52-12 Port Damage is shown through the use of Port Damage Markers (-1, -2, -3, Inop). Place the appropriate marker on the port on the regular map sections. Players will need to note which corresponding ports on the strategic map are damaged.

52-13 A player may use engineers to intentionally damage a port he controls. Roll a die every turn an engineer spends the entire movement phase at a port engaged in this activity. If the die roll is greater than the current operating level of the port, it is reduced by one level.

52-14 It takes 3 full turns for an inoperative port to return to level 1 operation. Thereafter, a port is repaired by an engineer unit at the rate of 2sp of loading/unloading ability per 3 full turns. At this rate, an inoperative port returns to level 2 capacity after 9 full turns, returns to level 3 capacity after 30 turns, returns to level 4 capacity after 60 turns, and returns to level 5 capacity after 180 turns (that's a bit more than two years).

52-15 The Entente has the ability to increase the port capacity of any one port by one level. An engineer unit must be in the port to begin the process to gain the capability bonus. At the start of a monthly special turn, if not yet deployed, the Entente player may place the Enhanced Port marker on the desired port. This marker is initially deployed on its "Under Construction" side.

52-16 If the engineer unit remains in the port, and the port does not have an enemy zone of control cover it at any time during the next month, the Enhanced Port marker is flipped over to its "+1" side during the subsequent monthly turn.

***52-17** Mediterranean level 1 ports can be enhanced by 2 levels if an Engineer unit spends two months at the port (one level increase per month). This can only be done if no other port is presently a Staging Area (see rule section 58) and the enhancement is lost if any other port does become a Staging Area. Note that the enhanced port need not be a designated Staging Area.

52-18 The Enhanced Port counter may be removed (for redeployment elsewhere) at any time by the Entente player. It is removed immediately if the port is either in an enemy zone of control, or if it is occupied by the Central Powers.

52-19 Level 5 ports may not have their capability increased by the "Enhanced Port" marker.

Merchant Shipping

Merchant shipping in the game handles three mechanisms:

1. Transport of Resource Points between ports. This is done through Resource Shipping Pipelines.

2. Transport of Combat Units and Supply Points between ports. This is done using Naval Transport Points.

3. The provisioning of Combat Units with food/materials outside of munitions (hereafter called "sustaining combat units" or "sustainment".) This is done through Sustainment Shipping Pipelines.

53. Resource Shipping

53-1 Resource Shipping Pipelines allow players to transport Resource Points between ports in different countries/areas. Italy is an example of a country. North America is an example of an area.

53-2 Pipelines can only extend to the part of a country in one sea area. For example, Great Britain is adjacent to two sea areas, the Atlantic, and the North Sea. A single pipeline to Great Britain would include only the ports on the Atlantic sea area OR those on the North Sea area, NEVER both. This is especially important when considering France.

53-3 Each Resource Shipping Pipeline has two ends. Each end is a "terminus" of that pipeline. A terminus can be a single port, or a group of ports in the same country/sea area. For example, a pipeline between North America and Italy. One terminus is North America, the other terminus is Italy.

53-4 All ports in a country have rail connections to each other, factories and resource centers in that country, and to ports, factories, and resource centers in adjacent land connected friendly countries. This is true UNLESS enemy units have cut those connections. Note this can only happen on the areas in play on the regular (non-strategic) maps.

53-5 Only ports operating at level 3 or higher can be used by Resource Shipping Pipelines.

53-6 To create a new Resource Shipping Pipeline, use the following steps:

1. Place the resource shipping terminus markers at each end of the Resource Shipping Pipeline on the country/sea areas involved on the strategic map.

2. Determine the length of the pipeline in terms of hexes on the strategic map. The length should go from the two most distant ports involved (for example, in a North America to Great Britain/North Sea pipeline, if Hull is involved, this would probably be the farthest point on the European end).

3. Allocate Resource Shipping Points to the pipeline. These come from existing pipelines. Use the Resource Shipping Points Allocation Marker on the Supply Track to keep track of the Resource Shipping Points allocated to specific pipelines.

4. Determine the throughput capacity of the Resource Shipping Pipeline based on the length of the pipeline, and the number of Resource Shipping Points allocated to that pipeline. For pipelines 3 or fewer hexes in length on the strategic map, the ratio is 2 Resource Point throughput capacity per allocated shipping point. For pipelines of 4 to 10 hexes, the ratio is 1 Resource Point throughput capacity per shipping point. For 11 to 20 hexes, the ratio is 1 point capacity per 2 shipping points. For 21 to 30 hex, it's 1 point capacity per 3 shipping points, and so on.

5. Determine if the throughput capacity of the Resource Shipping Pipeline is further reduced due to port capacity bottlenecks on either end of the pipeline.

6. Place the Resource Shipping Throughput Marker on the appropriate location on the Pipeline Throughput Track. The throughput is the lowest of capabilities due to port constraints on either end or allocated shipping points. This marker shows the number of Resource Points that may be moved through a particular pipeline.

Note that the import or export of Resource Points through a port reduces that port's ability to handle other types of shipping (see rule 52-5).

53-7 Spt Mtl (Special Metal) Resource Points only count as half a resource point for shipping throughput.

54. Naval Transport

54-1 Naval Transport Points allow players to transport land units and supply points between friendly operated ports in allowable sea zones.

54-2 Each side has Naval Transport Points. These are represented by naval

transport point markers. These points stay on the Strategic Sea Map at all times.

54-3 Units can only be loaded or unloaded onto Naval Transport Points in the same hex as the port they are loading or unloading in. Players can only load or unload onto or from naval transports at a port.

54-4 Naval transport is conducted during the friendly naval movement phase of a player turn.

54-5 A land unit or supply point may move either by ground movement (including rail) or by naval movement during a single turn. It CANNOT do both. Loading and unloading from transports counts as naval movement. Units that will engage in naval movement can have embarkation counters placed on them (and the counter put in the "0" box of the Embarkation/Debarkation Track) to help players keep track of units that are not using ground movement in preparation to using naval movement in the next phase.

54-6 To begin naval transport, a unit or supply point must start the naval movement phase in the port it will embark from. It cannot start the phase entrained.

54-7 The unit or supply points are loaded from the port onto available Naval Transport Points up to the limit of either the point carrying capacity or the port's throughput capacity, whichever is less.

54-8 Naval transport points may only enter sea areas the owning player can transport units and supplies in.

54-9 Once loaded upon transports, units and supplies are moved underneath their transporting naval transport points on the Strategic Sea Map.

54-10 A single naval transport point has the capacity to carry a five strength points or 5 supply points.

54-11 The Strength Point capacities of transports are in terms of Infantry Strength Points. Non-Infantry units use more capacity. Cavalry uses 5 times the capacity per Strength Point (1 cavalry point = 5 infantry points). Artillery uses 3 times per Strength Point, while Armor uses the same capacity as Infantry Strength Points. Engineer units use the same capacity as a full strength infantry division of the same nationality, except

American engineer units, which would use the same capacity as a French engineer unit. A Headquarter without supply points costs the same as five infantry strength points. The supply points carried by Headquarters incur additional cost, as per 54-10.

54-12 Sometimes, a unit (or the desired quantity of supply points) cannot be loaded onto Naval Transport within a single naval movement phase. In this case, an "embarkation" counter is placed atop the unit. "Embarkation" counters come in pairs. Place one marker of the pair atop the unit. Place the other marker of the pair on the Embarkation / Debarkation Track. The marker shows the amount of the unit's strength that is aboard the Naval Transport.

54-13 Similarly, a unit (or quantity of supply points) may not be able to offload from naval transports into a port during a single naval movement phase. In such a case, the unit is placed on the port it is debarking in, with a "debarkation" counter atop the unit. Use debarkation counters in pairs just like embarkation counters, the track showing the strength of the unit still aboard the transport.

***54-14** Units in the process of embarkation or debarkation cannot actively participate in combat (attack or counterattack). Such units can be attacked. They may take combat losses. If they retreat, the owning player must do his best, through the use of subordinate unit pieces, to represent the forces still on board ship, and those that have retreated.

54-15 A port may use its available capacity in any combination of loading/unloading, but it cannot exceed this capacity during a single Naval Movement Phase.

54-16 Units and supply points that begin a naval movement phase fully loaded onto naval transport points on the strategic map may move up to 10 hexes on that map during a single naval movement phase.

54-17 Units and supplies that complete loading onto transports through the use of half or less of the embarkation port's capacity may move up to 5 hexes on the strategic map during the naval movement phase. Such units/supplies must remain on the transports that naval movement phase.

54-18 Units and supplies that will be fully offloaded from transports through the use of half or less of the debarkation port's capacity may be moved up to 5 hexes on the strategic map during the naval movement phase prior to offloading. Such units/supplies must have begun the naval movement phase already loaded on the transports.

Short Distance Transport

54-19 In traversing short distances across the water, units/supplies may, under certain circumstances, load, move across the sea, and unload all during the same naval movement phase.

54-20 To make this "short distance" naval move in the course of a single naval movement phase, the moving unit cannot use more than one half of the port capacity of either the embarkation or debarkation ports.

54-21 Units and supplies involved in "short distance" naval transport may only move up to two hexes on the strategic map during the involved naval movement phase.

54-22 The Strength Point loading/unloading capabilities given for ports are in terms of Infantry Strength Points. Non-Infantry units use more port capacity to load or unload. Cavalry takes 5 times per Strength Point. Artillery takes 3 times per Strength Point, HQ takes 5 times per Strength Point, while Armor uses the same capacity as infantry Strength Points.

EXAMPLE

Here is an example of a unit moving and using naval movement and the capacity of ports and naval transports.

It is the October monthly special turn. The British player receives a 7-4 infantry division as a reinforcement. The player has the unit appear in hex 0709 on the Strategic Map (remember, this is just being done for demonstration purposes). During the 1st October turn, the unit uses rail movement to move from hex 0709 to 0711. It cannot load onto a naval transport in this hex during this turn because it conducted ground type movement.

During the ground movement phase of the 2nd October turn, the British player places embarkation marker "E" on the unit, and placed the second "E" marker in

the “0” box of the Embarkation /Debarkation Track. This shows that the unit will not conduct any ground movement this phase.

During the naval movement phase, the British player loads the 7-4 onto two naval transport points that are already at hex 0711. He uses the port of Southampton in this hex for loading onto the ships. Southampton is a level 5 port, and is used by the British to import four resource points and export another. The resource import/export activity at Southampton reduces the ports capacity from 120 to 70 ($120 - [5 \times 10] = 70$).

The loading of the single division (no other units load onto naval transports in Southampton this turn) is far below the half the available capacity of Southampton (its half available capacity is 35). This means that Short-Distance Transport is an option for the loaded 7-4 division, and this is what the British player intends to do.

The unit is loaded onto the two transports by removing the embarkation counter and placing the unit counter underneath the 2 transport point counter on the strategic map. The transports then move to hex 0812. This is a distance of two hexes, and is the maximum naval transport could move and still engage in Short-Distance Transport.

The British player is going to disembark the unit at Rouen, a level 4 port. France is currently using this port to import two resource points, so its available capacity is $40 - (2 \times 10) = 20$. The unit can be debarked in the same turn it embarked since it used less than half the capacity of the loading port, moved only two hexes on the strategic map, and now will use less than half the available capacity of the destination port.

The unit debarks at Rouen. Its counter is taken out from underneath the naval transports on the strategic map, and it is placed in Rouen, hex 0213 on map 5-3.

The unit can use ground or rail movement during the land movement phase of the 3rd October turn.

55. Sustainment

***55-1** Units operating outside of their home country, and who do not have a viable overland connection to their home country, must be sustained by merchant shipping resources. Sustainment is the

mechanism by which Armies are provided with all of the various supplies not included in supply points. This need is actually quite large, and is not just for the fighting men, but for the vast array of support services that accompany them (for every combat soldier, there are generally four in support). There are exceptions to sustainment requirements, for armies that were very “lean” Serbian or Montenegrin units operating in Serbia, Montenegro, Albania, Greece, and Bulgaria; and units from small countries that never surrender (Belgium and Switzerland). These exceptions require no sustainment support.

***55-2** A viable overland connection is a line of communication of no more than 10 hexes (8 hexes for non-infantry type units) to an active rail line that connects to an operational factory (one producing Production Points) of the home country, or to a Depot. The Ottoman rail gaps are considered an active part of the Ottoman Rail Network.

***55-3** Russian and Ottoman units may both use Persia as part of their “home country” for sustainment purposes. Ottoman units may consider Egypt (including the Sinai) as part of their “home country” for sustainment purposes.

55-4 Sustainment allows players to extend the viable overland connection by using ports to connect one part of the line of communication to another. There may be ONLY ONE sea segment in the line of communication.

***55-5** Sustainment is provided on a divisional basis. Players need to determine the number of divisions in an area to determine the sustainment requirement. Every division, regardless of its strength or type, counts as a full division (For example, a half strength division counts the same as a full strength one. This is because the combat soldier component is actually only a fraction of what sustainment is supporting). Brigades of any type count as half divisions. Half Divisions landed as part of an amphibious invasion (see rule section 58) count as half divisions. Regiments count as quarter divisions, while battalions count as an eighth of a division. Army Headquarters count as a single division, while Corps Headquarters count as half divisions. Note that American infantry units are double normal size. So an American infantry division counts as two divisions,

and an American infantry brigade counts as a division. RPL units are NOT counted, as they represent manpower in transit to actual divisions.

***55-6** Units that cannot be sustained by overland connection / merchant shipping suffer attrition. This is at a slower rate than surrounded units (see Standard Rules, section 20). For unsustained units, the unit moves from its current state down the following attrition path:

- From full strength to backside strength.
- From backside strength to half strength.
- From half strength to half backside strength.
- From half backside strength to elimination.

Units in-between these levels are judged to be at the higher level (Example 8-5 German Infantry Division with a “-1” strength reduction marker is at full strength, and upon sustainment attrition is reduced to backside strength).

Attrition for sustainment occurs at the end of the friendly movement phase.

55-7 The shipping used for sustainment is different from shipping used for unit/supply point and Resource Point transport.

55-8 Players use Sustainment Shipping Points and pipelines to enable overseas sustainment. Players create Sustainment Shipping Pipelines using a process similar to creating Resource Shipping Pipelines (note the counter difference).

55-9 Players allocate available Sustainment Shipping Points to Sustainment Shipping Pipelines connecting port(s) in the home country to port(s) that provide units with viable overland connections.

55-10 Port levels limit the amount of forces a country can sustain through Sustainment Shipping pipelines. A single level 1 port can sustain up to 2 division equivalents. A single level 2 port can sustain up to 4 division equivalents. A level 3 port can sustain up to 8 divisions, a level 4 port up to 16 divisions, and a level 5 port up to 48 division equivalents. Ports at either end of a Sustainment pipeline can act as “bottlenecks” to the capability of that pipeline.

55-11 Basra and the Tigris/Euphrates are a special case. Basra can support a number of divisions based on its port capacity PLUS the capacity of the Basra

Depot Marker on map 7-9. (example, the Basra Depot is at level 4. Basra could support 4+2 (capacity of level 1 port of Basra) for a total of 6 divisions on map 7-9. The Tigris and Euphrates rivers are considered a rail line for sustainment line of communication purposes, but the allowable distance from them is 3 hexes for infantry type units, 2 hexes for other units.

55-12 Sustainment is independent of unit and resource transport. Using a port for sustainment purposes in no way reduces its ability to embark or disembark units for naval transport, nor does it impact the port's ability to import or export resources.

55-13 The sustainment capacity of any number of ports interconnected by active rail lines can be combined to support large forces (for example, British and American armies operating in France).

55-14 Multiple ports may be used at either end of a merchant shipping pipeline. The ports combining for sustainment purposes must be connected by rail lines. This is true at both ends of the merchant pipeline.

55-15 Players create and change their Sustainment Shipping Pipelines during the Naval Movement Phases of their turns during the month. Players do not create or modify Sustainment Shipping Pipelines during the monthly special turn.

55-16 To create a Sustainment Shipping Pipeline, place both terminus markers ("origin" and "destination" for a specific pipeline) in the hex on the strategic map containing a port connected by rail to the factory source of sustainment. If the pipeline is to use the capability of multiple ports, place the terminus markers in the hex containing the port farthest from the intended destination (for example, if you are going to create a pipeline from Great Britain to Greece, and you are going to use the ports of Southampton, Liverpool, and Glasgow as a group in Great Britain, you would place the terminus markers on the hex containing Glasgow, as it is the farthest of the group to Greece).

55-17 Both players (Entente/ Central Powers) have pools of unallocated sustainment shipping points. These number of points in these pools is shown by markers on the player's supply tracks. When a player creates a Sustainment

Shipping Pipeline (by placing the origin and destination markers for that pipeline on the same hex of the Strategic map) he allocates Sustainment Shipping Points from the pool to the pipeline. In doing so, the pool is reduced, and the sustainment shipping marker for that pipeline is moved to show how many Sustainment Shipping Points belong to that particular pipeline.

55-18 After initial placement, the owning player moves the pipeline's "destination" marker up to ten hexes per naval movement phase on the strategic map. This is how players extend sustainment pipelines from their origins to their destinations.

55-19 If a player is using multiple ports at the far end of a sustainment pipeline, the destination marker must move to the most distant of those ports from the origin (for example, if a player create a pipeline from Great Britain to Greece, and using the ports of Salonika and Athens in Greece, the terminus marker in Greece would be in Salonika, as it is farther from Great Britain than Athens).

55-20 Once both terminus markers are in their proper place, the pipeline can support the sustainment of ground units.

***55-21** Players add additional Sustainment Shipping Points to an existing pipeline by allocating shipping points from the shipping pool to the pipeline. The added shipping is available for immediate use.

***55-22** Players may return shipping points from pipelines back to the shipping pool. In doing so, the shipping points are delayed in their return to the pool by the amount of time it would take the shipping points to traverse the length of the pipeline they are in at 10 hexes per turn.

~~**55-23** Sustainment Shipping pipelines can reduce to zero points by just moving their destination marker back towards the origin marker (at 10 hexes per turn); without the need to create a duplicate pipeline.~~

55-23 Overseas sustainment capability is dependent on the number of shipping points in a sustainment pipeline AND the length of that pipeline. For pipelines 3 or fewer hexes in length on the strategic map, the ratio is 2 divisions sustained per allocated shipping point. For pipelines

of 4 to 10 hexes, the ratio is 1 division per shipping point. For 11 to 20 hexes, the ratio is 1 division per 2 shipping points. For 21 to 30 hex, its 1 division per 3 shipping points, and so on.

55-24 Use the Pipeline Throughput Track to show the number of divisions a pipeline can sustain. Place the sustainment pipelines marker on the appropriate box as determined above.

55-25 Units who cannot be sustained by a port may be sustained through hexes containing landing markers. A single landing marker may provide sustainment for up to six half strength (or full strength marine type) divisions. The number of shipping points required per division is double the regular rate.

55-26 Indian units may be sustained from India, or from Great Britain. Other non-English troops of the British Army are sustained from Great Britain.

56. Shipping Conversion

56-1 A player may opt to convert naval transport and sustainment shipping points to resource shipping.

56-2 To convert to resource shipping, Sustainment Shipping Points or Naval Transport Points must first move to the origin of the Resource Points (usually North America).

56-3 Convert to resource shipping at a rate of two Sustainment Shipping Points or four Naval Transport Points for one Resource Shipping Point.

56-4 Converted points may revert back to their original type. Doing so takes place immediately, with the shipping points reappearing where they were converted to resource shipping.

56-5 Players must note the points converted, and where the conversion occurred. It is NOT allowable to change points from naval transport to resource shipping and then to sustainment points. Naval shipping can only be converted to resource point shipping and then back to its original function.

57. Gunfire Support

57-1 The British have two Naval Gunfire Support counters available for use in the

Mediterranean. They can be used in support of attacks or counterattacks into or out of Amphibious Landing Hexes only.

57-2 A naval unit can only be used once per month. Only one naval unit can be used to support any one attack or counterattack, regardless of the number of hexes involved.

57-3 Like other naval units, the gunfire support counters may move up to 10 hexes on the Strategic Sea Map per turn.

57-4 Naval gunfire counters may not engage in an attack or counterattack if they move that turn.

57-5 The Russians have a Naval Gunfire Support counter available for use in the Black Sea. Its use is covered by rules 4-8 and 4-9 in the Ottoman Front Rulebook.

57-6 Gunfire support is free. There is no supply point expenditure.

58. Amphibious Landings

*NOTE Players should recognize from the outset that Amphibious Landings in World War One were extremely difficult affairs due not only to the landing technology of the time, but also due to the limited ability for "Force Projection" from beachheads. Don't expect a Normandy type landing in this war.

Amphibious Staging Area.

***58-1** Prior to an amphibious landing, a player must establish a Staging Area. A staging area can only be created in a hex containing both an operating port and a XXXX HQ with at least 10 supply points. Note that this HQ may move on to other locations and missions once the Staging Area is created.

58-2 Each side may only have a single Staging Area on map at any given time.

58-3 Show the staging area by placing the Staging Area marker on the hex. At the same time, write down the location(s) of amphibious landings that will originate from this base.

58-4 The British and German players have Amphibious Lift Capacity. This capacity is increased (or decreased) by reinforcement, use, or withdraw.

58-5 Once a player sets up the Staging Area, and written down the landing locations, he can convert his Amphibious Lift Capacity to Amphibious Transport Points.

58-6 Should the player change his mind about the amphibious landing, he may remove the staging area from the map. He must wait two full months before deploying a staging area (and selecting a new landing site) again.

Amphibious Lift Capacity

58-7 Amphibious Lift Capacity is given in terms of Strength Points. The player converts the Amphibious Lift capacity he wants to use into Amphibious Transport Points based on the distance between the staging area and the furthest landing hex.

58-8 Reduce the amount of lift capacity converted to Amphibious Transport Points by twenty percent (round resulting fractions down) for every three or fraction of three hexes (on regular maps) distance between the furthest landing hex and the staging area. There is no reduction for the first three hexes in distance from the staging area to the furthest landing hex.

Thus Amphibious Lift Capacity is reduced 20% for landings 4 to 6 hexes from the staging area. It is reduced 40% for landings 7 to 9 hexes, and on up to a reduction of 80% for landings more than 12 hexes between the staging area and landing hex. In reductions, round down to the next whole value.

58-9 The maximum reduction in Lift to Amphibious Transport Point conversion is 80%. The British player may set up a Staging area anywhere (on any map) and conduct an Amphibious landing anywhere else (within allowable sea zones) at this reduced rate. Such a force, once loaded onto the Amphibious Transport points, may need to move on the Strategic Sea Map at the rate of 10 hexes per turn, until it reaches the landing area.

58-10 Convert the reduced Amphibious Lift Capacity to Amphibious Transport Points at the rate of 5 Lift Capacity for every Amphibious Transport Point.

58-11 Place the created Amphibious Transport Points in the same hex as the staging area.

58-12 Players expends their available lift capacity when they convert it to

Amphibious Transport Points. Additional capacity is gained only through reinforcement.

***58-13** Each Amphibious Transport Point can carry either 5 strength or supply points.

Example:

The British player has a Staging Area at Mudros. He plans landings at hex 3713, which is four hexes distant. He has an Amphibious Lift Capacity of 50 points. Due to the distance (4 hexes), he will suffer a 20% in lift capacity. He uses all 50 points of lift capacity. Reducing it 20%, he has 40 points to convert to Amphibious Transport Points. At the five to one conversion rate, this gives the British Player 8 Amphibious Transport Points.

Amphibious Assault Process

58-14 Embark units participating in the amphibious landing onto the Amphibious Transport Points in the staging area using the same process as for embarking on naval transport (see exceptions below). This may take multiple turns, due to the loading capacity of the staging area port.

58-15 Marine units are the only kind that may fully load onto Amphibious Transport Points.

58-16 Non-marine infantry type units are the only other kind of units that may load onto Amphibious Transport Points and participate in landings.

***58-17** Only HALF the strength of non-marine infantry type units may load onto Amphibious Transport Points (in this halving, the strength of the portion loaded is rounded down for odd number strength units). The other half of the unit stays at the Staging Area until the landing force captures or otherwise gains an overland line of communication with a port. At that time, the half of the units left in the Staging Area may use naval transport to move to the port and recombine with the landed portion to regain full strength. An exception to this are single strength point Australian Brigades, they may be treated as marine units for purposes of this rule.

58-18 Players must use Amphibious Transport Points quickly. Load them at the staging area port's maximum rate until all participating units are aboard, and then execute the landing. Any delay

means the loss of the Amphibious Transport Points, with the return of any loaded units to the staging area. A player may voluntarily cancel the landing prior to its execution, but the effect is the same.

***58-19** Amphibious Landings may be against a single hex, or a chain of adjacent hexes. At least a full division (actually a half strength division) must land in each hex of a chain of multiple hexes. Players may initially land forces into a hex up to the stacking limits (though the divisions involved will be half strength divisions). Landing hexes only suffer half the reduction in stacking limits per Standard Rule 11-9, thus a landing hex with only one land hexside would accommodate up to four divisions.

58-20 Amphibious landings may only be made into hexes unoccupied by enemy land combat units.

58-21 Place a landing marker in any hex a landing is conducted in. Remove the marker if the hex comes under enemy control.

58-22 Any landing hex must contain either a clear or broken hexside along the shoreline (examples are hexes 3810, 3710, 3711, 3712, 3713, and 3714 on Map 7-6) AND have a “playable” shoreline. A “playable” shoreline means that the hex contains at least some blue from sea terrain in the hex along the landing terrain (hex 4418 on Map 7-6 is an example that just barely meets this requirement) OR it has a coastline from end to end along an entire hexside, some of which is clear or broken terrain (Map 7-6 hex 2413 would be an example of this IF the hex had clear or broken terrain along the hexside it shares with 2513). This rule means no “opposed” landings, no landings in extreme terrain, and no landings in hexes with only a few meters of beach (like Map 7-6 hex 4009).

58-23 Landings may not be made inside or through a strait if the enemy player controls both sides of any hex comprising that strait. The Dardanelles is a strait. It begins with the hexline between hexes 3713 and 3813 on Map 7-6. The Dardanelles continues through the hexline between hexes 4109 and 4110.

58-24 Only units of the same nationality “type” may conduct a landing in a hex. Note, for example, that British are a different “type” from ANZAC or Canadian (only units that can recombine are the same type).

58-25 Units landed amphibiously may not move, but may attack adjacent units the turn they land.

58-26 Feint landings. A player can withdraw any units landed amphibiously up to one full turn later. This is done after the enemy player's next naval movement phase after the landing but before the combat phase. Move withdrawn units either to an adjacent friendly controlled hex, or back to the Staging Area.

58-27 Remove Amphibious Transports Points from play once they conduct the amphibious landing.

58-28 Players must sustain amphibiously landed units starting the turn after they land.

58-29 National Zone Integrity. Units of the same nationality “type” participating in an amphibious landing must always stack together in the same or adjacent hexes.

58-30 Non-marine units landed and operating “over a beach” may use RPL units to return them only to half strength.

58-31 Units that lose all of their landing area strength points may be returned to full strength at the Staging Area.

***58-32** A hex with a landing marker acts as a level 1 port for loading and unloading. It cannot be increased by the Entente's Enhanced Port marker. Units transported to a hex containing a landing marker do so using ordinary naval transport (with half of the division so moved going to the staging area).

***58-33** RPL units do not count against stacking limits in a hex with a landing marker.

***58-34** RPL units may recombine with other units in a bridgehead, even if in any enemy ZOC. This is an exception to Standard Rule 23-6.

Evacuation

58-35 A player may declare that he is evacuating from an area that is sustained (see sustainment rules) solely through landing markers. He does so by flipping the landing markers over to the “Evac” side. All adjacent landing markers must be flipped at the same time (no adjacent “landing” and “Evac” counters).

58-36 If the Entente player decides to evacuate, he can do so over a period of up to seven turns. All attacks from or against hexes with landing markers (both Central Powers and Entente) during this period must be supplied.

58-37 Evacuation is conducted through the former landing hexes (now evacuation hexes). In so doing, the evacuation hexes are used as level 1 ports to load units onto naval transport points.

59. Submarine Warfare

Submarine warfare is covered only abstractly by this game. World War One submarine warfare did not affect land combat operations, and had only a very minor effect on armament production. It did have an effect on civilian morale, and when it got really dangerous, submarine attacks were effectively neutralized by the institution of convoys. On top of all of this, submarine warfare brought the USA into the war against the Central Powers. Unrestricted Submarine warfare was a measure of desperation taken by Germany. They realized it would bring America into the war, yet they hoped it would allow them to win before American forces would tip the balance the other way.

59-1 When German Demoralization level reaches 1425, there is a monthly chance that she will commence unrestricted submarine warfare. On the first monthly special turn after reaching this level, one die is rolled, on a roll of 1-3, Germany commences unrestricted submarine warfare. This roll is made each month thereafter, with the die roll decreased by -1 each subsequent month (first month, 1-3, second month, 1-4, third month, 1-5, fourth month, if it hasn't happened yet, its automatic). Place the u-boat counter in the Atlantic Sea area to show the start of the unrestricted submarine warfare campaign.

59-2 During the special monthly turn after the introduction of Unrestricted Submarine Warfare, the United States may enter the war on the side of the Entente. During the first monthly special turn after the introduction of Unrestricted Submarine warfare, the Entente player rolls a single die, on a roll of 1-2, the USA joins the Entente. If the roll fails, the Entente tries again the next monthly special turn, with a -2 drm for each additional month (so USA enters first

month after Unrestricted Sub Warfare on 1-2, enters two months later on 1-4 roll, and three months later automatically if not yet in).

59-3 When the unrestricted submarine campaign begins, it is highly effective. During each monthly special turn it remains highly effective, the Central Powers rolls one die on the 40 Column of the 1917 & Later Combat Results Table. The result is the number of shipping points that are sunk.

59-4 Sunk shipping points are a combination of resource and sustainment shipping points (Naval Transport Points were too fast and well protected). Shipping losses are inflicted in a 4:3 ratio of resource to sustainment shipping (for every 7 shipping points lost, 4 are resource shipping, 3 are sustainment shipping). Fractional outcomes of this ratio are rounded to take more resource shipping and less sustainment shipping.

59-5 Each month there is a 3 % chance that the Entente will develop effective countermeasures to the u-boat campaign. Use percentile dice or the Percentage Determination Table to see if this occurs. Add an additional 3 % to the chance for each month after the first the campaign has been going on. (after 1 month, 3%, after 2 months, 6%, and so on). This roll happens after the Central Powers determines shipping losses. If successful, starting the next month shipping losses are determined using the 10 Column of the CRT.

59-6 The British player suffers 2 DM per shipping point sunk by the u-boat campaign.

60. Variable Belligerent Start Dates

By the use of these optional rules, the start dates for later belligerents (Ottomans, Italy, Bulgaria, Romania, Greece, USA) are more variable and situation dependent. The actual dates these nations join the hostilities are determined by a combination of the successes and failures of the two sides, and luck (die rolling).

60-1 Players keep track of the probability of potential allies joining their side on the Neutral Activation Probability Track. Using unused counters of a country's nationality as markers, this chart shows

the current percent chance of that country joining a particular side. A country may have a chance of joining either side. In that case, players must track both probabilities separately.

60-2 Urban hexsides count as Two personnel centers for determination purposes (just as for manpower production and food usage)

60-3 A player may attempt a die roll to bring a country onto his side if there is at least a 1% chance of success. Use either percentile die, or regular six sided dice and the Percentage Determination Table to determine die rolls needed for success. Make the determination die rolls during the War Entry Determination Phase of the Monthly Special Turn.

***60-4** If the applicable factors and die roll trigger a country to enter the war, there is a one month pre-belligerence preparation period. During this period, both players are fully aware that the country will enter the war during the first friendly movement phase at the start of the next month. During this month long period, neither side may violate the country's neutrality. The forces of the country preparing to enter the war are immobile during this period.

60-5 Ottoman Empire

The Germans and Ottomans have a secret pre-war alliance. The base chance of the Ottomans joining the Central Powers is 20%, modified as follows:

+1% per personnel center captured by CP.

+1% per Entente division equivalent surrendered.

+5% for CP control of Belgrade.

+10% if Bulgaria belongs to CP.

+10% if Romania belongs to CP.

-2% per German division equivalent surrendered.

-1% per Austro-Hungarian division equivalent surrendered.

-5% if Greece belongs to Entente.

-5% if Romania belongs to Entente.

-10% if Great Britain belongs to Entente.

60-6 Italy

Although the Italians belonged to the pre-war Central Powers, her obligation could only be triggered by aggression against that alliance. But most of all, Italy's true desire was for the addition of the final areas of predominantly Italian speaking populations; the Tirol and Trieste, which still belonged to Austria-Hungary. This became achievable due to German aggression at the start of the war, the

failure of the Schlieffen plan, and the vulnerability of Austria Hungary as the war bogged down.

The base chance of Italy joining the Entente is 0%, modified as follows:

+1% for every German and AusHun Personnel Center occupied by the Entente.

+1% for every German or AusHun fort (of initially 8sp or greater) completely destroyed by the Entente.

+5% if Great Britain is an active Entente member.

+3 % if the Ottoman Empire is an active member of the CP.

+5% if date is 1916 or later.

-5% if year is 1914.

-10% if Germans occupy any hex of Paris.

-10% if CP nations have not violated the neutrality of any country. (applies only if no Germans in Belgium or Luxembourg).

60-7 Bulgaria

Bulgaria has an intense hatred of Serbia as a result of the Second Balkan War. Their main objective is to get Macedonian territory from Serbia (and somewhat from Greece). This tilted Bulgaria toward the Central Powers camp. On the other hand, the historic Bulgarian enemy were the Turks of the Ottoman Empire. So the Entente also tried hard to bring Bulgaria into their alliance.

Both the Entente and the Central Powers may attempt to bring Bulgaria onto their side. The base chance of success for either side is 0%, modified as follows ("towards CP" is a +% for CP, a -% for the Entente):

Towards CP

1% per French or Russian personnel center controlled by CP.

2% per German division equivalent operating in or within 2 hexes of Serbia.

3% if Romania belongs to Entente.

25% if Belgrade occupied by CP.

Towards Entente

1% per German or AusHun personnel center controlled by Entente.

5% if Ottoman Empire belongs to CP.

Note that Bulgaria automatically joins the Central Powers at the start of the next turn after any Central Powers unit is adjacent to Nish (map 6-5 hex 2413)

Should Bulgaria join the Entente, the rules regarding German forces inside the Austro-Hungarian Sphere of Influence

are immediately waived until one month after Bulgarian surrender. In addition, any amount of Ottoman forces (if in the Central Powers) may enter Bulgaria.

60-8 Romania

Romania has problems with all of her neighbors. She greatly desires Austro-Hungarian territory (particularly Transylvania), but also desires Russian territory (Bessarabia). There are lingering problems with Bulgaria due to the Second Balkan War.

Both the Entente and the Central Powers may attempt to bring Romania onto their side. The base chance of success for either side is 0%, modified as follows ("towards CP" is a +% for CP, a -% for the Entente):

Towards CP

1% per French or Russian personnel center controlled by CP.
5% if Bulgaria belongs to Entente.
10% if Russia suffers Shaken Morale.

Towards Entente

1% per German or AusHun personnel center controlled by Entente.
5% if Bulgaria belongs to CP.
5% if Ottoman Empire belongs to CP.
25% if AusHun suffers Shaken Morale.
33% if Germany suffers Shaken Morale.

60-9 Greece

The Entente may attempt to bring Greece into their alliance during the political phase of any monthly special turn. The base chance of success is 0%, modified as follows:

+1% per German or AusHun personnel center controlled by Entente.
+2% if Ottoman Empire belongs to CP.
+5% if CP units in Northern Greece.
+5% if AusHun suffers Shaken Morale.
+10% if Bulgaria belongs to CP.
+10% if Germany suffers Shaken Morale.
-1% per French personnel center controlled by CP.
-1% per 2 Russian personnel centers controlled by CP.
-5% if Bulgaria belongs to Entente.
-5% if Ottoman Empire belongs to Entente.
-10% if CP units control Salonika.

The above variable entry, if used, supercedes the earlier rules on full Greek entry into the war.

Earlier rules on the allowance of Entente forces into Northern Greece still apply.

60-10 United States

The United States had a strong desire to remain neutral. However, she viewed unrestricted submarine warfare as evil, and a violation of her neutrality. As a result, US belligerence is influenced almost wholly by German submarine warfare. (see section 59).

ALTERNATE HISTORY

No player would make the same monumental mistakes as the Kaiser did. No one would opt to not renew the alliance with Russia. No one would build a near useless Battleship fleet and antagonize the British. No one would refuse British overtures for an alliance only to see their rapprochement with the French. For that matter, no one would give Austria Hungary a "blank check".

Correcting any of these monumental mistakes would have significantly altered world events. Der Weltkrieg is meant to model World War One, and the further one deviates from the historical, the less accurate the model becomes.

Given all of this, the pre-war diplomatic options for the game are balanced alternatives to the historical.

The main enemies are France and Germany. The Central Powers starts with Germany, the Entente with France.

Germany may ally initially with one other major power. This may be Austria-Hungary (historical), Russia, or Great Britain.

Other powers will then align, either initially or potentially, as per detailed variants available for download on the publishers website at:

www.spwgame.com

Designers Notes

The Grand Campaign allows you to combine all the previous World War One titles of the Der Weltkrieg series. All of the battles and campaigns can now be linked together to simulate the entire war from start to bloody finish. All options are now on the table, as you control the entire war effort of the combatants.

July 28, 1914: The Great War breaks out in Europe. Years of contention and competition spill over the borders of once peaceful country sides. Lingering animosity turns to hatred as perceived opponents turn into real ones. The flash of massive cannons and the fire of millions of rifles usher in a new and deadlier form of warfare, one which will bring unimaginable hardship and destruction.

Each of the major powers had prepared for years. They built up armies and navies over decades to prepare for the eventuality of war. New weapons stocked the armories. Each had complex secret plans for quickly dealing with the enemy. It was supposed to all be over relatively quickly. Everyone realized that war was now too expensive, too deadly to go on for very long. But once the shooting started, each side decided to fight on to the bitter end, no matter what the cost.

Sweeping invasions and counterstrokes were the initial order of the day. Great armies marched to meet each other in the largest battles the world had yet seen. Both sides ran headlong into the murderous fire of weaponry whose lethality was only now comprehended. Unable to push ahead, exhausted, they dug in to await reinforcement and resupply.

Both sides developed even deadlier weapons. Siege Howitzers, Poison Gas, Tanks, and Combat Aircraft. Each also developed new tactics to overcome the war's signature deadlock of trench warfare. Mass Tank Attacks, Storm Troopers, Drumfire Barrages. Yet in the end Grand Strategy and Generalship would be just as decisive in deciding the outcome.

World War One was fought on multiple fronts, each with its own unique nature. The deadlock of No Man's Land between the trenches in France was just one of the environments. There was also the

mountain warfare of the Italian front, the expanses of the Eastern Front, the back and forth nature of war in the Balkans, and the deserts of the Palestinian and Mesopotamian campaigns.

The Great War was also the first great industrial war. Each side struggled to ensure the regular flow of critical imports to feed its weapon factories and increasingly malnourished populations. Each must produce the guns, shells and bullets its armies need, or face disaster on the battlefield.

Component Listings

The following listing describes the components found in the Grand Campaign Game:

The GRAND CAMPAIGN

Maps

Strategic Sea Map
Map 5-4 (Germany)
Map 5-6S (Bessarabia)
Map 7-8S (Ottoman Connectors)

Rulebooks

Grand Campaign Rulebook
Production Booklet

Counters

German/Central Powers Countersheet -
Grand Campaign 1
British/Allied Countersheet -
Grand Campaign 2
Entente Countersheet -
Grand Campaign 3

Play Aides

Combat Results Table (2 sided)
(SPW-ALL-CR1/2)
GC German Corps Display
(SPW-GCA-GEC)
GC British Corps Display
(SPW-GCA-BRC)
GC Empire/US Corps Display
(SPW-GCA-EUS)
GC French Corps Display
(SPW-GCA-FRC)
Entente Production Track
(SPW-GCA-EPT)
Central Powers Production Track
(SPW-GCA-CPT)
Embarkation/Debarcation Track
(SPW-GCA-NLT)
Neutral Activation Probability Track
(SPW-GCA-NEC)
Percentage Determination Table
(SPW-GCA-PDT)
Shipping Pipeline Throughput Track

(SPW-GCA-SPT)
Central Economic Track
(SPW-GCA-CPE)
Entente Economic Track
(SPW-GCA-ENE)
Master Map Layout Diagram
(SPW-GCA-MLD)

Other

Response Card
Die
4 plastic baggies for pieces

Business in the Trenches

by
COL David Schroeder

Business in the Trenches shows how you can apply the lessons of the Great War to the business battlefield.

Business in the Trenches combines compelling military history with insightful business analogies. It demonstrates clearly how companies grapple with the same problems as the armies of World War One. *Business in the Trenches* describes how you can leverage the experiences of the Great War.

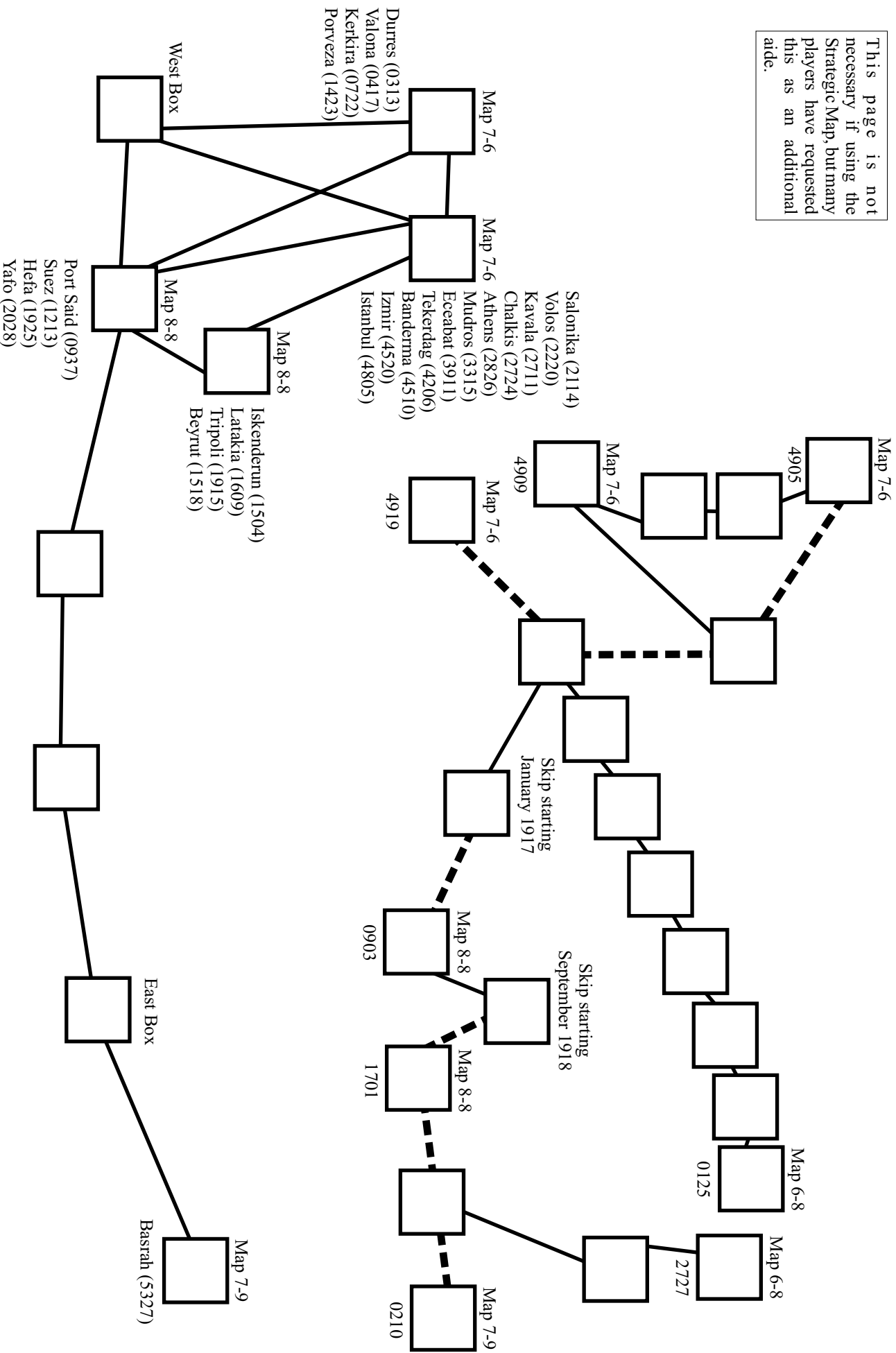
Business in the Trenches takes readers through a number of fascinating stories from World War One, a time of dramatic change in warfare. It draws parallels between the problems faced by armies on the battlefield, and the problems facing businesses today. *Business in the Trenches* unravels the mystery of why World War One turned into the quagmire it did, and how most organizations today follow similar paths for the same reasons. Most importantly, it provides detailed and practical advice on how to deal with specific challenges and achieve breakthrough success.

Business in the Trenches demonstrates that while times may change, human nature does not. This is especially true in the high pressure worlds of business and warfare. Common sense yet controversial theories about World War One decisions show them to be eerily similar to those made in business today. The same forces motivate people, and they still make similar choices for similar reasons. Understanding what produces victory or disaster, and why, enables you to succeed where most fail.

Available at
www.businessinthetrenches.com

Inter-Ottoman Front Transfer Track

This page is not necessary if using the Strategic Map, but many players have requested this as an additional aide.



TERRAIN EFFECTS CHART

Terrain Type	Movement Point Cost to Cross Hexside or Enter Hex	Combat Effects on Attacks	Combat Effects on Counterattacks
Ocean	Prohibited	Prohibited	Prohibited
Clear	1 MP	None	None
Broken	1 MP	-1 Die Roll	None
Hilly	1 MP	-2 Die Roll	+1 Die Roll
Desert	See Osmanli Harbi 3-1 to 3-4	See Osmanli Harbi 3-1 to 3-4	See Osmanli Harbi 3-1 to 3-4
Woods	2 MP	-2 Die Roll	+1 Die Roll
Flood Plain	See Osmanli Harbi 12-7, 12-8	See Osmanli Harbi 12-7, 12-8	See Osmanli Harbi 12-7, 12-8
Swamp	3 MP	-2 Die Roll	+1 Die Roll
Rough	3 MP	-3 Die Roll	+1 Die Roll
Wooded Rough	4 MP	-4 Die Roll	+2 Die Roll
Mountain	6 MP	Halve Attacker Strength	+3 Die Roll
Alpine	Prohibited	Halve Attacker Strength	+3 Die Roll
Suburban	Treat as Clear	None	None
Urban	1 MP	Halve Attacker Strength	+3 Die Roll
Lake	Prohibited	Prohibited	Prohibited
Major River / Suez Canal / Bosphorus	+3 MP Cannot be crossed by moving from a hex in an enemy ZOC to another hex in an enemy ZOC	Halve Attacker Strength if all Attacking Units attacking across Major River hexsides	+3 Die Roll if all Attacking Units attacking across Major River hexsides
River	+1 MP	-2 Die Roll if all Attacking Units attacking across River hexsides	+1 Die Roll if all Attacking Units attacking across River hexsides
City (Both Types)	No Additional Cost	None	None
Industrial and Resource Centers	No Additional Cost	None	None
Port	No Additional Cost	None	None
Rail Line	-1 MP (if cost of hexside 3 MP or more before adjustment)	None	None
Single Track Rail Line	-1 MP (if cost of hexside 4 MP or more before adjustment)	None	None
Megahex Line	Not Used in Scenarios	None	None
Megahex Center	Not Used in Scenarios	None	None
Trench Marker	+2 MP for entering hex	-2 Die Roll	None
Devastation Marker	+2 MP for entering hex	None	None
Hindenburg Line Marker	+2 MP for entering hex	-3 Die Roll	None

Visit our website for optional rules and variants at:
www.spwgame.com