

# DECISION GAMES

2018

RULES BOOKLET

#1406

# WORLD WAR I



## DELUXE EDITION

World War I originated in a combustible mix of dynastic ambition, nationalism, and misplaced confidence in a short war. Europe was an armed camp with mass armies formed by conscription and national reserves. Antagonism, fear, and suspicion drove nations into a lacework of alliances. Sarajevo provided the spark that set it off, and in a matter of days the continent was at war, with empires in the balance.

The map covers the entire war zone in Europe (36 miles per hex) and the Middle East (at a slightly larger scale). Terrain includes key cities, certain cultural and religious sites, primary railroads, and sea zones connecting it all. Counters represent field armies, with some specialized corps and a few markers. Six month turns keep the game playable, while multiple movement and attack phases allow for operational nuance.

Mobilization Points are used to build new units, absorb combat losses, and purchase campaign markers allowing additional activity in chosen sectors. They are always in short supply, increasingly so as economies shrink over the course of the war. Neutrals, wooed by diplomacy, may bring fresh strength to bear.

The main scenario covers the entire war from 1914-1918 in ten turns, while short scenarios handle the opening phase of the war (two turns) and the final great battles (four turns). Options include free setup in 1914 and an extension of the war into 1919. Victory comes from wearing down an opponent, either by capturing essential places or by exhausting mobilization points. In the game as in the war, battle is sometimes necessary for its own sake.



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## Parts Inventory

- 32-page color rules booklet
- One sheet of 228 9/16-inch counters
- One 22 x 34-inch mounted game board
- One 11 x 17-inch set up map (in rule booklet).
- One six-sided die

If any parts are missing or damaged, please write to:

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[BX-U\_WorldWarOne-Rules\_V6]

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These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play.

## 1.0 INTRODUCTION

**World War I** is a two-player game of the Great War, 1914 to 1918. A hypothetical scenario extends the game into 1919. One player controls the Allies, the other the Central Powers. Each may be joined during play by one or more neutral powers.

## 2.0 COMPONENTS

### 2.1 Inventory of Components

See box on preceding page.

### 2.2 Rules

Each rule has a two-part number to assist in locating it, such as when one rule is referenced from another. The first number indicates the major rules section, the second (to the right of the decimal) indicates a case within that section.

### 2.3 Charts, Tables, & Displays

The below listed charts, tables, tracks and displays are displayed on the map or in the center section of the rules (on the back of the 11 x 17 set up map). Some charts and lists are located at the end of the rules.

**Campaign Marker Instructions:** Lists the instructions for the use of campaign markers (12.0).

**Combat Results Table (CRT):** Used to resolve combat (6.0).

**Diplomatic Activation Table:** Used to determine the possible activation of neutral countries (13.4).

**Expanded Sequence of Play:** Lists phases and actions that take place during game play (3.0).

**Mobilization Costs Chart:** Lists the mobilization point cost for units, campaign markers and construction.

**MP (Mobilization Point) Transfer Chart:** Used with optional rule 19.0.

**MP Receipts Chart:** Lists the mobilization points each power receives for control of mobilization hexes (10.3).

**MP Modifiers by Turn Chart:** Lists the turn by turn modifiers used when receiving MP (10.6).

**Naval Campaign Table:** Used to determine the resolution of a Naval Campaign Marker (12.2).

**Russian Civil War Table:** Used to determine the outcome of the Russian Civil War (20.0).

**Strategic Attack Table:** Used to determine the resolution of the Strategic Campaign Marker (12.2).

**Supply Sources Chart:** Lists the supply sources by power (5.2).

**Terrain Effects Chart (TEC):** Describes the effect of map features on movement and combat.

**Unit Status Chart:** Lists the capabilities of units when in mobile or entrenched status.

**Weather Effects Chart:** Lists the effects of weather on movement and combat.

### On Map

**Turn Record Track (TRT):** Used to indicate the current turn.

**Event Boxes:** Various boxes on the map that indicate if a specific event is in effect.

**Mobilization Point (MP) Track:** Used with each power's MP marker to indicate its current (MP) level.

**Unit Boxes:** Various on map boxes used to hold each side's units when available or eliminated.

**Resource Boxes:** Used to display information regarding resources and units while in transit to off-map areas.

**Phase Track:** Used to indicate the current phase of the game turn.

**Terrain Key:** Displays the various types of terrain depicted on the map.

### 2.4 Map

The map represents the areas of Europe and the Middle East where most of the fighting took place, or the homelands where mobilization occurred. The game map is overlaid with hexagons (hexes) used to regulate placement and movement of units. Each hex has a unique four-digit number. The Terrain Key identifies each type of terrain on the map.

**Fronts:** There are three fronts on the map: Western, Eastern (including Balkans), and Middle East. The dividing line between the Western and Eastern Fronts is delineated on the map. The dividing line between the Middle East and Eastern front is the border of that map.

### 2.5 Scenario Maps

Included in the center of the rule booklet is one 11 x 17-inch miniature map. Players should carefully detach the center pages to facilitate their use. The map shows the at start front lines and areas of control for Scenario IV. Players can also use the map as a handy reference for the position of various mobilization, resource and objective hexes, as well as for general planning.

### 2.6 Units

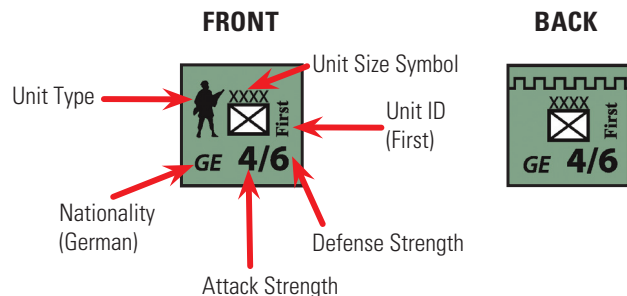
The units represent military formations based on historical armies and force groupings. Most armies are printed on both sides, the front showing the unit in mobile mode, the reverse showing it entrenched (4.0). Each unit has the following information.

#### Unit size

XXXX: Army      XXX: Corps

**Important:** Units marked with an asterisk (\*) next to their unit size cannot be rebuilt (16.1).

**Unit Information:** The below diagram displays the First German Active Army. The front is the unit in mobile mode and the back (right unit) is the army in its entrenched mode.





## COUNTER TYPES

### Unit Types



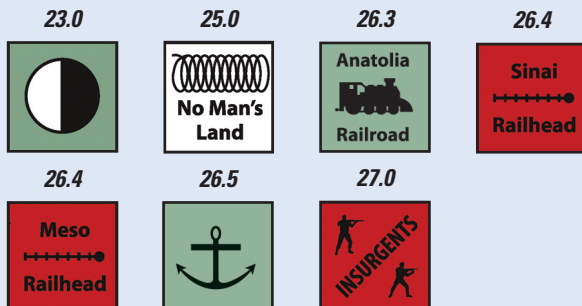
### Markers



### Campaign Markers (12.0)



### Optional Markers



**Types of Units:** All ground units depicted as one of the below type units.

**Unit Abbreviations:** Units are depicted showing the identification of the unit. The abbreviations used on the unit counters are as follows:

- A (Allies):** Army
- A, B, C (Central Powers):** Various *Armee Abteilung*
- A-L:** Alsace and Lorraine Armies
- BEF:** British Expeditionary Force
- Bug:** Bug Army
- Cauc:** Caucasus
- CEO:** Eastern Expeditionary Corps
- Col:** Colonial
- IEC:** Imperial Expeditionary Corps (various elite units from the British Empire: ANZACS, Canadians, Indians, South Africans, etc.).
- Islam:** Army of Islam
- MEC:** Middle East Command
- MEF:** Middle East Expeditionary Force
- Meso:** Mesopotamian
- Nord:** North Army
- Ost:** East Army
- Sud:** South Army
- USMC:** US Marine Corps
- Yild:** Yildirim (Lightning)

**Unit Nationality:** A unit's nationality is determined by its color and a two-letter code.

- |                            |                                |
|----------------------------|--------------------------------|
| <b>AH:</b> Austria-Hungary | <b>MN:</b> Montenegro          |
| <b>BE:</b> Belgium         | <b>NL:</b> Netherlands         |
| <b>BR:</b> British Empire  | <b>OT:</b> Ottoman Empire      |
| <b>BU:</b> Bulgaria        | <b>RO:</b> Romania             |
| <b>FR:</b> France          | <b>RU:</b> Russian Empire      |
| <b>GE:</b> Germany         | <b>RN:</b> Russian Nationalist |
| <b>GR:</b> Greece          | <b>SE:</b> Serbia              |
| <b>IT:</b> Italy           | <b>US:</b> United States       |

### 2.7 Markers

Markers are used to record various administrative functions, to indicate changes to map geography, and to show high-level strategy decisions.

### 2.8 Powers

Powers are the various countries and empires in the game. Germany, Austria-Hungary, Ottoman Empire, Britain, France, Russia, and the United States are major powers. All other powers are minor powers. A power may be in one of three states: belligerent, neutral, or surrendered.

**Belligerent Powers:** Are in play and their units are controlled by one player or the other. A powers units and hexes are friendly to the player and enemy to the other. A belligerent may be collapsed; it remains in play but at reduced effectiveness.

**Neutral Powers:** Are not in the game but may become a belligerent via diplomacy or invasion (13.0).

**Surrendered Powers:** Are out of play. All their units are removed from the game (18.0).



### 2.9 Game Scale

Each hex represents approximately 36 miles on the Europe map (slightly more near the east edge), 48 miles on the Middle East map. Each turn represents six months. Each year is divided into two turns; Summer (May to October) and Winter (November to April). Turn one is an abbreviated game turn, representing a period from August to October. Most units are armies of 60,000 to 120,000 men, or corps of 20,000 to 40,000 men.

## 3.0 SEQUENCE OF PLAY

### 3.1 Course of the Game

There are five scenarios, each with specific set up and victory rules (28.0). After deciding the scenario to be played and the player that will play each side, set up the game according to the scenario instructions. The game will consist of a specified number of turns (3.2) that players will move and attack (3.3) to achieve the objectives needed to win the game (3.4).

### 3.2 Turns

Each turn is composed of a series of phases which must be executed in the order given in the Expanded Sequence of Play (page 32). Use the turn and phase markers on their respective tracks to record the current game time.

**Initiative:** Is gained at the beginning of each turn by the player whose major powers have the larger combined total of mobilization points (10.0). The Central Powers player wins ties. Initiative determines which player goes first in certain phases and lasts until the beginning of the next turn.

**Impulses:** Most of the action takes place during player impulses, up to three per turn. Players alternate moving and attacking according to the rules for front activation (3.3), movement (7.0), and combat (8.0).

### 3.3 Front Activation

All fronts are activated automatically for both players in the first impulse. In the second and third impulses, a player must expend a plan marker (12.0) to activate each front. Any or all fronts may be activated providing the player has sufficient plan markers.

**A) Sequence of Execution:** The player with the initiative always goes first in each impulse. All actions on one front must be completed before beginning actions on another. Each player may choose the sequence of fronts in any order desired.

- Within each impulse, the initiative player (IP) first conducts a Movement Phase and then a Combat Phase. On completion of both IP phases, the non-initiative player conducts a Movement Phase and a Combat Phase.
- Within each phase, a player must complete all actions on one front before proceeding to the next.
- Conduct all movement one front at a time, then execute all attacks one front at a time.
- On each front in a given phase, the player may perform actions in any order.

**B) Activation Procedure:** Front activation is announced by each player at the beginning of that player's portion of each impulse. Place a plan marker in the appropriate boxes on the map. Once the declaration has

been made, it cannot be rescinded. A player is not obligated to activate a front because the opposing player has done so. Units on a non-activated front defend and retreat normally but may not move or attack.

### C) Front Boundary Effects:

**Supply:** Units can trace lines of communications from one front to another regardless of activation.

**Movement:** A moving unit may not cross to another front unless the phasing player has activated both fronts. A unit may only move once, when its original front is activated. It may not move again when its new front is activated.

**Combat:** A unit may not attack or advance across a front boundary unless both fronts are activated. A unit may freely retreat across the boundary.

### 3.4 Winning the Game

The winner is determined by victory points (VP) gained by each player.

### A) Victory Point Schedule

#### Scored during the game:

- 7:** Allies, for each turn the Allied Blockade is in effect.
- 5:** Central Powers each turn the Allied Blockade is not in effect.

#### Enemy Violation of Neutrality

<b>Albania:</b> 2	<b>Belgium:</b> 10
<b>Bulgaria:</b> 5	<b>Greece:</b> 5
<b>Italy:</b> 15	<b>Luxembourg:</b> 1
<b>Netherlands:</b> 10	<b>Ottoman Empire:</b> 15
<b>Persia:</b> 1	<b>Romania:</b> 5

#### Surrender of Enemy Powers

Year	Major Power	Minor Power
<b>1914</b>	100	25
<b>1915</b>	80	20
<b>1916</b>	60	15
<b>1917</b>	40	10
<b>1918</b>	20	5
<b>1919</b>	10	3

#### Scored at end of game:

- 5:** Each occupied\* enemy mobilization hex
- 5:** Each occupied\* enemy objective hex
- 5:** Each occupied\* enemy minor power capital\*\*
- 5:** Each collapsed enemy minor power\*\*\*
- 10:** Each occupied\* enemy resource hex
- 10:** Each occupied\* enemy major power capital\*\*
- 10:** Each collapsed enemy major power\*\*\*

\* A friendly unit must be in the hex; control (3.5) is not sufficient.

\*\* In addition to points for other symbols in the city.

\*\*\* Points not gained if power has surrendered.



**B) Level of Victory.** The player with the larger total of VP wins. Subtract the smaller total from the larger to determine the quality of the victory.

<b>75+:</b>	Imperial Victory
<b>+50 to +74:</b>	Continental Victory
<b>+25 to +49:</b>	Exhaustive Victory
<b>0 to +24:</b>	Draw

**C) Sudden Death Victory.** If at any time in the game all powers on one side have surrendered, and the other side has at least one non-surrendered power, the game ends. See 2.8 for definition of major powers. Since Britain and the USA cannot surrender (18.3), their collapse fulfills this condition.

*Historical Note.* The Allies won an exhaustive victory, though Germany technically collapsed.

### 3.5 Hex Control

A player generally starts the game controlling all hexes of all controlled powers and controlling no hexes of enemy or neutral powers.

- A player may lose control of a hex when an enemy unit is adjacent to it.
- A player gains control of a hex by being the last to occupy or pass through a hex with a unit.
- A hex may switch sides any number of times per game. Use the control markers as needed.
- A friendly fortification in a hex provides control of that hex.

## 4.0 UNIT STATUS

### 4.1 Current Status

Most combat units are printed with mobile status on the front and entrenched status on the back. In some but not all cases, the combat values on the either side are different. The side facing up indicates which status a unit is in at that moment.

**Exception:** Tank Armies (16.3).

### 4.2 Changing Status

A unit may switch status at the start of its move during a friendly impulse in which it could move (3.3). A mobile unit must be in supply (5.0) to entrench. An entrenched unit need not be in supply to go mobile.

### 4.3 Status Effects

Mobile and entrenched units function in the same way, with the following exceptions.

#### Mobile Units:

- 1) May move.
- 2) Do not project a zone of control (6.0).
- 3) May advance after combat.

#### Entrenched Units:

- 1) Cannot move.
- 2) Do project a zone of control.

- 3) May absorb one combat loss by flipping to their mobile side. The unit is now in mobile status.
- 4) Cannot advance after combat.

## 5.0 SUPPLY

### 5.1 Supply State

Supply is a game term for general logistical support. A unit is either in supply or out of supply (OOS). A unit is in supply if it has a line of communications (LOC) to an ultimate supply source (5.2). An OOS suffers operational restrictions (5.4).

### 5.2 Line of Communications

An LOC is a path of hexes traced from a unit to an ultimate supply source. The LOC may be any one of the following, subject to rule 5.3.

- 1) Up to three hexes to a supply source (count the source hex, not the unit's hex). Non-railroad hexes do not necessarily have to be friendly controlled (3.5) if other conditions apply.
- 2) Up to three hexes to a railroad, and from there any number of contiguous railroad hexes to a supply source.
- 3) Up to three hexes to a port in a sea that the unit could otherwise use naval movement, then through any number of sea hexes to another friendly port which is or can itself trace a rail line to a ultimate supply source.
- 4) Up to three hexes to a railroad, then along the railroad to a port meeting the requirements for (3) above.

**Ultimate Supply Sources.** Each power's units can derive supplies only from those sources listed in the Supply Sources Chart.

- Any number of units may use the same source.
- If tracing a LOC to a port, the port itself becomes the supply source if the units could otherwise use naval movement in that sea to or from a Transit Area which is a supply source for the unit.

**Example:** A British unit could use Calais as a supply source since it is connected to the British Empire Transit Area (15.1).

### 5.3 LOC Restrictions

An LOC cannot contain any of the following.

- 1) A hex occupied by an enemy unit or fortification.
- 2) A hex subject to an enemy zone of control unless negated by a friendly unit (6.0).
- 3) Terrain through which the unit would not be permitted to move.
- 4) All-sea hexes (other than those listed in 5.2)
- 5) Any enemy, neutral, or uncontrolled railroad hexes. The instant a friendly unit gains control of a railroad hex, it is friendly.

#### 5.4 OOS Effects

An OOS unit operates normally in all ways except as listed below.

**A) Survival.** A unit can remain OOS for any length of time, being OOS does not eliminate the unit.

**B) Movement.** A unit's supply status is judged at the start of its movement. An in-supply unit may be moved voluntarily into a hex where it will be OOS. An OOS unit cannot use railroad movement (7.6) and cannot entrench (4.2).

**C) Combat.** A unit's supply status is judged at the instant of combat. An OOS unit cannot:

- 1) Use mobilization points to absorb losses (9.4).
- 2) Advance after combat (9.7).
- 3) Be rebuilt if eliminated in combat (10.8).

**Important:** It is possible for a unit to be supplied at the beginning of a Combat Phase and then become unsupplied or vice versa owing to the elimination, retreat and/or advance of other units.

#### 5.5 Fortifications

A fortification is always in supply. It cannot provide supply to a combat unit. If a fortification is destroyed while unsupplied, it may be rebuilt (11.4).

#### 5.6 Supply in Transit Areas

Units in Transit Areas are always in supply.

#### 5.7 Special Supply Restrictions

**A) Austro-Hungarian Units:** Are automatically OOS in any of the following locations:

- Belgium
- France
- Netherlands
- Any hex in Russia north of the xx11 hex row (xx01 through xx10).

**B) Central Powers in the Middle East:** The Central Powers player may deploy any number of Ottoman units on the Middle East map, but only expeditionary units from other Central Powers. See 5.8.

*Designer's Note: Supply in the Caucasus is intended to be difficult; the Ottomans lost an army there in their first campaign.*

**C) Allies in the Middle East:** The Allied player may deploy up to four Russian armies, plus up to four armies from other Allied belligerents, plus any number of corps on the Middle East map.

#### 5.8 Erzerum

The fortress of Erzerum (hex 2238) is a limited Central Powers supply source. If it is Central Powers controlled and not destroyed, it can supply up to one Ottoman army and any number of Central Powers corps. If it is destroyed and later rebuilt, it regains this ability.

## 6.0 ZONES OF CONTROL

### 6.1 Exerting Zones of Control

The six hexes surrounding an entrenched unit constitute its zone of control (ZOC).

- Mobile units and fortifications do not exert ZOC.
- ZOC extend across all hexsides except sea hexsides (including straits) and neutral borders, or into/out of a Transit Area.

### 6.2 ZOC Effects

**A) Movement:** A moving unit must stop after entering an enemy ZOC (EZOC).

- There is no movement point cost to enter an EZOC.
- A unit may leave an EZOC at the beginning of its move.
- It may not move directly to another EZOC but may enter another EZOC after entering one or more non-EZOC hexes.

**B) Supply:** LOC may not be traced out of, through or into enemy ZOC.

**C) Retreat:** A unit may not retreat through EZOC. If forced to do so, it is eliminated.

**D) Advance:** See Advance (9.7) and Advance after Assault (17.3).

**E) Hex Control:** A ZOC negates enemy control of a hex, but, does not give control to the side exerting the ZOC.

**F) Unit Placement:** Newly-constructed units may not be built in EZOCs.

### 6.3 Negating EZOC

EZOC are negated by the presence of friendly units and/or fortifications in a hex for the purposes of tracing LOC (5.2), retreat (9.6), and hex control (3.5).

## 7.0 MOVEMENT

### 7.1 General

During the Movement Phase of an impulse, the phasing player may move all units of controlled powers on activated fronts. Movement may be enhanced by railroads.

### 7.2 Movement Allowances

Each unit in mobile status has a movement allowance (MA) made up of movement points. The number of movement points available to a unit varies with the season: 5 in summer, 4 in winter.

### 7.3 Movement Procedure

Units are moved one at a time through a path of contiguous hexes. Each hex entered costs one or more movement points (7.4). The unit may expend any or all its movement points, but unused movement points cannot be saved for future use or transferred to another unit. Once a unit has been moved and the player's hand removed, its movement may not be retraced.



### 7.4 Terrain

A unit entering a hex must expend the number of movement points indicated on the Terrain Effects Chart (TEC) for the kind of terrain in the hex. Any movement point expenditure to cross a hexside is in addition to the terrain cost for entering the hex. A unit lacking the movement points to cross a hexside and/or enter a hex may not make the move.

**A) Multiple Terrain Types:** If there is more than one type of terrain in a hex, use the highest single movement cost from among all the terrain involved.

**B) Rough Terrain in Winter:** It costs one additional movement point to enter rough terrain during winter.

### 7.5 Movement & Other Units

A unit may not enter a hex occupied by an enemy unit.

- A unit may freely move through hexes occupied by friendly units.
- Only one unit can occupy a hex at the end of each phase.
- If excess units (more than one) are in a hex at the end of a phase, the enemy player selects the excess units and retreats them two hexes in any direction within the rules of retreat.

**Exception:** Fortifications and game markers (such as depots) do not count for stacking.

### 7.6 Railroad Movement

A unit moving from one hex containing a railroad across a hexside traversed by the railroad, into another containing the same railroad, expends only 1/3 of a MP to enter the hex. Ignore any other terrain for movement purposes. Rail movement is subject to the following conditions and limitations.

- 1) Any number of units may use rail movement in a single movement phase.
- 2) At all times during rail movement the unit must be able to trace a connected line of rail hexes to a friendly supply source (5.2) free of enemy units and EZOCs.
- 3) A unit may use non-rail movement before and/or after rail movement, but once finished with the rail portion of its move it may not use rail movement again in the same phase.
- 4) A unit moving by rail must stop after entering an EZOC. If starting in an EZOC may exit the EZOC.

**Important:** Enemy rail hexes may be used.

## 8.0 COMBAT

Attacking is voluntary. Units are never required to attack. In a given combat phase, the phasing player's units are the attackers and the non-phasing player's units the defenders.

### 8.1 Combat Prerequisites & Restrictions

An attacking unit must be adjacent to the defender and must be able to move into the hex if it were unoccupied. No unit may attack, nor be attacked, more than once per combat phase.

### 8.2 Multi-Unit & Multi-Hex Combat

The attacker may combine more than one unit against a single defending unit if all are adjacent. No more than one defending hex may be the target of a single attack.

### 8.3 Combat Resolution Procedure

Conduct the following steps to resolve each combat. The attacking player may resolve combats in any order, but each must be completed before another is begun.

- 1) Designate the friendly units that will be attacking one enemy held hex. Once an attack has been declared, it may not be called off.
- 2) Total the attack strengths of all the attacking units involved in a specific attack.
- 3) Total the defense strengths of the defending unit and any fortification in the attacked hex. Make any adjustment for terrain (8.4) and weather (8.5).
- 4) Subtract the total defense strength from the total attack strength to get the combat differential. The attacker cannot reduce the differential voluntarily (due to the inflexibility of World War I tactics as well as the general fog of war).
- 5) Find the column on the CRT corresponding to the differential. Roll one die and cross index the result with the differential column to get the result (9.0). Modify the result for concentric attack if applicable (8.6). Apply the result immediately.

### 8.4 Terrain Effects on Combat

The terrain in the defending unit's hex and/or along the hexsides separating the combatants may increase the defender's strength. Hexside benefits are received only if all attacking units attack across the hexside type. The Terrain Effects Chart (TEC) lists the defensive bonus for terrain.

**1) Prohibited Terrain:** Units may not attack through all sea hexsides except during amphibious assaults (14.3).

**2) Hexside terrain:** Includes rivers, lakes, straits, and the Suez Canal.

### 8.5 Weather Effects on Combat

Defenders always receive a strength bonus of two (+2) in winter turns.

### 8.6 Concentric Attack

A concentric attack doubles the defender's loss points (9.3). A concentric attack occurs when at least one attacking unit is in or adjacent to every hex adjacent to the defender. Other units, friendly or enemy, and the status of either attacking or defending units, have no effect on the attack. A unit eliminated by a concentric attack is permanently eliminated. Concentric attacks may not be made in the following situations.

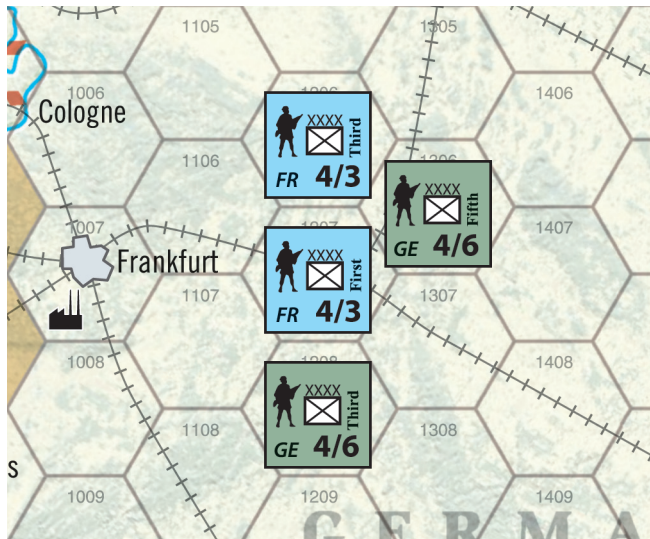
1) Concentric attacks cannot be made against intact fortifications or units occupying them.

2) A concentric attack may not be made against a unit where terrain would make it impossible for it to be surrounded by attackers

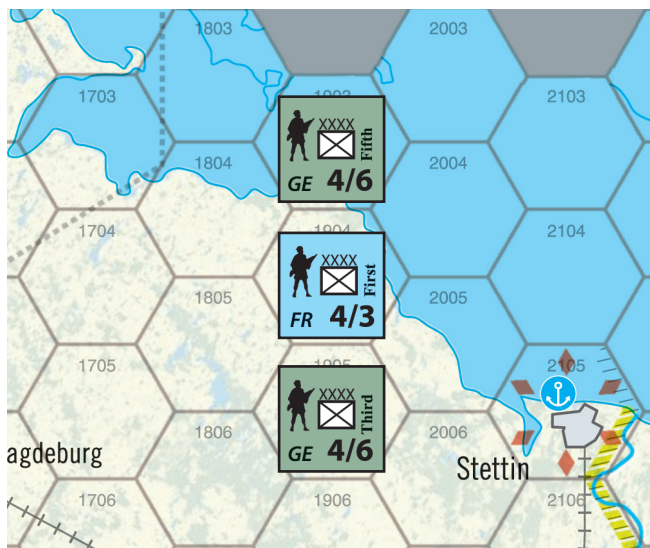
**Example:** In Diagram 1, the German player is attacking the French First Army with the Fifth and Third Armies. They would not be eligible to receive a concentric bonus as all hexes adjacent to the defending French unit (First Army) are not either occupied or adjacent to a German attacking unit (i.e. 1106).

Using Diagram 2, the German player would also not be eligible to receive the concentric attack bonus because the all sea hex (2004) prohibits ground unit movement. If hex 2004 was a clear terrain hex the German player would be eligible as all hexes adjacent to the defender are either occupied by or adjacent to attacking units, and none of the hexes are prohibited.

**Diagram 1**

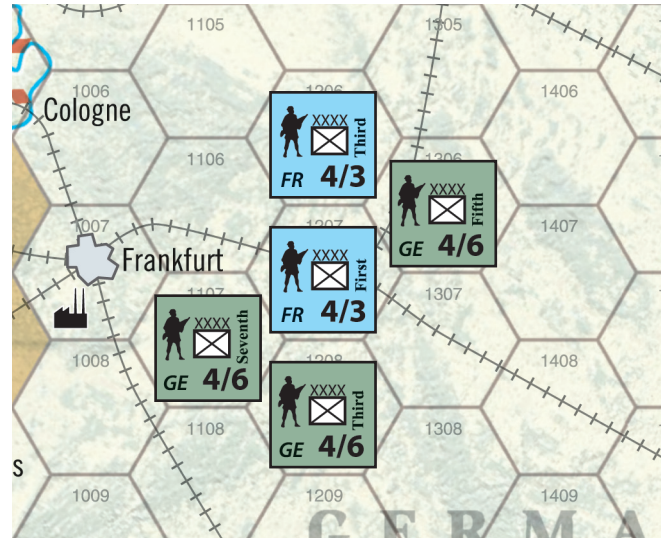


**Diagram 2**



**Example:** In Diagram 3, the German player would receive the concentric attack benefit as the defending French First Army is being attacked by the Third, Fifth and Seventh Armies and all hexes adjacent to the defender are either occupied or adjacent to an attacking unit. The presence of the French Third Army does not interfere with the concentric attack.

**Diagram 3**



**9.0 COMBAT RESULTS**

All combat results are expressed in Loss Points (LP). LP may be satisfied by several methods, including mobilization point deduction (9.4), unit elimination (9.5), dis-entrenching (4.2 & 9.6), and/or retreat (9.6). Eligible victorious attackers may advance into vacated hex (9.7).

**9.1 Loss Points**

Combat results have two LP numbers. The one to the left of the slash affects the attacker; the one to the right of the slash affects the defender. The attacker must apply LP first (9.2), then the defender (9.3).

**Important:** The defender's LP are doubled in a concentric attack (8.6).

**9.2 Attacker Loss Points**

The attacker's LP may be satisfied by any of the following.

**1) Unit Elimination:** The attacker selects and eliminates one attacking unit (9.5). The elimination of one attacking unit satisfies all losses, regardless of number.

**2) Dis-Entrenching:** All entrenched attackers can dis-entrench to absorb one LP (total, not one per unit). This may be done in combination with (1) above.

**3) Mobilization Point Deduction:** If eligible, each LP may be satisfied by deducting one MP from any attacking unit's mobilization point track (9.4).



### 9.3 Defender Loss Points

The defender's LP may be satisfied in the same way as the attacker's LP procedures, with the following two exceptions.

**1) Mandatory Elimination:** If the LP are greater than the printed defense strength of the defending unit, the unit is eliminated.

- This cannot be mitigated by retreat.
- The elimination satisfies the entire loss.
- If the defender's loss points are doubled (for example, by concentric attack), use the doubled value to determine if a mandatory elimination occurs.

***Designer's Note:** Mandatory elimination represents overwhelming a unit beyond its ability to sustain casualties.*

**2) Retreat:** The defending unit may be retreated one or more hexes (9.5).

- Each hex retreated, satisfies one LP.
- Retreats may be combined in any way with dis-entrenching and mobilization point deduction.

### 9.4 Mobilization Point Deduction

If at least one unit or fortification involved in a combat has an LOC, the owning player may deduct MP to satisfy losses. Each mobilization point satisfies one LP.

**Multiple Involved Powers:** If units from more than one power are involved in a single combat, the owning player may distribute the mobilization point deductions in any way desired, providing each power contributing mobilization points has an involved unit with an LOC.

**Important:** A unit without an LOC can satisfy LP only by unit elimination, dis-entrenching, and/or retreat.

### 9.5 Unit Elimination

The elimination of one unit satisfies all LP for that side. An eliminated unit is returned to its reinforcement pool.

**OOS Elimination:** A unit that is OOS when eliminated is permanently removed from the game and cannot be rebuilt. Place the unit in the Permanently Eliminated Box on the map; it may have an impact on Collapse/Surrender (18.0).

### 9.6 Defender Retreat

A defending unit may be retreated one or more hexes (9.3). Each hex of the retreat satisfies one LP. Retreats may be combined in any way with dis-entrenching and mobilization point deduction. A player may retreat a defending unit to satisfy loss points at a rate of one loss point per hex retreated into (the loss points are not deducted from the mobilization point track). This can be for some, none or all loss points. Units may not use rail or sea movement for a retreat.

**1) Length of Retreat:** Retreat is in terms of hexes, not movement points.

- Each hex retreated satisfies one LP.
- No hex may be entered more than once during the retreat.
- Dis-entrenching always satisfies one LP for either attacker or defender.
- A unit must be mobile to retreat, so a retreating entrenched defender always satisfies one LP by dis-entrenching; if only one LP was suffered, the unit would not have to retreat after dis-entrenching.

**2) Direction of Retreat:** The owning player may retreat a unit to any hex desired, subject to the following.

- It must be able to enter the hex using normal land movement. It may not enter an enemy-occupied hex or enter or cross prohibited terrain.
- It may not enter an EZOC unless it is negated by a friendly unit.
- If the retreat normally would end in a hex occupied by a friendly unit, the retreating unit must continue to retreat until an empty hex is reached.
- Each hex entered must be closer (in hexes) to a friendly supply source if feasible.

**3) Supply Effects on Retreat.** OOS units retreat normally. Units may retreat to an OOS position.

### 9.7 Advance

Whenever a defender's hex is vacated by the elimination or retreat of the defenders (to include elimination of a fortress in the hex), the attacking unit(s) may but is not required to advance.

- The decision to advance must be taken immediately; it may not be delayed until after a subsequent combat.
- Ignore EZOC when entering the first hex of the advance; the advancing unit must stop after entering a second EZOC.
- Rail movement may not be used during an advance.

**1) Advance into Vacated Hex:** One mobile attacking unit can always advance into the vacated hex.

- Attacking units which dis-entrench may advance.
- If the defending unit retreats more than one hex, the advancing unit may advance along the path of hexes through which the defender retreated.
- The advance is counted in hexes; no movement points are expended.
- In the case of multi-hex retreats, more than one attacking unit may advance providing they do not violate stacking limits at the end of the advance.

**2) Flank Advances:** Attacking unit may advance into a hex originally adjacent to the defender if the hex is unoccupied and could be entered during normal movement. Advancing units may pass through one another but may not end their advance in violation of stacking.

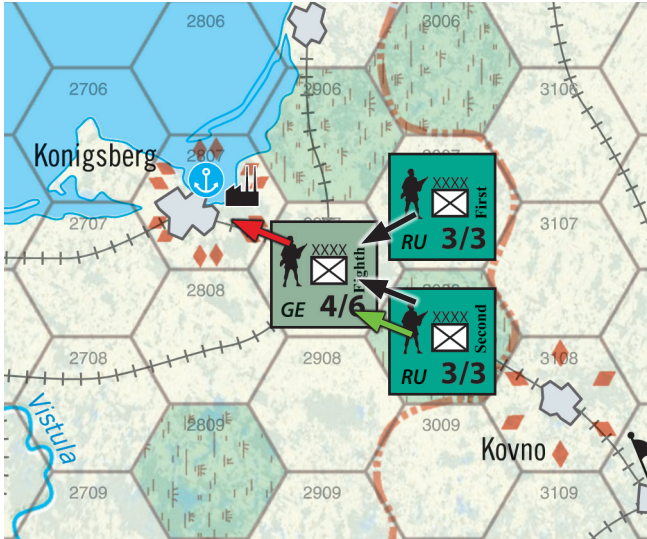
**3) Supply Effects on Advance:** A unit must be in supply to advance and may not enter a hex where it will become OOS.

**4) Advancing into Fortifications:** If the eliminated defender was an enemy fort, the advance is limited to occupation of the fort hex.

### Combat Examples

Black arrows indicate attacking units. Red arrows indicated direction of retreat. Green arrows indicate advancing unit.

#### Example #1: Standard Combat



**Attacker:** Russian First (3/3) and Second (3/3) Armies.

**Defender:** German Eighth Army (4/6) in clear terrain.

**Differential** = 0.

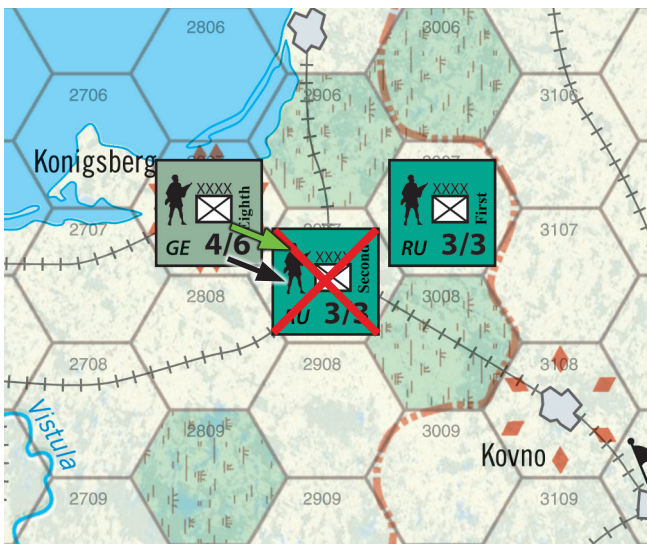
**Die roll** = 1 yields result of 1 / 2.

**Attacker Result** (1): Russians choose to lose one MP.

**Defender Result** (2): Germans choose to lose one MP then retreat one hex into Königsberg.

**Advance:** Russian Second Army advances into hex 2907.

#### Example #2: Tactical Edge



**Attacker:** German Eighth Army (4/6) attacks the Russian Second Army. Germans add a Tactical Edge marker, roll one die, and get a 4 (total attack strength = 8).

**Defender:** Russian Second (3/3) Army (clear).

**Differential** = +5.

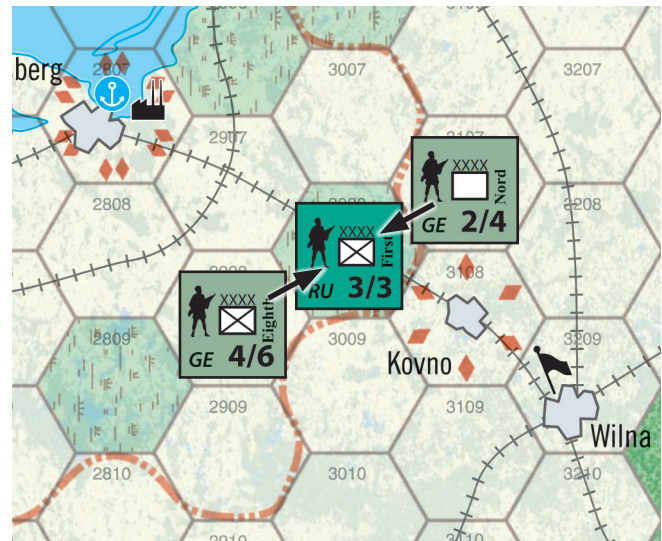
**Die roll** = 1 yields result of 1 / 4.

**Attacker Result** (1): Germans choose to lose one MP.

**Defender Result** (4): Russians must eliminate Second Army as the losses are greater than its defense strength.

**Advance:** Germans retake hex 2907.

#### Example #3: Concentric Attack



**Attacker:** German Eighth (4/6) and Nord (2/4) Armies attack the Russian First Army from hexes 2908 and 3107 for a concentric attack.

**Defender:** Russian First (3/3) Army (marsh, zero defense bonus).

**Differential** = +3.

**Die roll** = 2 yields result of 2 / 2.

**Attacker Results** (2): Germans choose to eliminate the Nord Army to satisfy all loss points.

**Defender Results** (2 doubled to 4): Russians must eliminate First Army as the losses are greater than its defense strength. Since the Russian First Army was OOS at the beginning of the combat, it would be placed in the Allies Permanently Eliminated Box

**Advance:** Germans decide to keep Eighth Army in place.

**Important:** Even though one of the German armies making this a concentric attack was eliminated, the results against the defender are still doubled.



**Example #4: Entrenched vs Entrenched**



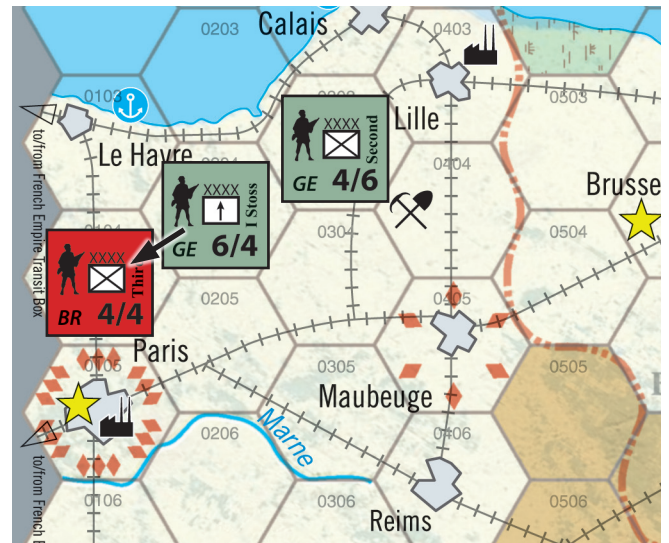
**Attacker:** German First (4/6) and Second (4/6) Armies attack the French Third Army.  
**Defender:** French Third (3/4) Army in hex 0407 (rough, +1 defense bonus).  
**Differential** = +3.  
**Die roll** = 3 yields result of 3 / 2.  
**Attacker Result** (3): Germans choose to dis-entrench both armies to absorb one loss point; then take two MP losses.  
**Defender Result** (2): French choose to dis-entrench to absorb one loss point, then retreat one hex.  
**Advance:** Germans advance the First Army into hex 0508. Had the Germans taken all three loss points in MP, they would have remained entrenched and thus could not have advanced (4.3).

**Example #5: Shock vs Entrenched**



**Attacker:** German I Stoss (6/4) (mobile) and Second (4/6) (entrenched) Armies.  
**Defender:** British Third (4/4) (entrenched) Army (clear terrain).  
**Differential** = +6.  
**Die roll** = 3 yields result of 3 / 3.  
**Attacker Result** (3): Germans choose to dis-entrench the Second Army absorbing one loss point; they then take two MP losses.  
**Defender Result** (3): British must dis-entrench Third Army to absorb one loss point; the second loss point must be a retreat (17.2B); third loss point can be a MP or retreat. Allies decide to retreat Third Army two hexes (0204, 0104).  
**Advance:** Germans advance I Stoss to 0204 and Second Army to 0303.

**Example #6: Shock vs Mobile**



**Attacker:** German I Stoss (6/4) (mobile).  
**Defender:** British Third (4/4) Army in hex 0104 (clear); (mobile).  
**Differential** = +2.  
**Die roll** = 5 yields result of 3 / 1.  
**Attacker Result** (3): Germans choose to lose three MP.  
**Defender Result** (1): British take 1 MP loss; no retreat is required since the result is 1 (17.2B).  
**Advance:** None as British hold the hex.

**10.0 MOBILIZATION**

**10.1 Mobilization Point Index**

Mobilization Points (MP) represent a power's manpower and materiel capacity. MP are expended to satisfy combat losses, to build reinforcements, and for various other game functions. Record each power's currently available MP by placing its MP marker on the Mobilization Point Track on the map. Adjust the marker as MP are received (10.2 to 10.6) and expended (10.7 to 10.9). A power's MP can never exceed the maximum box on the track (ignore any excess received) and cannot drop below zero.

**A) Zero MP Powers:** Some countries (such as Albania) never receive MP and have no marker.

**B) MP Retention:** A power retains any current MP on the Mobilization Track even if it loses all its mobilization centers.

**C) Collapse or Surrender:** When a power collapses or surrenders, it loses all accumulated MP and cannot collect any more. Units of other powers (friendly or enemy) which have not collapsed may collect the MP for occupied resource and objective hexes as noted in 10.2 to 10.5.

### 10.2 Receiving Mobilization Points

During the mobilization phase of each turn, each power receives MP as noted below.

**5 MP:** For each friendly-controlled home country mobilization city hex (10.2).

**5 MP:** For each friendly controlled home country resource hex.

**5 MP:** For each friendly-occupied resource hex in an enemy country connected by LOC to a home country mobilization hex (10.3).

**1 MP:** For each friendly-occupied objective hex in an enemy country (10.5).

**Example 1:** Warsaw is a Russian home country mobilization hex. If the Allies control Warsaw they would get the points. The Central Powers would not receive the points if they controlled the hex.

**Example 2:** Kiev is a resource hex; if the Allies control Kiev they get the points. For the Central Powers to get the points they would need a unit in the hex and an LOC from it to a CP power mobilization hex.

**Example 3:** Riga is an objective hex. If a German unit occupied it, the Central Powers would get the points. Russian control provides no points to the Allies.

### 10.3 Controlling Mobilization Hexes

A power always receives MP from home-country mobilization hexes unless they are enemy-occupied or in an unnegated EZOC. Enemy mobilization hexes never provide MP (but occupation denies them to the enemy).

**Off-Map Mobilization Symbols:** Transit areas may have mobilization symbols. They count for the total number of MP. These are always friendly controlled.

### 10.4 Controlling Resource Hexes

The original owner of a resource hex receives 5 MP if the hex is controlled and has an LOC to a home country mobilization hex. A power may receive MP from a captured enemy resource hex only while it is occupied by a friendly unit and has an LOC to a home-country mobilization hex.

### 10.5 Controlling Objective Hexes

The original owner of an objective hex receives no MP for it. An enemy power receives MP only while the hex is friendly occupied. No LOC to a home country mobilization hex is needed.

### 10.6 Modifying MP Receipts

The MP received by a power through mobilization are modified as follows.

**Important:** Any additions or deductions to MP are counted only during the Mobilization Phase. The modifications apply only to "income" and not to accumulated MP.

**A) Turn Modifiers:** The Mobilization Modifiers by Turn Chart indicates a modifier for each power for each turn. Add (+) or subtract (-) the indicated number of MP received.

**B) Blockade:** The Allied blockade is built into the Central Powers MP rates. If the blockade is broken, the Germans get two at large mobilization hexes (10 MP) and the Austro-Hungarians one (5 MP).

**C) Loss of Capital City:** If the capital city is enemy controlled, the number of MP received from other sources is halved (round up fractions). Recapture of the capital restores full MP receipts.

**D) Baku Oilfields:** Russia may use the Baku resource hex if an LOC can be traced from that hex to the Russian Transit area. Other powers may utilize Baku as a mobilization hex if Russia has surrendered and one of its units occupies the hex. No LOC is needed from Baku for an Allied power. A Central Powers belligerent may utilize Baku only if it has an LOC from Baku via the railroad to Batum and from there across the Black Sea to a port on the Black Sea and from there to a home-country mobilization hex.

### 10.7 Expending MP

A player may use MP as listed below and on the Mobilization Costs Chart (player aid card).

- Absorb combat losses by units of the same power (9.4).
- Build new units for the same power (10.8 to 10.9).
- Rebuild destroyed fortifications belonging to the same power. (11.4).
- Purchase campaign markers (12.0).
- Construct ports, railroads, and depots (26.0).

### 10.8 Building New Units

Scenario instructions indicate what units are available to each power.

- Units eliminated while in supply may be added to the pool. Units destroyed while OOS may not.
- The number of combat unit, port, and depot counters of each type is a design limit; players may not create extra counters.
- Units are built during the Mobilization Phase. Expend the number of MP required (Mobilization Costs Chart) and deploy the units to map (10.9).

### 10.9 Deploying New Units

Each new unit must be placed on or adjacent to any friendly controlled home-country mobilization hex.

- Stacking limits apply.
- Units may not be placed in EZOC.
- British, French, Russian, US, and Ottoman Empire units may be placed in the appropriate Transit Areas.



## 11.0 FORTIFICATIONS

### 11.1 Fortification Characteristics

A fortification is a fixed defensive installation. Fortifications:

- Provide an intrinsic defense strength for its hex.
- Acts like a unit for purposes of controlling a hex and blocking enemy movement.
- Do not have ZOC but do negate EZOC.
- Do not count against stacking and may be occupied by any friendly unit, not just those belonging to the same power.
- Are always in supply but do not supply friendly units.
- Cannot move, retreat, attack, or advance.

### 11.2 Fortifications in Combat

A fortification defends its hex with a defense strength indicated by the number of icons on each hexside.

**Example:** Belfort (hex 0410) has a defense strength of 2.

- If a friendly unit is occupying the fortification, the fortification defense strength is added to the total defense of the hex but does not increase the printed strength of defending unit for purposes of mandatory elimination.
- Fortifications receive the benefit of winter and terrain defense bonuses.
- An attacker cannot gain the concentric bonus against a fortification or units in one.
- If a fortification has an LOC, its losses can be satisfied by MP expenditure (9.4).
- Fortifications do not negate mandatory retreats against units defending in them (17.2).

### 11.3 Destroying Fortifications

A fortress is destroyed by combat in the following situations. Place a fort destroyed marker on the hex; the fort has no effect unless rebuilt (11.4).

**A) Mandatory Elimination:** If a fort is defending by itself and the attacker inflicts losses greater than the strength of the fort, the fort is eliminated. If a unit is stacked with the fort, both the unit and fort are eliminated only if the total loss is greater than their combined strength.

**B) Voluntary elimination to satisfy losses:** The destruction of the fortification satisfies all loss points. If a friendly unit occupies the fortification, the defender can destroy either one or the other to satisfy the losses.

**C) Advance into Fort:** If a friendly unit defending the hex retreats and the attacker advances into the hex. The advance destroys the fort but does not satisfy any loss points, the retreat would still be at the full value. If the attacker chooses to not advance, the fort is not destroyed.

### 11.4 Rebuilding Fortifications

A player may rebuild a destroyed friendly fortification (including an occupied enemy fortification) during a Mobilization Phase, even if it was destroyed while OOS. The fortification hex must be friendly-controlled and in supply. Expend two MP per defense strength point and remove the fort destroyed marker.

## 12.0 CAMPAIGN MARKERS

### 12.1 Receiving Campaign Markers

Campaign markers represent higher level headquarters, military developments, and forces not otherwise shown in the game. Scenario instructions indicate how many markers each player receives at the start of play. Additional markers may be bought during the Mobilization Phase by paying the cost listed on the Mobilization Costs Chart. Certain markers can be built only starting certain years.

### 12.2 Playing Campaign Markers

Each campaign marker is played according to the instructions specific to its type (see Campaign Marker Instructions at the end of the rules). A purchased campaign marker need not be played on the turn of purchase, it may be held indefinitely. The instructions specify when the markers become available, when they are played, the effect of the marker, and its disposition after being played. The disposition will be one of the following:

**A) Return After Play:** After the marker is played, return it to the pool of available campaign markers. It may be repurchased in a following Mobilization Phase.

**B) Remains in Effect:** Once played, the marker's effects apply for the rest of the game. Place it in the Campaign Markers in Effect Box.

**C) Remains in Effect Conditionally:** The marker remains in play as above until another marker is played or event occurs. Place it in the Campaign Markers in Effect Box. Remove the marker when the condition takes effect.

**D) Discard:** The marker is set aside and cannot be used again in the game unless specified by another rule.

### 12.3 Rebuilding National Will

A discarded national will marker may be rebuilt by fulfilling both the conditions below. A player may not have more than three national will markers at any time.

**1)** No friendly belligerent major powers may initiate any impulses during the second or third impulse phase.

**2)** Expend two strategic advantage markers during the Mobilization Phase without conducting a strategic attack. At the end of the phase, receive one national will marker.

## COMBAT RESULTS TABLE

Die Roll	Differential (more than +10 is +10, less than -1 is -1)											
	-1	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
1	1/1	1/2	1/2	1/3	1/3	1/3	1/4	1/4	1/4	1/5	1/5	1/5
2	1/1	1/1	1/2	1/2	2/2	2/2	3/3	3/3	3/3	2/3	2/4	2/4
3	2/1	2/2	2/2	3/2	3/2	3/3	3/2	3/3	3/3	3/3	3/3	4/3
4	2/0	2/1	3/1	3/1	3/2	3/2	3/2	4/2	4/2	4/2	4/2	5/3
5	2/0	2/1	3/1	3/1	3/1	3/1	3/1	4/1	4/2	4/2	4/2	5/2
6	3/0	4/0	4/0	4/0	5/1	5/1	5/1	5/1	6/1	6/1	7/1	7/2

TERRAIN EFFECTS	MP COST	DEFENSE BONUS	NOTES
Clear	1	0	
Rough	2	+1	Alpine units 1 MP, negate defense bonus.
Forest	2	0	
Marsh	2	0	No entrenching.
Desert	2	0	DMC 1 MP. No winter defense bonus.
City	1	0	
Fortification	OTIH	0	Fortifications have a defense strength equal to the number of symbols on each hexside. Negates concentric attack (11.2).
River	0	+1	No bonus if any attacker not crossing river.
Suez Canal	0	+1	No bonus if any attacker not crossing canal. Allied naval movement blocked if Central Powers controls an adjacent hex.
Lake	+1	+2	No bonus if any attacker not crossing lake.
Straits	+1	+2	Extends railroad for LOC, not movement. No bonus if any attacker not crossing straits. Straits refer to the following hexsides only: 2733-2834 and 2433-2334.
Coastal	OTIH	OTIH	May build ports.
Sea	P	P	See 14.0. All-sea hexsides block ZOC.
Sea Zone Boundary	-	-	See 14.0.
Mobilization	OTIH	OTIH	+5 MP (10.0)
Resource	OTIH	OTIH	+5 MP if LOC to mobilization hex (10.0)
Objective	OTIH	OTIH	+1 MP (10.0)
Railroad	OTIH (land) 1/3 (rail)	OTIH	LOC length unlimited (5.2 & 7.6).
Unfinished RR	OTIH	OTIH	See 26.4
National Border	OTIH	OTIH	See 13.0
Front Boundary	OTIH	OTIH	See 3.3
Rail Zone	OTIH	OTIH	Treat as railroad for same power LOC.
No Man's Land	+1	OTIH	See 25.0

OTIH = Other terrain in hex; P = Prohibited

## STRATEGIC ATTACK TABLE

Die Roll	Results
1	Fiendish Plot Exposed
2	No effect
3	Success
4	Success
5	Success
6	Revolt

**Fiendish Plot Exposed:** The side playing the marker must deduct one MP from any one friendly power.

**No effect:** Nothing happens

**Success:** Choose one of the following.

1) Place one insurgent marker per the insurgent rule.

2) Designate one enemy power. Roll one die. The enemy must deduct that number of MP from that power (to a minimum of zero).

**Revolt:** Place two insurgents in one power or implement a Success result 2.

## SUPPLY SOURCES

**GE.** 2x GE MC.

**AH.** 2x AH MC.

**OT.** 1x OT, or GE or AH SS, or OT TA.

**Other Central Powers.** 1x home-country MC or any GE or AH SS.

**FR.** 1x FR MC or FR TA.

**BR.** BR or FR TA.

**US.** BR, FR, or US TA.

**RU.** 1x RU MC, or RU TA or Sevastopol if Allies control Gallipoli (2434) and Constantinople (2733).

**Other Allied Powers.** 1x home-country MC or any FR/BR supply source.

*MC = Mobilization Center, SS = Supply Source, TA = Transit Area*

"1 x [country] MC" means the LOC must be traced to one mobilization center of the designated country.

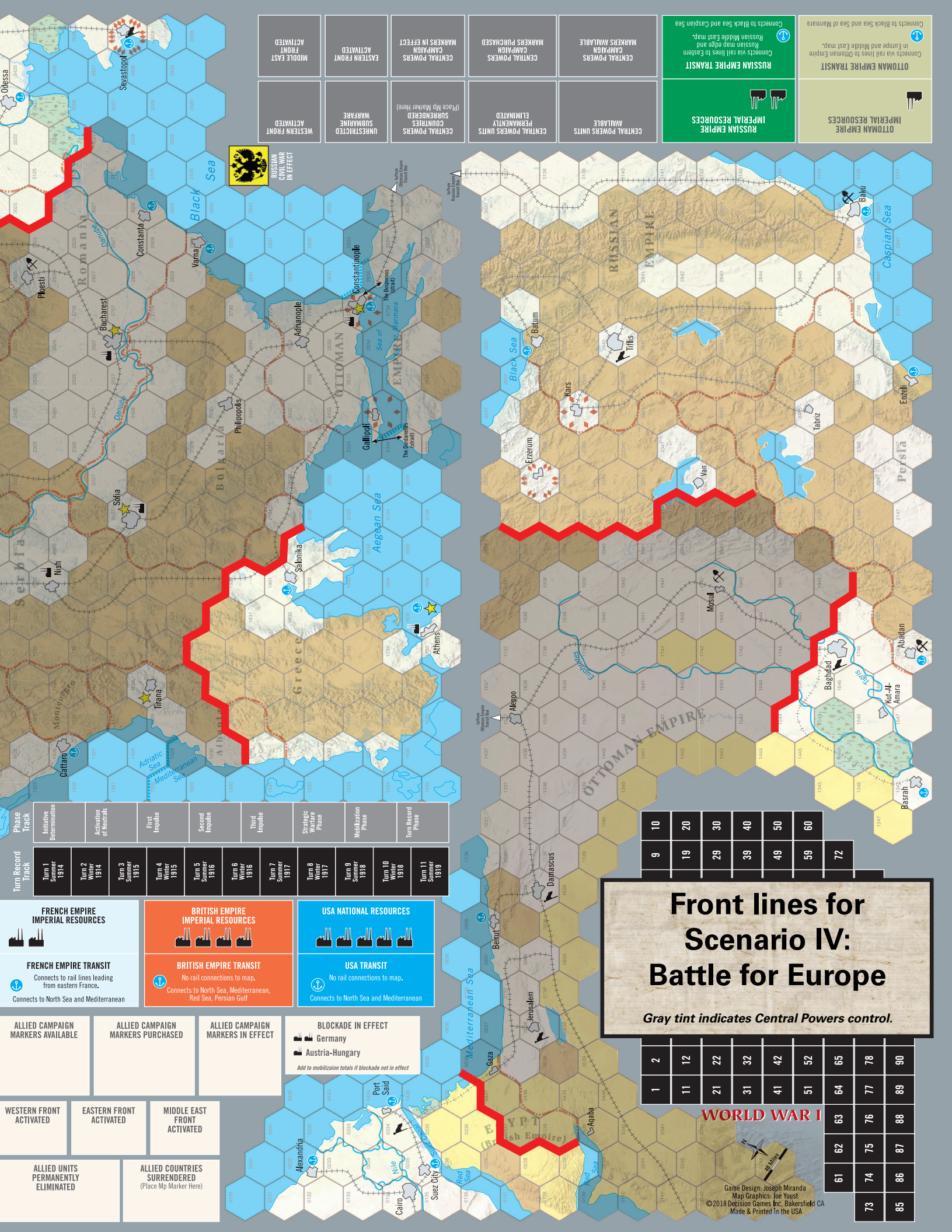
"2 x [country] MC" means the LOC must be traced to two different mobilization centers of the designated country.

"SS = Supply Source" means any mobilization center or transit area as defined on the table. In certain cases, a country has no home country supply source and can trace a LOC only to other friendly power supply sources.









WESTERN FRONT ACTIVATED	CENTRAL POWERS SUPREMACY UNRESTRICTED WARSFARE	CENTRAL POWERS PERMANENTLY ELIMINATED	CENTRAL POWERS UNITS AVAILABLE	CENTRAL POWERS CAMPAIGN MARKERS PURCHASED	CENTRAL POWERS CAMPAIGN MARKERS AVAILABLE	RUSSIAN EMPIRE TRANSIT Connects via rail lines to Ottoman Empire Russian map (East map)	OTTOMAN EMPIRE TRANSIT Connects via rail lines to Ottoman Empire in Europe and Middle East map.
MIDDLE EAST ACTIVATED	CENTRAL POWERS SUPREMACY UNRESTRICTED WARSFARE (Place Map Marker Here)	CENTRAL POWERS UNITS PERMANENTLY ELIMINATED	CENTRAL POWERS UNITS AVAILABLE	CENTRAL POWERS CAMPAIGN MARKERS PURCHASED	CENTRAL POWERS CAMPAIGN MARKERS AVAILABLE	RUSSIAN EMPIRE TRANSIT Connects to Black Sea and Caspian Sea	OTTOMAN EMPIRE TRANSIT Connects to Black Sea and Sea of Marmara

Phase Track	Turn Record Track
Initiative Determination	Turn 1 Summer 1914
Activation of Neutrals	Turn 2 Winter 1914
First Impulse	Turn 3 Summer 1915
Second Impulse	Turn 4 Winter 1915
Third Impulse	Turn 5 Summer 1916
Strategic Warfare Phase	Turn 6 Winter 1916
Mobilization Phase	Turn 7 Summer 1917
Turn Record Phase	Turn 8 Winter 1917
	Turn 9 Summer 1918
	Turn 10 Winter 1918
	Turn 11 Summer 1919

**FRENCH EMPIRE IMPERIAL RESOURCES**

**FRENCH EMPIRE TRANSIT**  
Connects to rail lines leading from eastern France.  
Connects to North Sea and Mediterranean

**BRITISH EMPIRE IMPERIAL RESOURCES**

**BRITISH EMPIRE TRANSIT**  
No rail connections to map.  
Connects to North Sea, Mediterranean, Red Sea, Persian Gulf

**USA NATIONAL RESOURCES**

**USA TRANSIT**  
No rail connections to map.  
Connects to North Sea and Mediterranean

ALLIED CAMPAIGN MARKERS AVAILABLE	ALLIED CAMPAIGN MARKERS PURCHASED	ALLIED CAMPAIGN MARKERS IN EFFECT	BLOCKADE IN EFFECT Germany Austria-Hungary Add to mobilization totals if blockade not in effect
WESTERN FRONT ACTIVATED	EASTERN FRONT ACTIVATED	MIDDLE EAST FRONT ACTIVATED	
ALLIED UNITS PERMANENTLY ELIMINATED	ALLIED COUNTRIES SURRENDERED (Place Map Marker Here)		

# Front lines for Scenario IV: Battle for Europe

Gray tint indicates Central Powers control.

9	10	19	20	29	30	39	40	49	50	59	60	72
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1	2	11	12	21	22	31	32	41	42	51	52	61	62	63	64	65	73	74	75	76	77	78	81	82	83	84	85	86	87	88	89	90
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**WORLD WAR I**

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Map Graphics: Joe Toust  
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## MOBILIZATION COSTS

<b>Campaign Markers</b>	<b>Allies</b>	<b>Central Powers</b>
Stoss Armies	-	3 (1916+)
Tank Armies	5 (1917+)	-
Tactical Advantage	2	2
Strategic Advantage	2	2
Naval	5	10
Blockade	10	-
Unrestricted Submarine Warfare	-	3 (1915+)
National Will	See 12.3	See 12.3
Plan	1 MP for the first in a turn, 2 MP for the second, 3 MP for the third, and so on.	
<b>Units</b>	<b>Cost</b>	<b>Notes</b>
Active Army	5	
Reserve Army	3	
Assault Army	5	Stoss marker played. Replace one Active Army.
Tank Army	7	Tank Armies marker played.
GE Panzer Corps	5	1919 and Tank Armies markers played.
Expeditionary Corps	3	
Alpine Corps	2	
BR Desert Mounted Corps or Italian Arditi	4	
Rebuild Fortification	2	Cost per level; must rebuild all levels.
<b>Construction</b>	<b>Cost</b>	<b>Notes</b>
Port	1	On friendly occupied coastal hex in eligible sea area.
Depot	1	Friendly occupied hex with LOC.
Insurgent	0	Via Strategic Attack.
Sinai or Mesopotamian		
Railroad	1	Cost per hex. Allies only.
Anatolia Railroad	5	Total cost. Central Powers only.

## MP TRANSFERS

<b>FROM</b>	<b>TO</b>
<b>BR &amp; US</b>	All other Allied powers but not to each other.
<b>FR</b>	All other Allied powers except British Empire and USA.
<b>RU &amp; IT</b>	All other Allied powers except British Empire, USA, France, and each other.
<b>GE</b>	All other Central Powers.

## MP RECEIPTS

- 5 MP per friendly-controlled home country mobilization hex.
- 5 MP per friendly-occupied resource hex connected by LOC to a home country mobilization hex.
- 1 MP per friendly-occupied objective hex in an enemy country (no LOC needed).

## UNIT STATUS

	<b>Mobile</b>	<b>Entrenched</b>
Move	Yes	No
ZOC	No	Yes
Combat	Normal	May absorb 1 LP by disentrenching
Retreat	Normal	Only after disentrenching
Advance	Yes	No

## Weather Effects

	<b>Movement Allowance</b>	<b>Defense Bonus</b>
Summer	5	0
Winter	4	+2

## MP MODIFIERS BY TURN

		1914		1915		1916		1917		1918		1919	
	Start	1	2	3	4	5	6	7	8	9	10	11	12
<b>BE</b>	4	0	0	0	0	0	0	0	0	0	-5	-5	-5
<b>BR</b>	4	0	0	0	+5	+5	+5	+5	-5	-5	-10	-10	-10
<b>FR</b>	20	0	0	0	0	0	-5	-5	-10	-10	-15	-15	-15
<b>RU</b>	30	+15	+15	+15	0	0	-5	-5	-15	-15	-20	-20	-20
<b>SE</b>	6	0	0	0	0	0	0	0	0	0	-5	-5	-5
<b>BU</b>	4	0	0	0	0	0	0	-5	-5	-5	-5	-5	-5
<b>GR</b>	0	0	0	0	0	0	0	-5	-5	-5	-5	-5	-5
<b>IT</b>	15	0	0	0	0	0	0	0	-5	-5	-10	-10	-10
<b>OT</b>	6	0	0	0	0	0	0	0	-5	-5	-10	-10	-10
<b>RO</b>	4	0	0	0	0	0	0	0	0	0	-5	-5	-5
<b>US</b>	20	0	0	0	0	0	0	0	0	0	0	0	-5
<b>GE</b>	30	+5	+5	+5	0	0	-15	-15	-20	-20	-25	-25	-25
<b>AH</b>	20	+5	+5	+5	+5	0	-5	-5	-10	-10	-15	-15	-25



## 13.0 NEUTRALS

### 13.1 Neutral Powers

Neutral powers are identified in the scenario instructions. Some neutrals may be activated diplomatically to join either the Allies or the Central Powers (13.4), while others remain neutral until invaded (13.5). Once activated, a power remains in the war on the same side for the remainder of the game.

**A) Permanent Neutrals:** Switzerland is a permanent neutral. Neither side may enter its territory.

**B) Non-Belligerent Neutrals:** Luxembourg, Albania, and Persia may become involved in the war but have no units.

### 13.2 Effects of Neutrality

Belligerent units may not move or attack into neutral territory for any reason. Neutral units are placed on the map at the beginning of a scenario, but may not move, attack, or exert ZOC until activated. Neutral mobilization and resource hexes provide no MP to the neutral or any other power.

### 13.3 Effects of Activation

The instant a neutral becomes a belligerent, its units and territory come under the control of the gaining player. Its units gain ZOC and function normally thereafter. Certain neutrals gain MP immediately, and all neutrals acquire MP normally thereafter.

### 13.4 Activating Neutrals by Diplomacy

Each player may attempt to activate one and only one neutral power eligible for entry on that side during each Diplomatic Activation Phase; each player may make one attempt per turn throughout the game. Italy, Romania, and Greece may be activated by either player. Conduct the following steps for each activation attempt.

- 1) State the power for which the attempt will be made.
- 2) Roll one die; apply any applicable modifiers listed below the Diplomatic Activation Table.
- 3) Cross index the modified die roll with the name of the power declared. If the die roll is equal to, or greater than the number listed, then it is activated as a friendly belligerent. Otherwise, it remains a neutral.

### 13.5 Invading Neutrals

A belligerent power can invade a neutral. Declare the invasion at the start of any friendly impulse. The neutral instantly becomes a belligerent on the side opposing the invader. The opposing player also receives victory points for violating neutrality (3.4).

### 13.6 Greek Activation by Invasion

Greek politics in the Great War were conflicted to say the least, with factions favoring entry on both sides.

- If Greece enters the war through diplomacy (by either side), it enters normally per 13.3.

- If Greece is invaded by the Allies, its armies are removed from play and never reenter the game.
- If invaded by the Central Powers, Greece joins the Allies, but if Allied units subsequently enter Greece all Greek armies are removed from play and may not re-enter the game.

### 13.7 United States Activation

The United States entered World War I with great enthusiasm but a small active army. Upon US activation:

- The Allies immediately receive one national will marker at no cost. It must be a previously expended marker.
- The US may not build any armies on the turn it becomes a belligerent. Additionally, the US is limited as follows:
  - A) One army on the second turn of belligerency.
  - B) Two (or one army and one corps, to include rebuilding eliminated units) on the third.
  - C) It may not build a tank army before turn nine.
  - D) Units may be built normally thereafter.

## 14.0 NAVAL TRANSPORT

### 14.1 Naval Transport Eligibility

Both players can move one expeditionary unit per friendly impulse. The Allied player also may move one British, one French, and/or US unit of any type by sea per Allied impulse.

### 14.2 Naval Transport Procedure

The moving unit begins the movement on a coastal port or port hex (a coastal city is a port only if it has the port symbol). Pick it up and move it to any other coastal port or port hex.

- The unit must start or end its move, or both, in a port.
- Transit areas with a port symbol may be used as a port.
- The unit may move only through seas allowed for its power (14.5).
- Sea movement costs a unit all its movement points.
- Sea movement may not be combined with other types of movement in the same impulse.

### 14.3 Landing

The landing hex must be a port or coastal port hex bordering a sea open to the owning power. The unit may not land in a hex containing an enemy unit or intact fortification unless making an amphibious assault. It may land in an EZOC and may land in an eligible transit area.

**Amphibious Assault:** An expeditionary unit may attack an enemy unit from an all-sea hex.

- At the end of its sea move, place the unit on an all-sea hex adjacent to a coastal port, coastal hex or port hex containing an enemy unit.
- Resolve the combat during the combat portion of the impulse.
- If the defender's hex is cleared, the unit advances into it.
- If the attack fails to clear the hex, the amphibious unit is eliminated.
- The assaulting unit is considered in supply and may expend MP to satisfy loss points.



#### 14.4 Allied Sea Supply

Each Allied controlled port can provide supply to two Allied land units which could otherwise move by sea if British, French, or US units could use naval movement in that sea.

#### 14.5 Seas & Sea Control

The following seas may be used by the powers indicated.

**A) Adriatic Sea:** Austria-Hungary if Italy is neutral, surrendered, or is a Central Power. Italy if a Central Power. Britain, France, Italy (if an ally), and the US if Austria-Hungary has surrendered.

**B) Baltic Sea:** Germany

**C) Black Sea (including movement between the Eastern and Middle East fronts):** Russia may use naval movement until it surrenders. After Russia surrenders, Germany, Austria-Hungary, and Ottoman Empire.

**D) Caspian Sea:** British and Russian expeditionary units only; must start on a Caspian coastal port or port hex.

**E) Mediterranean Sea (includes the Tyrrhenian and Aegean Seas):** Britain, France and the US. Italy if an Allied belligerent.

**F) North Sea (includes the English Channel):** Britain, France, and the US

**G) Red Sea and Persian Gulf (consisting only of the ports of Basrah (hex 1347) and Abadan (hex 1747)):** Britain, France and the US.

**H) Sea of Marmara.** All Central Powers if they control both Gallipoli and Constantinople. Britain, France, the US, and Russia if the Allies control both hexes.

### 15.0 TRANSIT AREAS

#### 15.1 Transit Area Characteristics

Each Transit Area is connected to the European map and/or the Middle East map by railroads, and/or is a port connected to one or more seas. Units may move into and out of friendly Transit Areas using rail and/or sea movement (15.2) and may trace supply through/from the area (15.3).

#### 15.2 Movement To & From Transit Areas

Units pay normal movement costs to enter a Transit Area. They must cease movement when they enter a Transit Area. They pay normal movement points to exit (that is, they can leave a Transit Area and continue moving). A unit may not both enter and exit a Transit Area in the same turn.

**Important:** Transit Areas connect to the hex grid only via rail lines and ports. Units cannot use normal movement to enter or exit a Transit Area.

#### 15.3 Transit Area & Other Operations

Newly mobilized units may be deployed in the owning power's area. A unit may stay in a Transit Area indefinitely. It may not attack or be

attacked. LOC may be traced into, out of, and through the area by railroad if the hex(s) connected to the area are in friendly control. An area with a mobilization symbol is a supply source. For LOC length purposes treat it as being one hex off the map.

#### 15.4 Specific Transit Areas

**A) British Empire Transit Area:** Only British, French and US units may enter the area. It is a port and can be entered/exited only via naval movement. It is connected to the North, Mediterranean, and Red Seas, and the Persian Gulf.

**B) French Transit Area:** Only French, British, and US units may enter the area. It is adjacent to all west map edge hexes in France for rail movement. It is a port, connected to the North and Mediterranean Seas.

**C) Ottoman Empire Transit Area:** Only Ottoman, German, and Austro-Hungarian units may enter the area. It represents Anatolia and is adjacent to all Ottoman hexes 2335 to 3034 on the European map and hexes 1136 to 2437 on the Middle East map.

**D) Russian Transit Area:** Only Russian Empire (not Russian Nationalist) units may enter the area. It is adjacent to all east map edge hexes in Russia on the European map and hexes 3136 to 3142 on the Middle East map.

**E) US Transit Area:** Only US units may enter the area. It is a port and can be entered/exited only via naval movement. It is connected to the North and Mediterranean Seas.

### 16.0 SPECIAL UNITS

#### 16.1 Special Units

The units listed in this section operate as regular units except as modified in this section. Some require a campaign marker to be in effect before they can be built. Others can be built without markers.

**Important:** A unit with an asterisk next to the unit size designator cannot be rebuilt after being eliminated; they are out of the game for good.

#### 16.2 Reserve Armies

If attacking alone or only with other reserve armies, the attacker loss points are doubled.

#### 16.3 Assault Units

All assault units may employ assault tactics (17.0). Each eligible power may build only one assault unit per turn.

**A) Assault Armies:** Can be built by either side only after the Central Powers player has played the *Stoss* campaign marker. During a Mobilization Phase, a player designates an active army on the map;

- The active army cannot be adjacent to an enemy unit and must have an LOC.
- Expend five MP and replace the active army with the assault army. The replaced army may be rebuilt.

**Exception:** The Italian Arditi shock corps costs 4 MP. The unit is placed like a new unit; no active army is replaced.

**B) Tank Armies:** Can be built by either side only after the Allied player has played the tank army campaign marker. The units are mobilized normally during the Mobilization Phase. Tank armies cannot entrench.

**Exception:** Germany's *Panzer* (Tank) Army is an optional unit; it may not be built before turn 10 (Winter 1918).

**C) Russia's Brusilov Army:** May be built after either the Allied Tank or Central Powers *Stoss* marker is played.

**D) Italy's Arditi Corps:** May be built after either the Allied Tank or Central Powers *Stoss* marker is played.

**E) Ottoman Empire's Yildirim Corps:** May be built after the Central Powers *Stoss* marker has been played.

#### 16.4 Alpine Corps

Alpine Corps pay one movement point to enter rough terrain. A defender in rough terrain gets no terrain bonus when attacked by an Alpine unit.

#### 16.5 Expeditionary Corps

These units may conduct amphibious operations (14.3).

- They may draw supply and MPs through any friendly supply source (of any friendly power), to include any friendly Mobilization Center or Transit Area.
- Expeditionary units can also trace a LOC to any friendly controlled port in a sea in which it could otherwise use naval movement. The port does not have to trace a further LOC (5.2).
- An expeditionary corps landing on a coastal hex is in supply for the entire impulse.

#### 16.6 British Desert Mounted Corps

The unit may enter only the Middle East map. It pays only one movement point to enter a desert hex. It is not an assault unit but may advance after combat like an assault unit (17.3).

#### 16.7 Ottoman Army of Islam

This unit may be mobilized only if Russia has surrendered. It may be deployed only on the Middle East map.

#### 16.8 Russian National Armies

The Central Powers and Allies each have one Russian National Army unit. They may be built only after Russia has surrendered if the building player controls at least one mobilization or resource hex in Russia.

- Expend the necessary MP from any friendly major power.
- Deploy the army in or adjacent to a friendly controlled Russian mobilization or resource hex.
- A National unit is treated as a friendly reserve army.
- It may never leave Russia nor enter the Russian transit area.
- It may use MP of a friendly power to satisfy combat losses.
- It may be rebuilt if destroyed.

**Note:** See optional rule 19.0 regarding MP transfer to Russian National Armies.

#### 16.9 BEF

If the BEF is on the map, the BEF may be the only British unit on the western front, and the British First through Fifth Armies may not be built. If the BEF is eliminated, both restrictions are lifted. While the BEF is still on the map, the Allied player may replace it with the British First Army during any Allied impulse; treat the BEF as eliminated at that time.

### 17.0 ASSAULT TACTICS

#### 17.1 Declaring Assaults

Tank armies and unentrenched assault armies may employ assault tactics. The owning player must declare the tactic is being used for a specific attack before the die is rolled. Only one assault unit is needed to use the tactic; non-assault units may cooperate in the attack.

#### 17.2 Assault Combat Losses

In an assault attack, defender losses must be inflicted in this order:

- 1) Mandatory elimination results (9.3).
- 2) Voluntary elimination.
- 3) Mandatory dis-entrenching/one hex retreat (17.2B).
- 4) Remaining losses as either an MP deduction or voluntary retreat.

**A) Attacker Losses.** In an assault attack involving more than one Power's units, all attacker losses must come from Powers whose units had assault capability.

**Important:** If a unit is lost to satisfy all losses, it must be assault-capable.

**B) Mandatory Retreat:** If the defender's result is two or more, the defender must retreat. If the defender was entrenched, dis-entrenching does satisfy one loss point, but the second point must be a retreat. Any losses over two are assigned by the defender normally (9.3).

**C) Fortifications:** If the defending hex contains a fortification and a unit, the unit is affected as above. If there is only a defending fortification, the fortification is destroyed on a result of "1" or more.

#### 17.3 Advance after Assault

Assault units can ignore EZOC throughout the advance, not just into the first hex of the advance. Friendly units adjacent to an assault unit and not involved in any attack that combat phase may advance into a hex vacated by an advancing assault unit (one hex maximum).

### 18.0 COLLAPSE & SURRENDER

#### 18.1 Collapse

Collapse is the first step toward the surrender of a belligerent. Check a power for collapse during a Strategic Warfare Phase (18.6) if any two of the following conditions are met.

- 1) The power's MP have been reduced to zero.
- 2) It has any units permanently eliminated.
- 3) Its capital is occupied.

4) At least half its on-map mobilization, resource, and/or objective hexes are enemy-occupied.

**Important:** Objective hexes refer to hexes within a power's 1914 borders.

**Example:** German control of Riga would count against the Russians for determining collapse.

**Exceptions:** Albania, Luxembourg, Montenegro, the Netherlands and Persia, plus the Allied and Central Powers Russian National (RN) armies, are not affected by collapse or surrender. They have no MP and can gain none during a game (which makes any armies they have fragile).

**Russian Collapse Exception:** Because Russia's capital is not on the map, and the Caucasus is of relatively limited importance to the empire, roll for Russian collapse after the Central Powers control any three Russian mobilization, objective, and/or resource hexes on the European map.

### 18.2 Collapse Effects

If a power collapses, reduce its MP to zero (if not already at zero). No more MP may be mobilized, but it may receive MP from another power (19.0). Flip the MP marker to its collapsed side as a mnemonic. The power cannot recover; once collapsed, it stays collapsed until the game ends or it surrenders.

### 18.3 Surrender

Make a surrender check (18.6) during each Strategic Warfare Phase for each collapsed power if any two of the conditions listed in 18.1 are met, but not if the power has received MP from a friendly power.

**Exception:** The British Empire and the US may collapse but never surrender.

**A) Staving Off Surrender:** A collapsed power may, if eligible, receive MP from a friendly power (19.0). If the collapsed power has at least one transferred MP on its track, it does not make a surrender check.

*Designer's Note: Transferring MP will keep an otherwise collapsed power in the game. The Allies historically did this for Belgium and Serbia and would have done it for Russia if they had broken through at Gallipoli.*

**B) Russian Surrender Conditions:** Central Powers control any three Russian mobilization, objective, and/or resource hexes on the European map satisfies condition 3 in 18.1 for purposes of Russian surrender checks.

### 18.4 Surrender Effects

If a power surrenders, remove all its units from the map. Place destroyed markers on all its fortifications.

- It may not utilize MP; any accumulated MP are lost.
- Its cities are no longer friendly to either side unless occupied by a belligerent unit.
- Its mobilization, resource, and/or objective hexes may provide MP to another power (18.5).

- If player's wish, Russia's surrender triggers a civil war (20.0).

### 18.5 Garrisons in Surrendered Powers

A surrendered power's mobilization, resource, and/or objective hex provides the number of MP listed below if the hex is occupied by any belligerent unit. A garrisoned resource hex must have an LOC to a mobilization hex in the garrison unit's home country (by rail and/or sea). The occupying power receives the following MP.

**Mobilization hex:** 1

**Resource hex:** 6

**Objective hex:** 2

### 18.6 Collapse & Surrender Check Procedure

**A)** Determine the power's collapse or surrender threshold by totaling the below factors:

- +2: If the capital is enemy controlled.
- +1: For each enemy occupied mobilization, resource and objective hex.
- +1: For each permanently eliminated combat unit.
- +1: If checking Russia, Austria-Hungary, or the Ottoman Empire.
- +1: If it is 1919.

**B)** Roll one die. The power collapses or surrenders if the die roll is less than the threshold, otherwise it keeps fighting.

**Example:** It is the Strategic Warfare Phase of turn nine. France has zero MP showing on the track. It has units that have been permanently eliminated. France now meets the requirement for a collapse check (18.1). The player refers to 18.5 and totals the conditions that will give France its collapse threshold. Both Lille (mobilization center) and Verdun (objective) are occupied by German units. There are two French units in the Permanently Eliminated Box. France's threshold would be four (one for Lille, one for Verdun and one for each eliminated unit). The Allied player would need to roll a four, five, or six to avoid suffering collapse.

## OPTIONAL RULES

Players may use any one or all the following rules in any combination. Each adds detail to the game at the expense of additional complication.

### 19.0 TRANSFERRING MP

During the Mobilization Phase, certain powers may transfer MP to their allies. The MP Transfers Chart lists the powers that can transfer MP. The transfer is made at the end of the phase, so transferred MP cannot be used to build new units until the following turn. An LOC (land and/or sea) must exist from any city in the receiving power to any mobilization hex in the lending power.

**Important:** Allied MP transfers to Russia may be made only if the Allies control both Gallipoli and Constantinople.



## 20.0 RUSSIAN CIVIL WAR

The Russian Civil War begins on the first turn after Russia surrenders. Place the Russian Civil War marker on the map space to indicate this. For the remainder of the game, during each Strategic Warfare Phase, the initiative player rolls one die and applies the indicated results from the Russian Civil War Table.

**Die Roll Modifiers:** Prior to rolling, each player, initiative player first, may commit one strategic advantage marker to shift the die roll, declaring whether the roll shall be increased or decreased by one.

## 21.0 HIGH DENSITY RAILROADS

France, Luxembourg, Belgium, Netherlands, and Germany had dense rail networks; the area is indicated on the map with a gold border (Terrain Key). Units and resource hexes of the owning power can trace a LOC through any of those hexes as if they contained railroads.

**Example:** German units could trace LOC through German hexes, but Austro-Hungarian units could not, even though they are on the same side.

## 22.0 ADVANCED LOC

In place of the fixed three-hex LOC (5.2), each unit must trace an LOC in movement points. Terrain effects apply. The maximum length of the LOC is equal to each unit's printed attack strength. Corps-sized units Double their attack factor for purposes of tracing LOC.

## 23.0 DEPOTS

### 23.1 Depot Characteristics

Depots may be built using the construction procedure (26.0).

- Depots do not count toward the stacking limit of a hex, but only one may be placed in a hex.
- Once placed, a depot remains on the map until an enemy unit enters the hex (for any reason) or a surrender takes place.
- All depots friendly to a surrendering power within the borders of that power are removed after surrender.
- Depots occupied by a unit belonging to a surrendering power are removed along with the unit.
- Depot markers may be reused any number of times.

### 23.2 Tracing LOC to a Depot

A unit can trace an LOC to a friendly depot on the same front if the depot in turn can an LOC of up to three hexes (22.0 does not apply to depots) or via rail or sea to a supply source. The depot may trace its LOC across a front boundary.

### 23.3 Depots & Other Operations

Friendly units may move freely into and through hexes containing friendly depots. Depots have no ZOC and may be entered freely by enemy units if not occupied or in an intact fortification. Depots do not affect and are not affected by combat unless an enemy unit retreats or advances into the depot's hex.

## 24.0 INFILTRATION

### 24.1 Declaring an Infiltration Attack

An infiltration attack may be made against a hex containing no enemy units or fortifications; it may contain EZOC. The attacking unit cannot conduct any other combat in that phase, and no more than one unit can declare an infiltration attack against a single hex. The attacking unit must be in supply.

### 24.2 Infiltration Combat

The combat differential is calculated normally, using the hex's terrain modifier as the defense strength. Ignore any attacker loss. If the defender's loss is two or more the attacking unit may advance into the hex.

**Exception:** Assault-qualified units (*Stoss*, tank, Alpine, and the DMC) advance on a result of one or higher.

## 25.0 NO MAN'S LAND

The massive offensives of World War I created devastated zones. When an attack inflicts defender losses of four or more, place a No Man's Land marker in the hex. The marker does not count toward stacking. Once placed, it remains there for the rest of the game (players may create additional markers if needed). No more than one marker may be placed in a hex (ignore future combats for that purpose). The marker increases the movement point cost to enter the hex for units (and LOC if 22.0 is used). If a concentric attack doubles defender loss, count the doubled value for determining if a No Man's Land marker is placed.

## 26.0 CONSTRUCTION

### 26.1 Facilities Construction

Players may build depots, railroads, and/or ports. Construction is done during the Mobilization Phase by expending the necessary MP. The constructed facility marker is deployed onto the map as detailed in this section. Markers do not count toward stacking.

### 26.2 Constructing Depots

A depot may be placed on any friendly-occupied hex with an LOC. Use a depot in the appropriate colors; players are free to make additional markers if needed.

### 26.3 Anatolia Railroad

The Central Powers player may build the Anatolia Railroad on any Mobilization Phase if the Ottoman Empire is a belligerent.

- Expend five MP (German or Ottoman in any combination) and place the Anatolia Railroad marker in the Anatolia Transit Area.
- It remains in effect for the remainder of the game and cannot be destroyed.
- Prior to placement, a maximum of two units may move into the Ottoman transit area per impulse, and a maximum of two may move out of the area per impulse.
- After construction, there is no limit on the number of units moving in and/or out.

### 26.4 Sinai & Mesopotamian Railroads

The uncompleted railroads in the Sinai (from 0334 to 0536) and Mesopotamia (1347 to 1745) have no effect on play. The Allied player may build either or both during a Mobilization Phase.

- The Sinai RR must be built from 0334 toward 0536, and the Mesopotamian from 1347 toward 1745.
- Expend the required MP during a Mobilization Phase and place the appropriate railhead marker on the furthest Allied-controlled hex connected by contiguous Allied-controlled rail hexes to the starting point.
- All hexes from the starting point to the railhead become railroad hexes. The railhead may be moved forward on subsequent turns as the Allied gain control of the hexes.
- Once on the terminal hex (0536 or 1745), the constructed railroad connects to the Ottoman rail net.
- Once built, the railheads may not be destroyed. Both sides may use the railroad normally.

### 26.5 Port Construction

A port marker may be built on any friendly-occupied non-port coastal hex bordering a sea open to the building unit's sea movement and having an LOC.

- Expend the required MP during a Mobilization Phase and place a port marker on the hex. It thereafter is treated as a printed port in all respects.
- It cannot be eliminated and may be used by either side when controlled by it.
- A player may remove a port at the end of any Mobilization Phase.

## 27.0 INSURGENTS

Insurgents represent partisans and local forces that, while not large enough to be considered armies on the scale of the game, still had impact on the Great War.

### 27.1 Deploying Insurgents

Insurgents may be placed by scenario instructions or strategic attack. The controlling player may deploy a friendly insurgent on any hex listed below unless the hex is occupied by another insurgent, or by an enemy unit, fortification, or ZOC. Insurgents remain in the map until eliminated; they are not affected by collapse or surrender.

**A)** Anywhere on the Middle East map, but not in a desert hex unless the hex has a railroad.

**B)** In Serbia, Montenegro, or Albania.

**C)** In Russia after its surrender.

### 27.2 Insurgent Effects

**A) On Friendly Movement & Stacking:** Insurgent units may not move and do not count toward stacking limits. Friendly units may freely move into and through insurgents.

**B) On Enemy Operations:** Insurgents turn the occupied hex into a friendly ZOC for purposes of enemy movement, retreat, advance, and LOC tracing. Enemy units must stop after entering the hex.

**Important:** Units cannot retreat into an enemy insurgent occupied hex.

**C) On Hex Control:** Insurgents do not provide control of hexes for purposes of mobilization, resources, or victory.

### 27.3 Eliminating Insurgents

An insurgent is eliminated by an enemy unit occupying its hex during an enemy impulse on an activated front. The enemy unit cannot attack out of the hex, but the insurgent is eliminated at the end of the impulse. No combat resolution is required.

## 28.0 SCENARIOS

### 28.1 Scenario I: The Great War

#### 1) Game Length

**Start:** Turn One

**End:** Turn Ten (Exception 18.0)

#### 2) Central Powers Set Up

**Belligerents:** Germany, Austria-Hungary.

**Units:** Deploy as indicated on the Scenario I Setup Chart on center pullout (back of 1917 scenario map) in the box. All units deploy in mobile status. No units are permanently eliminated. All other units are available for mobilization.

**Mobilization Points:** See MP Modifiers by Turn Chart.

**Campaign Markers:** 4 x Plan, 1 x Naval, 3 x National Will

#### 3) Allied Set Up

**Belligerents:** Britain, France, Russia, Serbia, Montenegro.

**Units:** Deploy as indicated in the box. All units deploy in mobile status. No units are permanently eliminated. All other units are available for mobilization.

**Mobilization Points:** See MP Modifiers by Turn Chart.

**Campaign Markers:** Blockade, 4 x Plan, 1 x Naval, 3 x National Will

**Control:** The Allied Blockade marker is in effect at the beginning of the game. The Allies control Egypt, including the Suez Canal.

#### 4) Neutrals Set Up

Set all MP to zero. Deploy as indicated in the box. All units deploy in mobile status. No units are permanently eliminated. All other units are available for mobilization.

#### 5) Special Rules

The following rules reflect the consequences of pre-war plans.

**Important:** Unless otherwise stated, all special rules apply turn one only

## SCENARIO I SET UP

Place each unit identified on the indicated hex or box.

<b>Austria-Hungary (AH)</b>	<b>Germany (GE)</b>	<b>Ottoman Empire (OT)</b>
1 - 2415	1 - 0904	1 - 2632
2 - 2122 (Plan B)	2 - 0905	2 - 2733
2 - 2917 (Plan R)	3 - 0806	3 - 2238
3 - 2816	4 - 0807	4 - 2242
4 - 2615	5 - 0707	5 - 1038
5 - 1721	6 - 0709	6 - 1942
6 - 1523	7 - 0610	
7 - 1117	8 - 2907	<b>Romania (RO)</b>
	9 - 1807	1 - 2524
<b>Belgium (BL)</b>	Nord - 1302 or 1502	2 - 2921
Army - 0604		3 - 2825
	<b>Greece (GR)</b>	4 - 2627
<b>Britain (BR)</b>	Epirus - 1835	
BEF - 0302	Thessaly - 1931	<b>Russia (RU)</b>
Egypt - 0134		1 - 3108
	<b>Italy (IT)</b>	2 - 3011
<b>Bulgaria (BU)</b>	1 - 0716	3 - 3116
1 - 2127	2 - 1017	4 - 2711
2 - 2029	3 - 1116	5 - 3015
3 - 2430	4 - 0817	8 - 3118
		9 - Russian Transit
<b>France (FR)</b>	<b>Montenegro (MN)</b>	First Cauc - 2439
1 - 0509	Alpine Corps - 1525	Caucasus Mtn Corps
2 - 0508		- 2540
3 - 0507	<b>Netherlands (NL)</b>	
4 - 0607	Army - 0903	<b>Serbia (SE)</b>
5 - 0506		1 - 1724
9 - French Transit		2 - 1923
A-L - 0410		3 - 1925

### A) Initiative:

- The Central Powers have the initiative.
- Skip the Initiative Determination and Diplomatic Activation Phases on turn one.

### B) Neutrals:

- Germany has violated Luxembourg's neutrality. German units may move and attack into Luxembourg.
- Germany may violate Belgian and/or Netherlands neutrality.
- If any power violates any other neutral, the violating power loses 50 percent of its MP (calculated at the end of the first impulse; round fractions up).

**C) Unit Status:** No unit may entrench (**Exception: See French Special Rules below**).

### D) Austria-Hungary:

- The Austro-Hungarian Second Army may be deployed in either of the indicated deployment hexes. It cannot move in the first impulse.
- All AH units can only attack Serbian and Montenegrin units, or Russian units, but not both.

### E) Belgium:

- If Belgium becomes a belligerent, its army may not leave Belgium during the Movement Phase.
- It may retreat or advance out of Belgium.
- Once out it functions normally.

### F) British Empire:

- No British unit may move or attack into a hex in France on or south of the xx05 hex row on turn one.
- If the BEF suffers more than 3 loss points in a given combat, attack or defense, it must be eliminated. The loss cannot be satisfied by retreating or expending MP.

### G) France:

- On the first impulse only, First, Second, Third, Fourth, and A-L Armies may not move or attack into any hex other than hexes inside Germany.
- French units may entrench beginning turn one, second impulse.
- If any French unit occupies a German resource, mobilization, or objective hex during the first impulse, the French MP index is increased by "5" (a maximum of 5, not 5 per hex).

### H) Germany:

- German units on the West Front may move and attack only into hexes in Germany, France, Belgium and the Netherlands (the latter two requiring neutrality violations).
- Attacks on Belgian fortifications during the first impulse (only) yield mandatory elimination on any result of "1" or more.

### I) Russia:

- Russian units must make at least two attacks against hexes containing German or Austro-Hungarian units or fortifications (in any combination).

## 28.2 Scenario II: Home Before the Leaves Fall

Use all set up and special rules for Scenario I. The game ends at the end of turn two. In addition to the standard victory conditions, each player receives VP equal to the attack factor(s) of permanently eliminated enemy units.

## 28.3 Scenario III: Free Deployment

Use the set up for Scenario I except as modified by the following instructions.

### 1) Belligerent Unit Set Up:

All belligerent units are set up anywhere within their own countries with the following exceptions.

**British Empire:** The BEF must be set up on any port in France, or in either the French or British Empire transit area.

**Historical Setup:** The below units must be set up using the historical deployment (Scenario One).

**French Ninth Army**  
**Russian Ninth Army**  
**German Ninth Army**



**2) Belligerent Set Up Sequence:** Units are set up in the order given below.

- A) All neutrals using historical deployment.
- B) Allies set up Allied minor powers.
- C) Allies set up one major power.
- D) Central Powers set up one major power.
- E) Continue alternating C & D until all major powers are deployed.

**3) Special rules:** None.

#### **28.4 Scenario IV: Battle for Europe**

##### **1) Game Length**

**Start:** Turn Seven

**End:** Turn Ten (Exception 18.0)

##### **2) Central Powers Set Up**

**A) Units deployed on map:** Units are deployed as listed below. Use the 1917 Scenario map to determine control and front lines. Units may be mobile or entrenched. No units are permanently destroyed. All others are available for mobilization.

###### **AUSTRIA-HUNGARY:**

**Adjacent to the front line with Italy:** Fifth, Tenth, Eleventh and Alpine Corps

**Adjacent to the front line with Russia, and on or south of xx12 hex row:** First, Second, Third, Fourth and Seventh.

**Albania or Serbia, north of the front line:** Sixth

###### **BULGARIA:**

**Serbia or Greece, north of the front line:** First and Second

**Romania, west of the front line:** Third

**Bulgaria:** Fourth

###### **GERMANY:**

**Belgium and France, east of the front line:** First, Second, Third, Fourth, Fifth, Sixth and Seventh

**Adjacent to front line with France:** A, B and C Reserve Armies

**Russia, west of the front line:** Eighth, Tenth and Bug

**Austria-Hungary, west of the East Front line:** Sud

**Romania, west of the front:** Ninth

**Serbia, north of the front line:** Eleventh

**Ottoman Empire, adjacent to Jerusalem:** AK Expeditionary Corps

**On any German mobilization hex:** I Stoss

**In hex 1302 or hex 1502:** Nord

###### **OTTOMAN EMPIRE:**

**Constantinople:** First

**Gallipoli:** Fifth

**Middle East front, adjacent to the front line with Russia:** Second and Third

**Gaza:** Fourth

**On the railroad two hexes north of Baghdad:** Sixth

**Persia, within four hexes of Mosul:** Turan Expeditionary Corps

##### **B) Mobilization Points:**

**Austria-Hungary:** 10

**Bulgaria:** 1

**Germany:** 18

**Greece:** 0

**Ottoman Empire:** 5

**C) Campaign Markers:** 3 x Plan, 2 x Tactical, 1 x Naval, 2 x National Will. Stoss Armies and Unrestricted Submarine Warfare are in effect.

**D) Depots:** Must be placed on Central Powers side of front line:

**Belgium:** 1

**Russia:** 2

**Serbia or Bulgaria:** 1

**Middle East:** 1

**E) Insurgents:** One in Persia in any hex not containing an Allied unit or ZOC.

**F) Railroads:** Anatolia Railroad has been built.

**G) Forts Destroyed:** Erzerum (2238)

##### **3) Allied Set Up**

**A) Deployed on Map:** Units are deployed as listed below. Use the 1917 Scenario map to determine control and front lines. Units may be mobile or entrenched. No units are permanently destroyed. All others are available for mobilization.

###### **BELGIUM:**

**Belgium, west of the front line:** Army

###### **BRITISH EMPIRE:**

**France, west of the front line and on or north of the xx05 hex row:** Second, Third, Fourth and Fifth

**Egypt, adjacent to Gaza:** Egypt

**Mesopotamia, in Baghdad:** Mesopotamia

**Persia, in Abadan:** Persian Expeditionary Corps.

###### **FRANCE:**

**France, west of the front line and on or south of xx06 hex row:** First, Second, Third, Fourth, Fifth, Sixth, Seventh, Eighth and Tenth

**Greece, south of the front line:** Orient

###### **ITALY:**

**Italy, south and west of the front line:** First, Second, Third, Fourth, Sixth and Carnic Alpine Corps.

**Albania, south of the front line:** Expeditionary Corps.

###### **MONTENEGRO:** None.

###### **ROMANIA:**

**Romania, east of the front line:** Second

###### **RUSSIA:**

**Russia and Romania, east of the front line:** First, Third, Fourth, Fifth, Sixth, Seventh, Eighth, Ninth, Tenth, Eleventh, Twelfth, Danube and Guards Special

**Ottoman Empire, north of the front line:** First Cauc Army, Second Cauc Army and Cauc Alpine Corps

**Persia, adjacent to the Russian border:** Persia Expeditionary Corps

**SERBIA:**

**Greece, south of the front line:** First

**B) Permanently Eliminated:**

**British Empire:** BEF, Imp. Exped.

**Romania:** Third, Fourth

**Russia:** Second, Brusilov

**Serbia:** Second, Third

**Montenegro:** MN

**C) Victory Points:** The Allies start with 42 VP for the blockade.

**D) Mobilization Points**

**Belgium:** 1

**British Empire:** 15

**France:** 10

**Italy:** 10

**Romania:** 0 (Collapsed)

**Russian Empire:** 0 (Collapsed)

**Serbia:** 0

**E) Campaign Markers.** 3 x Plan, 1 x Tactical, 1 x Strategic, 1 x Naval, 2 x National Will. The Allied Blockade is in effect.

**F) Depots:** One each in:

**Egypt:** Adjacent to either side of the Suez Canal.

**France:** On or west of front line.

**Greece:** On Allied side of front line.

**G) Railheads:**

**Sinai:** One hex east of the Suez Canal.

**Mesopotamia:** Four hexes from Basrah.

**H) Insurgents:** Two in the Ottoman Empire, one adjacent to the front line with Russia, one on a rail line adjacent to Aqaba.

**I) Forts Destroyed:** Maubege, Antwerp, Liege-Namur, Ivanograd, Brest-Litovsk, Kovno, Belgrade, Erzerum.

**4) Neutrals Set Up:** Set all mobilization points to zero.

**Greece:** Has been invaded by the Allies. Its units are permanently out of play.

**Netherlands:** Set the MP marker at zero.

**Hex 0803:** Army

**5) Special Rules**

**A) Neutrality Violations:** The Central Powers have violated the neutrality of Belgium, Luxembourg, and Albania. The Allies have violated the neutrality of Persia. Score VP at the end of the game for the violations.

**B) Initiative:** The Allies have the initiative on Turn Seven; determine initiative normally thereafter.

**C) No Man's Land.** If using 25.0, place one marker each on 0304 and 0305.

**D) Neville Offensive.** The Allied player must play one National Will marker on turn seven for a Big Push on the Western Front.

**Scenario IV Front Lines**

The hexes listed below identify the front lines for each side.

**Western Front**

**Allies:** 0502-0402-0302-0305-0406-0407-0507-0509-0410

**Central Powers:** 0603-0503-0403-0405-0505-0506-0607-0610-0510

**Eastern Front**

**Allies:** 3304-3305-3406-3506-3508-3409-3410-3310-3312-3213-3214-2915-2917-2818-2821-3022-3025-3226

**Central Powers:** 3205-3305-3306-3407-3408-3308-3309-3210-3212-3112-3113-2815-2817-2717-2721-2922-2925-3227

**Italian Front**

**Allies:** 0715-0716-0817-1016-1116-1017

**Central Powers:** 0815-0816-1015-1216-1217-1117

**Macedonian Front**

**Allies:** 1431-1729-1930-1931-2032

**Central Powers:** 1430-1728-2030-2031-2131

**Palestinian Front**

**Allies:** 0436-0237-0239

**Central Powers:** 0536-0337-0338

**Mesopotamian Front**

**Allies:** 1544-1946

**Central Powers:** 1543-1945

**Caucasus Front**

**Allies:** 2137-2140-2241-2243

**Central Powers:** 2037-2041-2141-2143

**28.5 Scenario V: 1919**

Players may agree to extend any scenario (except Scenario II) to turn 11 (Summer 1919). The following special rules apply.

**A) Collapse & Surrender:** Add one to all collapse and surrender die rolls for turns 10 and 11.

**B) Central Powers Victory Conditions:** In addition to the regular VP awards, the Central Powers receives five VP for controlling each of the following cities at the end of the game: Paris, Venice, Kiev. For each of those cities not controlled, they lose five VP.

**C) Allied Victory Conditions:** In addition to the regular VP awards, the Allies receive five VP for controlling any one German mobilization hex east of the Rhine River, and five VP for controlling any one Austro-Hungarian mobilization hex. They lose five VP for not controlling any German mobilization hexes east of the Rhine, and five VP for controlling no Austro-Hungarian mobilization hex.



# PLAYER'S GUIDE

by Joseph Miranda



This is the fourth iteration of the classic 1975 SPI game published in *S&T* #51. We pulled out a lot of stops to expand the game well beyond its folio-style limits. The game now includes additional forces, a rationalized turn sequence, and maps covering the Western, Russian and Middle Eastern Fronts, the latter including Suez and Basrah. You start play in a situation similar to the original commanders in 1914: you may *think* you know how to execute strategy and tactics, but there are all sorts of nuances that can ambush you, or be exploited.

The central game system is the mobilization points (MP). MP are a quantification of each country's manpower, industrial strength, and will to fight. This last factor is critical. You'll notice that the MP modifiers chart gives major powers extra points during the opening years of the war, with numbers diminishing as the fighting drags on. By 1918, the modifications reach negative numbers, meaning countries can find themselves coming up short.

This might seem counter-historical, as most combatants amped up their military production over the course of the war. But it reflects the decline in manpower as well as growing political collapse. The collapse was manifested in the Russian Revolutions of 1917, as well as assorted strikes and mutinies elsewhere. What this means is that much of

game strategy revolves around maintaining a stockpile of MP while undermining the other guy's. This, in turn, will reduce the ability of the enemy to build units and engage in combat. It can also force the enemy into collapse and surrender, assuming you have not gotten there first!

The MP balance means you must look at your combat operations with an eye towards the collapse and surrender rules. You can force this on an enemy country by combinations of reducing its MP to zero, capturing critical objectives, and permanently destroying units. The game makes a distinction between permanent and temporary destruction. A unit is permanently destroyed when it is eliminated in an un-supplied state or via a concentric attack. This gives you a reason to do some maneuvering, *a la* the Schlieffen Plan or Tannenberg.

## To Entrench or Not to Entrench

Maneuver is where the design puts you on the horns of a dilemma. Units are printed on the front side with their mobile status and on the reverse with entrenched. Entrenched units have zones of control (ZOC), stopping enemy movement and blocking lines of communication



(LOC). Mobile units do not have ZOC. This distinction was a result of play testing. We needed game mechanisms to make it possible to replicate the maneuvers of the opening phases of the 1914 campaign, where armies got around each other's flanks. We kicked around various ideas, and the simplest one was to deprive mobile units of their ZOC. There are all sorts of rationales for this, reflecting the ponderous nature of the era's armies, but ultimately we did it this way because it worked! Any anomalies were taken care of with the concentric attack rule, which doubles the losses inflicted on the defender when hit by units from opposite sides of their hex (ZOC or no).

Entrenched units have an additional advantage in that they can absorb a loss point (both attacking and defending) by dis-entrenching. This gives entrenched forces slightly better resiliency than mobile, a desired effect (and again, using an existing rule as opposed to adding more verbiage). It also brought in such things as entrenched forces being in a better

position from which to launch attacks owing to their conducting patrols across No Man's Land and preregistering artillery fire. Again, I could have written all sorts of rules to model these things, but it was much easier to merge them all into a single system. Of course, the advantage of mobile units is they can move. Which means they can get around enemy flanks if the opportunity presents itself. Which brings me to attacking.

### Big Push or Infiltration?

There is a temptation to conduct as many attacks as possible each impulse to force the enemy into burning MP to feed the defense. The problem is it burns the attacker's MP too. The result can be mutual destruction.

You have to consider your tactics. A successful attack is not just piling on as many combat factors as possible and rolling the dice. A quick perusal of the CRT will show the attacker takes more MP losses than the defender at virtually all differentials. This is where concentric attacks come in, because they double the defender's losses, shifting the attrition ratio in the attacker's favor. You can see this by checking the Comparative Losses Summary table below.

There is no stacking, so it can be difficult to concentrate sufficient strength to gain higher differentials. One way to do this is through campaign markers. Each side has several tactical advantage markers which add strength to the attack (representing superior tactics, additional artillery, airpower, etc.).

The defender has an advantage insofar as dis-entrenching and/or retreating converts losses into hexes lost in place of MP lost. A retreat strategy would seem to be viable, but given the scale of the game it can lead to the loss of critical territory. It can also put the enemy into a position to execute concentric attacks, so retreats have to be carefully considered. Another option is to eliminate a unit since this satisfies all losses, but unless you can afford to rebuild units later on, it can lead to gaps in your line.

One of the subtleties of the combat system is automatic elimination of a defending unit taking losses greater than its printed defense strength (it is permanently eliminated if unable to trace a LOC). This provides a qualitative as well as quantitative difference in combat. Units with low defense factors are more brittle than units with higher defense factors. An average Russian army (defense of 3) has a one in six chance of being eliminated when defending at a +2 differential, rising to a two thirds chance at +10. For a standard British army (defense of 4), this starts at a one in six chance at +5 to one third at +10. Regular German armies (defense of 6) cannot be eliminated this way (unless hit with a concentric attack).

All this gets back to the issue of using MP losses to force an enemy collapse. One means of achieving this is to concentrate your attacks against a single enemy country's units. For example, on the Western Front, British and French forces both attack German. The Allied player can spread MP losses between Britain and France, while the Central Powers have to take them all from Germany. Similarly, the Central Powers might want to commit German units to the Italian and Middle East Fronts to assist their Austria-Hungarian and Ottoman allies.

### Campaigning

Each turn consists of three operational impulses in which players move and then attack. Since each turn represents a campaign season, an impulse represents periods of operational activity as opposed to a specific number of months. You always get the first impulse, but to take a second or third impulse, you have to expend a plan marker for each front. Plan markers cost an escalating number of MP, depending on the number purchased in one year. These represent the staff and logistical efforts required get a campaign rolling.

It is obvious that the side on the strategic offensive needs plan markers, but the defender needs them as well. Why? Because if the attacker breaks through the defender is going

### World War I CRT Comparative Losses Summary

Differential	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
Attacker Losses	11	12	14	15	17	17	18	20	21	20	21	24
Defender Losses	3	7	8	9	11	12	13	14	15	16	17	19



to have to be able to bring in reserves and counterattack to restore the line. Each side has access to up to six plan markers, two each per front. You need to keep a plan or two in reserve in case you need them to counter this sort of situation. One of the advantages to knocking down the other side's MP is that it makes it more difficult to buy plans.

You also have to keep logistics in mind. Units trace an LOC up to three hexes to a supply source, or to a railroad leading to a supply source. This can be extended in the optional rules by building depots, but, overall, logistics is a real limit. Among other things, it makes campaigning in the Middle East and parts of the Eastern Front difficult owing to the paucity of rail lines.

You can build ports, and extend a few rail lines, by expending MP. It is costly but does extend your logistical support. It also allows you to alter the map geography. And who can resist building railroads?

### **The Bigger Picture**

You get MPs from various mobilization, resource, and captured objective hexes. This means that you need to aim your offensives at capturing those hexes (as well as holding your own). A captured resource hex is worth 10 MP, since you gain 5 MP for holding it and deprive the same 5 from your opponent. You get MP for objective hexes in enemy territory as these represent political objectives that boost your morale. For example, an Ottoman objective is the British-owned Suez Canal, while an Allied objective is Ottoman-controlled Jerusalem. The Rhineland is an especially target rich area given the various claims that France and Germany had on each other, as well as the resources there. The owning player does not get points for controlling friendly objectives, just for capturing enemy ones.

The Allied naval blockade is built into the game. If the blockade is broken, Germany gets two at-large mobilization hexes, and Austria-Hungary one (for a total of 15 MP per turn), representing the benefits of overseas trade. How do the Central Powers break the blockade? They play a naval marker and consult the Naval Campaign Table. Depending on whether the Allies play a naval marker in response, results can range between tactical and strategic victories for one side or the other. A Central Powers strategic naval victory breaks the blockade, while a tactical victory gives one side or the other MP (a morale bonus for a Jutland-style German victory at sea).

We could have made the naval rules a lot more complicated, but instead made them so they covered the critical aspect of the blockade. There's also the German unrestricted submarine warfare marker, which deducts a variable number of MP from the British index, at the cost of increasing the possibility of US belligerency. The Central Powers have to figure whether it is worth the risk.

There's also the strategic advantage marker. This represents propaganda, zeppelin attacks, and subversion, among other things. This can cause the enemy to lose up

to a die roll's worth of MP, and (using an optional rule) allows you to place an insurgent marker on the map. These again are means to reduce the enemy's MP. Historically, the Russian Revolution occurred in part because of a German effort to support assorted revolutionaries, so the game includes this sort of skullduggery.

### **Specialists**

Both sides start the war with infantry armies. In the course of play, special units can be built to expand their capabilities. Probably the most important are shock units (stoss and tank armies plus some specialized corps). These have two advantages. One is a relatively higher attack strength. The other is that they force the enemy to dis-entrench and/or retreat if the defender's loss is two or more.

This may appear to be an innocuous penalty, but it isn't. Since normally the defender can exchange MP for holding terrain, a shock attack can break a trench-line. When making shock attacks, try to support them with tactical advantage markers to ensure you will inflict losses of two or more MP. (It's useful in general to add in tactical advantage since higher defender losses increase the chance of an enemy unit being destroyed by exceeding its defense factor.)

There's another sneaky advantage here. Supposing your shock attack forces the enemy to dis-entrench and retreat, disrupting the integrity of the line. If the enemy does not have sufficient plan markers to initiate a second or third impulse, the gap will remain and can be exploited by your subsequent impulses.

One entirely new feature in the orders of battle is expeditionary corps, available to most major powers. These have special rules regarding amphibious operations and the ability to operate beyond normal logistical considerations. They are invaluable for fighting on distant frontiers or establishing an amphibious bridgehead.

Another set of specialist units is the alpine corps. These have some advantages in rough terrain, but are relatively weaker. They are nevertheless useful in certain situations. The lone cavalry unit in the game is the British Desert Mounted Corps, available for use in the Middle East. It is included in part because of its unique record under Allenby, and in part because other large cavalry formations were not especially effective at the game's scale, (they are folded into the strength of infantry armies).

Finally, you have tanks. Britain, France, and the US can build tank armies, and the Germans can bring in a panzer corps. Tanks can make shock attacks, but cannot entrench.

Collectively, the new units ensure the armies of 1918 will be different than those of 1914. You the player have to consider this and plan accordingly. You have that opportunity for the great decisive victory that eluded the commanders of World War I.



## CAMPAIGN MARKER INSTRUCTIONS

### Stoss Armies

**Available:** 1916.

**Play:** Any Mobilization Phase.

**Effect:** All eligible friendly powers may build assault armies. The Allies may build assault and tank units beginning the turn following play of this marker.

**Disposition:** Remains in effect.

### Tank Armies

**Available:** 1917.

**Play:** Any Mobilization Phase.

**Effect:** All eligible friendly powers may build tank armies. Germany may build the panzer corps on the turn following play of this marker, but not before turn 10 (Winter 1918).

**Disposition:** Remains in effect.

### Plan

**Available:** At start.

**Play:** Second or third impulse.

**Effect:** Activate one front for the impulse.

**Disposition:** Return after play.

### Tactical Advantage

**Available:** At start.

**Play:** After declaring an attack but before determining differential. Attacking units must be in supply. Maximum one marker per combat.

**Effect:** Roll one die, add the result to the attack strength.

**Disposition:** Return after play.

### Strategic Advantage

**Available:** At start.

**Play:** During any Strategic Phase.

**Effect:** Allows one attack on the Strategic Attack Table against one enemy Power. Roll one die, consult the table, and apply result. The enemy player may negate the attack by playing a strategic attack marker before the die is rolled. See also 12.3 Rebuilding National Will.

**Disposition:** Return after play.

### Allied Blockade

**Available:** in play at start; may be repurchased if taken out of play.

**Play:** The Allied player may place it at the start of any strategic phase.

**Effect:** None. If not in play, Germany gets 10 additional MP per turn, Austria-Hungary gets 5. Each power must control one port in its home country to receive the MP.

**Disposition:** Remains in play until removed by outcome of a Central Powers Naval marker play.

### Central Powers Unrestricted Submarine Warfare

**Available:** 1915

**Play:** Any strategic phase.

**Effect:** Roll two dice. Subtract the resulting number of MP from Britain's current index (to a minimum of zero). The chance of US belligerency is increased in the following neutral activation phase.

**Disposition:** Return after play.

### Central Powers Naval

**Available:** at start

**Play:** any strategic phase.

**Effect:** Roll one die and consult the Naval Campaign Table (below). Apply effects.

**Disposition:** Return upon play.

### Allied Naval

**Available:** at start

**Play:** any strategic phase after play of a Central Powers Naval marker or Central Powers Unrestricted Submarine Warfare marker.

**Effect:** Either (1) affects Central Powers Naval Campaign die roll or (2) negates Unrestricted Submarine Warfare marker.

**Disposition:** Return upon play.

### National Will

**Available:** per scenario instructions.

**Play:** Depending on desired effect, play during a second or third impulse, mobilization phase, or strategic phase.

**Effect:** do any one of the following.

**1) Big Push:** Initiates both the second and third impulses on all fronts without playing a Plan marker. Each time a friendly unit advances after combat, gain one MP per hex entered by an advancing unit; multiple units may advance, but only one MP is gained per hex entered. The MP are assigned to the power whose unit advanced into each hex.

**2) Total Mobilization:** Increase the number of MP received for one power for its mobilization hexes (only) by 50 percent (round up fractions).

**3) National Rally:** Prevent the Collapse/Surrender die roll being made for any one friendly power.

**Disposition:** Discard.

## RUSSIAN CIVIL WAR

Die Roll	Outcome
1 or 2	<b>Stalemate:</b> no effect
3	<b>Greens Winning:</b> the side with the Initiative can place one friendly Insurgent unit anywhere in Russia per the Insurgent deployment rule.
4	<b>Whites Winning:</b> each Power which has any units in Russia gains one MP per Russian city hex it occupies.
5 or 6	<b>Reds Winning:</b> each Power which has any units in Russia loses one MP per unit.



## SEQUENCE OF PLAY

### 1) Initiative Determination Phase (3.2)

The side with the higher total MP for its Major Powers has the initiative. Central Powers win ties.

### 2) Diplomatic Activation Phase (13.4)

- 1) The side with the initiative may attempt to activate one Neutral Power via diplomacy.
- 2) The side without the initiative may attempt to activate one Neutral Power via diplomacy.

### 3) First Impulse

- 1) The side with the initiative moves its units (7.0).
- 2) The side with the initiative executes its attacks (8.0).
- 3) The side without the initiative moves its units.
- 4) The side without the initiative executes its attacks.

### 4) Second Impulse

- 1) The side with the initiative may play a plan marker to initiate its Second Impulse (3.3).
- 2) The side with the initiative moves its units.
- 3) The side with the initiative executes its attacks.
- 4) The side without the initiative may play a plan marker to initiate its Second Impulse.
- 5) The side without the initiative moves its units.
- 6) The side without the initiative executes its attacks.

### 5) Third Impulse

- 1) The side with the initiative may play a plan marker to initiate its Third Impulse.
- 2) The side with the initiative moves its units.
- 3) The side with the initiative executes its attacks.
- 4) The side without the initiative may play a plan marker to initiate its Third Impulse.
- 5) The side without the initiative moves its units.
- 6) The side without the initiative executes its attacks.

### 6) Strategic Warfare Phase

- 1) If the Russian Civil War is in effect, then check the Russian Civil War Table (20.0).
- 2) The side with the initiative may play any campaign markers which can be executed during the Strategic Warfare Phase (12.0).
- 3) The side without the initiative may play any campaign markers which can be executed during the Strategic Warfare Phase.
- 4) Check for any Power which is at a collapse or surrender trigger (18.0).

### 7) Mobilization Phase

- 1) Each side adds any MP for control of mobilization and Resource hexes (10.0).
- 2) Players expend MP to buy units, campaign markers and conduct other game functions designated throughout the rules (10.7 & 10.8).
- 3) Both sides may transfer MP (19.0).

### 8) Turn Record Phase

If this is the last turn of the scenario, the game ends. Otherwise, move the turn marker one space.

## DIPLOMATIC ACTIVATION TABLE

	Minimum die roll needed to join		Historical Entry	
	Allies	Central Powers	Allies	Central Powers
<i>Bulgaria</i>	-	5		Turn 4
<i>Greece</i>	6	6		
<i>Italy</i>	5	7	Turn 3	
<i>Ottoman Empire</i>	-	5		Turn 2
<i>Romania</i>	5	6	Turn 5	
<i>US</i>	7	-	Turn 7	

### Die Roll Modifiers (use all that apply for each activation attempt)

#### Allies

- Romania:** +1 if any Russian unit currently occupies a hex in either Germany or Austria-Hungary
- US:** +1 if it is 1917 or later.
- US:** +2 if Unrestricted Submarine Warfare is in effect.

#### Central Powers

- Bulgaria:** +2 if Romania or Greece joined the Allies owing to Diplomatic Activation.
- Italy:** +1 if there are no German or Austro-Hungarian units currently in France, Belgium or the Netherlands.
- Italy:** -1 if no French or British units have been attacked by Central Powers units.
- Ottoman Empire:** +1 if Central Powers control one or more Russian cities or fortresses.
- Ottoman Empire:** +2 if Greece joined the Allies owing to Diplomatic Activation.
- Romania:** +1 if Central Powers currently control one or more Russian cities or fortresses.

Historical Entry may be used instead of variable entry. Neutrals still may be invaded.

## NAVAL CAMPAIGN TABLE

Die Roll	Allied Naval Marker Not Played	Allied Naval Marker is played
1	Allied Tactical Victory	Allied Strategic Victory
2	No effect	Allied Tactical Victory
3	No effect	Allied Tactical Victory
4	CP Tactical Victory	No effect
5	CP Strategic Victory	CP Tactical Victory
6	CP Strategic Victory	CP Strategic Victory

The Central Powers initiate a naval campaign by playing a naval marker. The Allied player may play a naval marker in response.

**Allied Tactical Victory:** BR +5 MP. GE -5 MP. Retain the played markers.

**Allied Strategic Victory:** BR +5 MP. GE -5 MP. Allies retain played marker, Central Powers returns played marker.

**No effect:** Nothing happens; both sides retain the played markers.

**CP Tactical Victory:** GE +5 MP. BR -5 MP. Retain played markers. (This was the historical outcome of Jutland).

**CP Strategic Victory:** GE +5 MP. BR -5 MP. Remove the blockade marker if in play (Allies may purchase it again on a future turn). Allies return played naval marker. Central Powers retains played marker.

**Note:** "Retain played marker(s)" supersedes the normal requirement to return a naval marker after play (per the marker instructions). They can be used on subsequent turns at no MP cost as long as a result does not return them to the Campaign marker pool.