



STORM OF STEEL

THE FIRST WORLD WAR

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[1.0] INTRODUCTION

Storm of Steel (SoS) is a strategic-operational simulation of World War I. It integrates the military, political and economic factors that gave “Great War” its unique character. Players can only win a military victory through proper handling of their alliance’s morale.

There are two sides or alliances in SoS, each run by one player or a team of two or three players. One player or team takes the role of the Central Powers high command. The other player or team represents the *Entente* high command.

[2.0] GENERAL COURSE OF PLAY

Each alliance has a morale level representing the overall popular support for each side’s war effort. Individual countries within each alliance don’t have individual morale ratings. Morale is raised or lowered by various actions, such as inflicting or taking losses in combat and attaining strategic objectives. Low morale results in countries surrendering or withdrawing from the war.

The game is played in turns representing three months (a “quarter”). Each player turn may include from one to four operational impulses, based on the strategy cards the players pick. During an operational impulse, a side may move its units and then attack. There are three Land Combat Results Tables (CRT): Probe, Assault and Infiltration. All units may use the Probe and Assault CRT; shock and tank units may use Infiltration.

SoS uses a set of strategy cards of which there are three types. Campaign cards give players additional operational impulses and combat bonuses and objectives to attain. Contingency cards allow special actions. Weapons & Tactics Cards introduce new types of forces and combat capabilities. Taken altogether, campaign cards represent each alliance’s overall planning capabilities and resources for military operations.

Each turn the players select and play a number of cards depending on their current morale and the prerequisites found on the cards (i.e. the cards available to play [see 4.6] are not drawn in the traditional sense, but chosen by the player).

Headquarters (HQ) play an important role in *SoS*. Only land combat units within a friendly HQ’s command radius receive extra impulses and combat shifts from campaign cards.

Units are produced by “mobilization.” At the end of every turn, each side may use its mobilization capacity to build a certain number of units. Those units are received as reinforcements after a certain number of turns have gone by to allow for their construction, training and the like.

Naval and air warfare are considered in later sections of the game rules.

SoS uses three separate maps, one representing the western front, one the eastern front, and a third for the Middle East. Players can play out the entire war by combining all three maps plus a world display. *SoS* has numerous scenarios, each representing different campaigns. The game is usually won by forcing most or all of your opponent’s countries out of the war through the process of reducing their morale while maintaining your own side’s morale.

There are also event tables associated with the various chart and cards. Players should review those tables before starting play, as they have a major impact on play.

2.1 Game Scale

There are four game turns per year, so each one equals about one quarter (except the Summer 1914 turn). Each turn is broken down into one to four “impulses.” Each impulse represents an intense period of activity within a quarter. Each hex is approximately 30 miles (50 km) across. Each division or “division equivalent” ranges from 5,000 men for cavalry up to 20,000 for infantry.

2.2 Game Equipment

A complete set of *SoS* should include the following:

Three game maps (West, East & Middle East)

A World & Commerce Raiding Display

A set of game rules and scenario instructions

1,400 die cut counters

100 Strategy Cards

One set of two-sided charts (3 x 8.5” by 11”: Air-Yellow, Naval/Supply Attrition-Blue, Morale/Psych Warfare/Siege-Green, and 4 x 11” by 17”: Land CRTs/Poison Gas/Mobilization/TEC (x2), Political Events/Campaign Card Tables, Set-up Charts).

One set of one-sided Displays (4 x 8.5” by 11”: Morale and Merchant Shipping Index, Psychological Warfare Display, Turn Record Tracks (x2).

Two dice

2.3 Maps

Each of the three maps covers a separate front: western, Russian (eastern), and Middle Eastern. When playing scenarios using more than one front, the maps should be placed together with hex rows properly aligned for accurate movement. Note there is an overlap, with the eastern map overlaying the western map, and the Mid-East map overlaying the other two maps.

Certain scenarios can be played using just one map. A hexagonal grid has been superimposed on the mapsheet to regulate movement and placement of units and to delineate terrain types. Units are placed in hexes and must remain within the hex boundaries at all times.

2.4 Charts & Displays

The World Display shows the entire planet and also contains the Commerce Raiding Display, which is used for the resolution of commerce raiding and convoy activities. The current turn’s eliminated units should be placed on or next to the World Display.

The Turn Record Track is used to record the passage of turns and to place mobilized units on their turn of reinforcement.

The Morale and Merchant Shipping Index is used to track morale for each side and the merchant shipping level for the *Entente*. The air doctrine level is also indicated on that display.

The Psychological Warfare Display holds agents for psychological warfare.

2.5 Playing Pieces

The counters (playing pieces) represent all the armed forces available to fight in Europe during World War I. There are two basic types of counters in the game: units, which represent military forces, and markers, which are used to record various functions and information. Units are broken into a number of categories:

Most land units are backprinted. The front side represents their mobile side; the reverse, their entrenched side. The following are special cases.

- **Fortresses** are always considered “entrenched.” They may never attack and are never affected by retreat results.
- **Partisans** have their “underground” status on their reverse.
- **Mechanized** units (tanks and armored cars) are not backprinted and may never entrench.

forms of unconventional operations, including intelligence, propaganda and partisan warfare.

Belligerency is status of an individual country when it's actively involved in the war.

Cadre Level is the general level of training, leadership and organizational efficiency of a unit. Cadre ratings may allow infiltration movement (10.32).

Combat strength is the basic military strength of a unit. A parenthesized combat strength means a unit may only defend, not attack.

Command Radius is the number of hexes a friendly unit may be from a headquarters and still be considered to be “in command.”

Country: an individual nation within an alliance. A country includes the home territory, any region within that country's borders, and all its colonies. For example: Great Britain includes Ireland, Egypt and various off-map colonies.

Divisional Equivalents: the number of divisions (XX) a corps-sized unit (XXX) contains, ranging from two to four. Most units have their size in divisional equivalents printed on their counters. Headquarters, brigades, separate divisions and other non-corps units have no “divisional equivalent” number.

Entrenched Status: (the back side of the unit counter) the unit may only use its combat strength for defense, not attack, and may not move; it has no zone of control while entrenched and isn't affected by retreat results on the CRT.

Fortification: A fortified zone plus its garrison. Note that fortifications are considered to be, in effect, permanently entrenched units; they're not markers.

(On Map) Markers are playing pieces used to indicate the status of forces or other abstract functions. The following markers are placed on the map as needed.

Railhead: used to indicate the farthest extent of a rail net.

Rail Junction: used to indicate the direction in which a rail net is going at an intersection.

Devastated: used to indicate industrial city and railroad hexes that have been destroyed.

Fleet: used as substitute markers for naval units.

Fog of War: used to deceive the enemy about friendly strength.

Strategic Movement: used to indicate units that have made a strategic move.

Amphibious Invasion: used to indicate units that have made an amphibious invasion.

Surrender/Revolution/Strike/Mutiny: placed on a capital city, indicating a country has surrendered, undergone a revolution, or is undergoing strikes or mutiny.

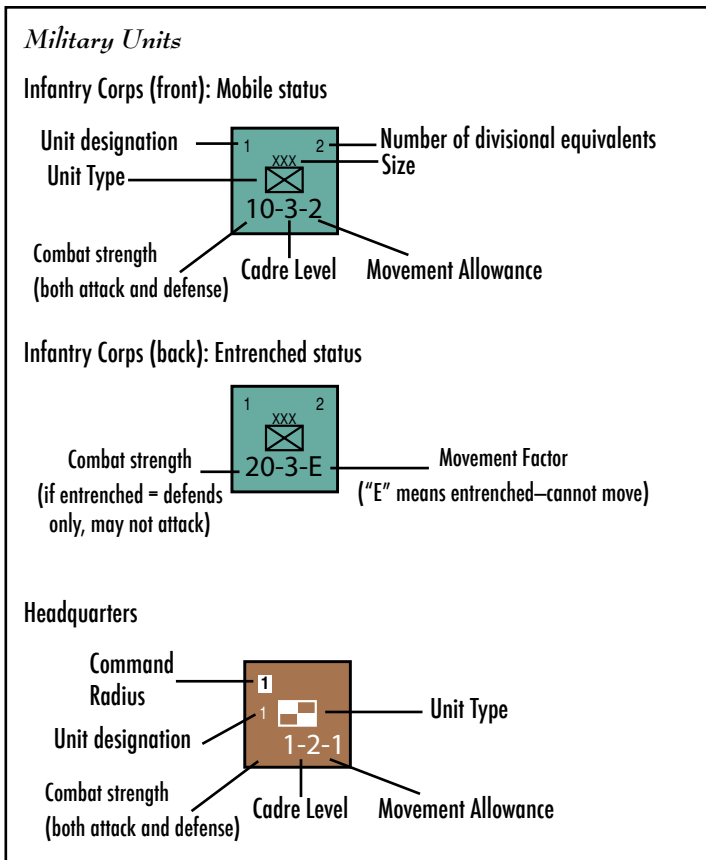
(Off Map) Markers are used to track morale, merchant shipping, and air doctrine level.

Mobile status: the unit may move. The front side of a combat-unit counter.

Movement Allowance: the number of movement points a unit may use in one impulse. Each hex moved into costs one or more points to enter.

Morale: the overall level of the political will to continue the war within an alliance.

Neutral: a country or units not involved in the war; its forces are



2.6 Cards

Each player has three types of strategy cards.

- **Campaign Cards** give players the capability to enhance operations on one map.
- **Contingency Cards** allow players to take special actions.
- **Weapons & Tactics Cards** allow players the opportunity to develop new weapons and tactics.

2.7 Game Charts and Tables are used to conduct certain functions and to simplify certain procedures. They include the Combat Results Tables, the charts for siege, gas and merchant shipping effects, and tracks for certain point levels.

2.8 Definition of Terms

Agents represent spies and cadres who are trained in various

not controlled by either player until it becomes belligerent.

Size: the military echelon of the unit.

XXX = corps XX = division X = brigade (or *ad hoc* unit)

Underground Status: the unit may not be attacked by enemy units, nor may it attack or dispute control of hexes. Relates to the reverse side of partisan units.

Unit Designation: the unit's historic identification, number or name. Most units are numbered (lettered for partisans, nationalists and Bolsheviks). Some have unit titles.

2.9 Unit Identification & Titles

German

Guard = elite troops

Bavarian = Bavarian state army

Res. = Reserve

LW = Landwehr (second line reserves)

Pos. = Positional corps; 2nd line troops used mainly to hold trenches.

Stoss = German shock assault troops

Jaeger = German elite light troops

Alp. K. = Alpine Korps

Austro-Hungarian

Carpathian, Tyrol = Mountainous regions of Austro-Hungarian Empire

Jaeger = light troops

Ottoman

Caucasus = Mountainous region of northeastern Turkey

Guard = even more elites

Swiss

Alp. = Alpine

Japanese

Tsingtao = Tsingtao Expeditionary Force

Persia

Cossack = "elite" cavalry unit

Spain, Portugal, Brazil

Exp. = Expeditionary Force

Serbian

Timok = historic name of one the Serbian HQs

Italian

Carnic = Alpine region in northeastern Italy

Bersagliere = elite troops

United States

USMC = United States Marine Corps

British Empire

BEF = British Expeditionary Force

South African, Middle East, Canadian, Indian, Egypt = various regional names

Territorial = reserves

ANZAC = Australia/New Zealand Army Corps

Guards = elite troops

Gurkha = contract warriors

DMC = Desert Mounted Corps

France

North African = colonial army

Colonial = various colonial troops

Res. = Reserve

Territorial = second line reserves

Chasseurs = various light and elite shock troops

Chasseurs d' Afrique = colonial cavalry

Russian Empire

Grenadier = elite troops

Guard = elite troops

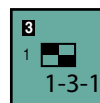
Siberian, Turkestan, Caucasian = various regional names

Cossack = light cavalry

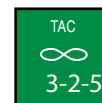
Bolshevik

Red Guard = elite communists

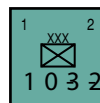
2.10 Unit Types



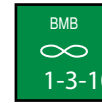
Headquarters



Tactical Air



Active (1st Line) Infantry



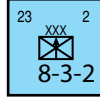
Strategic Air



Reserve (2nd Line) Infantry



Armored Train



Shock Infantry



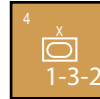
Agent



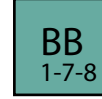
Alpine



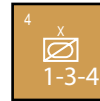
Motorization



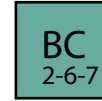
Tank



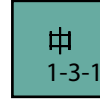
Battleship Squadron (BB)



Armored Car



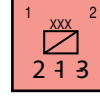
Battlecruiser Squadron (BC)



Siege Artillery



Pre-Dreadnought Squadron (PD)



Cavalry



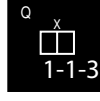
Cruiser Flotilla (CA)



Fortification



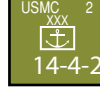
Escort Flotilla (ESC)



Guerrilla



Submarine Flotilla (SS)



Marine Corps



Transport Flotilla (TR)

[3.0] SEQUENCE OF PLAY

SoS is played in a series of game turns (quarters). Each game turn is composed of a series of phases, during which each side has the opportunity to perform certain game actions. Note every game turn contains a minimum of one, and up to four, operational impulses, meaning that units may potentially move and attack up to four times in a turn. Some phases are completed simultaneously; however, within each operational impulse, Central Powers movement and combat are performed first, followed by the *Entente*.

3.1 Sequence Outline

- 1) Strategy Card Phase
- 2) Diplomacy/Ultimatum Phase
- 3) Strategic Warfare Phase
- 3a) Psychological Warfare Phase
- 3b) Naval Warfare Phase
- 4) Operations Phase
 - (4a) First Operational Impulse
 - (4b) Second Operational Impulse
 - (4c) Third Operational Impulse
 - (4d) Fourth Operational Impulse
- 5) Supply Attrition Phase
- 6) Morale Check Phase
- 7) Mobilization Phase
- 8) End of Turn/Political Events Phase

3.2 Detailed Outline

1) **Strategy Card Phase.** Each player selects the following number and types of Strategy Cards simultaneously and in secret from the other player. They are turned face up at designated points in the sequence of play.

The particular cards selected are those which, from among the cards available, the player wishes to use.

[1] Up to three Campaign cards, based on current morale and player strategy, and

[2] One Contingency card or one Weapons & Tactics card.

Example: you are the Central Powers player and it's the Summer 1914 turn. Your deck contains 25 Campaign Cards, but only six (1 through 5 and 8) are available. While your Morale is High you can select only two Campaign Cards since the Middle East Front is not active. Out of the 10 Contingency Cards only 27 through 29 and 32 through 34 are available. Finally, of the eight Weapons/Tactics Cards, only 36, 38 through 40 and 43 are available. Historically, the Central Powers played 1, 4 and 27.

2) **Grand Diplomacy Phase.** Morale is checked at the start of the Grand Diplomacy Phase. If both have the same morale level, roll a die and high roller goes first. If both players choose to play Peace Negotiation cards, consult the Peace Negotiation Table.

[2] The player with higher morale may play any remaining contingency card indicated as being playable in the Grand Diplomacy phase.

[3] The player with lower morale may play any remaining contingency card indicated as being playable in the Grand

Diplomacy phase.

3) **Strategic Warfare Phase**

3a) **Psychological Warfare Phase**

(1) Both players secretly allocate their agents to psychological warfare missions.

(2) Both players simultaneously reveal their psychological warfare missions.

(3) Starting with the Central Powers player, both players alternately conduct one psychological operation mission until both have completed all missions.

3b) **Naval Warfare Phase**

3b1) **Sea Area Control Determination & General Engagement Phase**

a) Each On Map Sea Area (see 25.2) has one of three possible classifications: Entente Dominated, Central Powers Dominated, or Contested. Amphibious Assaults may only be conducted in friendly dominated Sea Areas. Naval Transport may not occur in enemy dominated Sea Areas.

b) At the beginning of a game turn the initial status of each area is determined. Areas can be Dominated in either of two ways:

- if just one belligerent has naval units present (e.g., the Entente in the Eastern Mediterranean at the start of the Campaign Game), or
- if one side enjoys at least a 50% majority in the number of BB and BC counters stationed in bases adjacent to the area (e.g., the Entente in the North Sea in the Campaign Game by virtue of the three to two advantage Great Britain has over Germany).

If neither of these conditions apply the area is Contested.

c) In any area in which a Power is not Dominant it may seek to improve its situation by conducting a General Engagement (see 25.31). This is the only Phase during which such an effort may be made, and there can be only one such Engagement per area in a given game turn. When a Sea Area's status is changed, the change remains in effect until the end of the game turn.

3b2) **Naval Operations Phase**

Conduct Coastal Bombardment and Commerce Raiding Transit missions. Starting with the Central Powers Player, players alternately declare a Sea Area and a mission. Unlike General Engagements, a Sea Area may be repeatedly selected as well as mission type.

4) **Operations Phase**

(4a) **First Operational Impulse**

Central Powers Steps

[1] **Campaign Card Revelation.** If this is the first impulse, the Central Powers player must reveal all campaign cards he picked for this turn. Additionally, he may reveal any contingency cards he picked this turn. If the Entente player has chosen a defensive Campaign Card (those with "L" shifts), it is revealed now.

[2] **Reorganization Segment.** The Central Powers player may reorganize corps and convert any friendly units from mobile to entrenched status or vice versa.

[3] **Movement Segment.** The Central Powers player may

move some, none, or all friendly mobile units in accordance with the movement rules. Units engaging in strategic movement are marked with a “Strat Move” marker.

[4] **Combat Segment.** The Central Powers player may attack with some, none or all friendly units in accordance with the combat rules.

Entente Steps

[1] **Campaign Card Revelation:** If this is the first impulse, the *Entente* player must reveal all campaign cards he picked for this turn. Additionally, he may reveal any contingency cards he picked this turn.

[2] **Reorganization Segment:** The *Entente* player may reorganize corps and convert any friendly units from mobile to entrenched status or vice versa.

[3] **Movement Segment:** The *Entente* player may move some, none, or all friendly mobile units in accordance with the movement rules.

[4] **Combat Segment:** The *Entente* player may attack with some, none, or all friendly units in accordance with the combat rules.

(4b) **Second Operational Impulse.** Repeat steps exactly as in the first impulse.

(4c) **Third Operational Impulse.** Repeat steps exactly as in the first impulse.

(4d) **Fourth Operational Impulse.** Repeat steps exactly as in the first Impulse.

5) Supply & Attrition Phase

(5a) Contested Sea Area Mobilization Point Losses

For contested Sea Areas where a Naval LOC/S is being traed (i.e. a LOC/S is being traced to a port with a TR unit and then through a contest Sea Area), players select those CA, ESC, and SS units they wish to interdict or protect the Naval LOC/S. Subtract the total combat strength of the side protecting the LoC/S from the total strength of the side interdicting the Naval LOC/S. Roll on the **Contested Sea Area Mobilization Point Loss Table** to determine any losses. If a General Engagement results, the interdicting force is the attacker and the protecting force is the defender.

(5b) Roll to determine if out of supply units are eliminated.

6) Morale Phase.

(a) Remove any “Mutiny” or “Strike” markers on capitals.

(b) If an *Entente* blockade was in effect for the current turn, that player rolls a die and subtracts that number from Central Powers morale.

(c) Make any adjustments to morale for attaining or failing to attain strategy card objectives for this turn, for loss of Dominance in the North Sea (*Entente* only), for gaining or losing countries or cities, and for losing units.

7) Mobilization Phase.

Both players do the following simultaneously.

(a) Turn face up any Weapons & Tactics cards played and roll for development success. Any mobilization point expense will be deducted from the current turn’s allocation (see step e below).

(b) **Commerce Raiding.** If the Central Powers player has naval units in the Commerce Raiding Zone, he rolls a die, checks that result on the Commerce Raiding Table, subtracts that number from the merchant shipping total, and checks for

naval unit losses. The Unrestricted Submarine Warfare and Convoys cards can affect these results.

(c) **Merchant Shipping/Economic Warfare.** The *Entente* player rolls on the Merchant Shipping Outcome Table to determine how the strained *Entente* shipping has affected British morale and mobilization capacity.

(d) **Mobilization Capacity Determination:** Determine the status of all countries’ mobilization and petroleum points available for this quarter. The total number of industrial cities, the mobilization/industrial (note the terms “mobilization” and “industrial” are used interchangeably at times) or production multiple, the effects from the merchant shipping outcome, and certain strategy cards affect the mobilization points available each quarter.

(e) **Allocation of Mobilization Points:** Allocate all countries’ mobilization points to various uses.

[1] If the player has picked any Weapons & Tactics cards, deduct the expense from total spent (the expense can come from any country within the alliance).

[2] Deduct from the total spent any Points lost as a result of rolls on the **Contested Sea Area Mobilization Point Loss Table**.

[3] Mobilization and petroleum points are expended to mobilize new military units (7.0).

[4] Mobilized units are taken from the counter-mix or the dead pile and placed ahead on the Turn Record Track the number of quarters indicated. Units that take zero quarters to mobilize are placed with the current turn’s reinforcements. Agents are placed on the Psychological Warfare Display and morale points deducted.

(f) **Reinforcement and Re-basing.** Both players simultaneously place on the map all reinforcements due this turn. Note that units from Strategy Cards are placed when the card is played. Naval units, other than TR units, that did not conduct a mission this turn may re-base to any other Nval Base or Off-map Port symbol they can reach. Such re-basing may not transity an enemy dominated Sea Area (although it could reach a base bordering such an Area).

(g) **Reorganization.** A player may reorganize units. This includes entrenching just mobilized units as long as there are other entrenched units in the hex the unit was mobilized in.

8) Discard & Political Events Phase

(a) **Strategy Card Discard.** The players check all strategy cards played this turn to determine if they’re discarded or remain in play. Discards are out of play for the remainder of the game; retained cards may be played again in future turns.

(b) Both players must consult the Political Events Table, rolling a die to determine the possible impact on his next turn. This may also determine if one or more countries surrender.

(c) Move the Game Turn marker to the next box on the track and repeat the sequence of play.

[4.0] STRATEGY CARDS

Strategy cards are central to play and represent the planning and execution of the major military, economic, political and technological actions of the war, both those that actually happened and those that might’ve been. See 4.6 for detailed explanations of the cards.

4.1 Types of Cards

Campaign cards award extra impulses and combat bonuses on particular maps.

Contingency cards award special bonuses.

Weapons & Tactics cards allow for the development of new ways of warfare. Unlike other types of cards, a weapons & tactics card, once developed, stays in effect for the remainder of the game.

4.2 Morale Effects

4.21 The maximum number of campaign cards a player may select in a turn will depend on his side's morale.

High Morale: pick up to three campaign cards, but no more than one per front.

Medium Morale: pick up to two campaign cards total, but no more than one per front.

Low Morale: pick one campaign card.

4.22 Players will often pick fewer than the maximum number of campaign cards in order to focus their effort on one front at a time. For example, if a player's morale is medium, he may decide to pick zero, one or two campaign cards. You're never required to pick any campaign cards. As a further example, say it's Summer 1916 and *Entente* morale is medium. The *Entente* player picks two campaign cards. During that turn *Entente* morale is reduced to low. That change doesn't reduce the number of cards the *Entente* player has available that turn.

4.23 Certain strategy cards may be played only if that side has a certain level of morale, as indicated on the card. Morale for this purpose is determined only during the Strategy Card Selection Phase. Changes to player morale in the ensuing turn don't affect the number of strategy cards the player has already selected.

4.3 Contingency Cards and Weapons & Tactics Cards

A player may pick either one contingency card or one weapons & tactics card per turn. He may also choose to pick neither. Those cards are picked secretly and placed face down in front of the player.

4.31 Contingency cards may be revealed at any time in the game turn. Weapons & tactics cards may be revealed during the Mobilization Phase.

4.32 A player doesn't have to reveal contingency or weapons & tactics cards. If the player chooses not to reveal a card, it returns to the player's deck and may be selected on a subsequent turn.

4.33 Weapons & Tactics Card Exception. A weapons & tactics card, once developed, remains in play for the remainder of the game; it's never discarded and doesn't count against future card selections.

4.34 All types of cards are played in the turn they are selected.

4.4 Fronts

4.41 Certain campaign and contingency cards designate more than one front for possible play. A player may never select more than one campaign card per front per turn. The effects of a contingency card may never be applied to more than one front (Exception: cards 35 and 91). For example, the *Entente* player couldn't select the Ypres and Somme campaign cards in the same turn, as they're both west front cards. As another example, if the Central Powers player plays the Hindenberg-Ludendorf

contingency card, it may only affect one front.

4.42 Single-Map Scenarios. When playing single-map scenarios, players may select a maximum of one campaign card per turn, and only those cards designated for that front.

4.43 Multi-Map Scenarios: When playing multi-map scenarios, players may select a maximum of one Campaign card per front per turn.

4.44 Serbia & Romania. When playing three-map scenarios, all hexes in Serbia and Romania are considered to be on the eastern front.

4.5 Discard

During the End of Turn Phase, players discard all the strategy cards they've played during the turn. Certain cards may be reused (see below).

4.6 Detailed Explanations of Strategy Cards

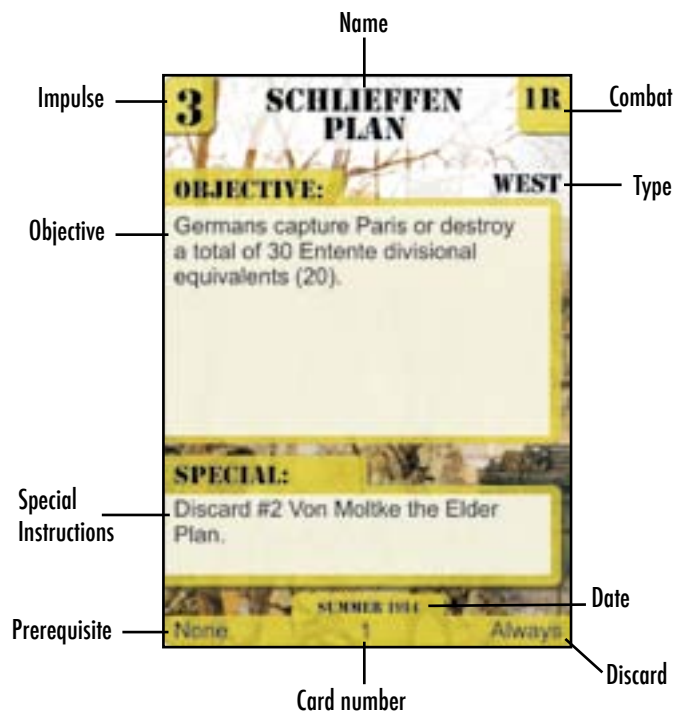
Name: historic name or reference.

Type: campaign, contingency or weapons & tactics. If a campaign card, the front(s) on which it can be played.

Impulse: the number of extra impulses the player receives on that front. A player always receives one impulse per front. Strategy cards allow additional impulses on a front. The maximum number of impulses is determined by front and weather; see the Weather Chart. Note that certain contingency cards allow a player to receive extra impulses beyond those gained for campaign cards. Use the cumulative total, but never more than the maximum allowed by front and weather. Note that impulse bonuses apply to all types of units: land, sea and air.

Combat: This gives shifts in determining combat odds.

1) The shift notation gives the number of shifts the player will receive for all land attacks or defenses that turn on that front. "R" shifts apply to the land attacks of the owning player while "L" shifts apply to the land defense of the owning player. For example, a shift of "1R" would mean a player's



attack at 2:1 would shift one right to become a 3:1; a shift of “1L” would mean an opponent’s attack at 2:1 would shift one left to become a 1:1. If both sides receive shifts, use the cumulative difference. For example, if the attacker receives a “2R” shift and the defender a “1L,” the cumulative total would be “1R.”

- 2) Certain bonuses apply only for particular types of units, or if units from specified countries are involved in an attack. In the latter case, apply the bonus only if the designated type of unit participates in the combat.

Is there such a thing as “bombardment in conjunction with land units”?

- “#R Naval” means at least one naval unit must be involved in the attack to get the bonus. It may be any type of naval attack.
 - “#R Air” means at least one air unit must be involved in the attack to get the bonus. It may be any type of air attack, and can include close support in conjunction with land units.
- 3) Combat bonuses apply only to land, sea or air units, or to units of specific countries. All types of units may attack during a bonus impulse; they simply do not receive the combat shift bonuses.
 - 4) The maximum combat bonus from card play is two shifts. So if a 2R campaign card and a 1R contingency card are played, the shift would be limited to 2R, or if a 2L campaign card plus a 1L contingency card, the shift would be limited to 2L. If both R and L shifts are played subtract the total of all L shifts from the total of all R shifts. Only the result is subject to the two shift limitation.

Objective: the specific goal the player must attain during the turn, if any. If the player gains that objective, he gains the number of morale points indicated within the parentheses. If he fails to attain the objective, he loses the number of morale points indicated within the parentheses. If the objective requirement is “none,” no morale points are gained or lost. Objectives are checked during the Morale Check Phase.

- 1) If the objective calls for the player to “capture” one or more cities or other hexes, the player must occupy those hexes during the Morale Check Phase. The cities must not have been occupied by the player at the beginning of the turn. For example, the Central Powers’ *Kaiserschlacht* card calls for that side to capture one *Entente* capital. If the Germans had occupied Paris before selecting the card, Paris couldn’t be an objective for that turn, whereas St. Petersburg could be provided it hadn’t been occupied by Central Powers units prior to the card play.
- 2) If the objective calls for the player to eliminate a designated number of enemy units on a particular front, those units can be eliminated at any time during the turn by any means (e.g. enemy units lost when they are attacking count).
- 3) Morale changes generated by strategy cards are in addition to other morale changes listed on the Morale Chart. For example, the capture of Jerusalem with card #63 in play would gain the *Entente* +5 morale for attaining the strategy card objective, and another +5 morale from the city list, along with a -5 for the Central Powers.

Special Instructions: special instructions generated by that card. When reinforcements are specified, those reinforcements may be placed on any unit in command and in supply when

the card is played.

Prerequisite: a condition that must exist for the card to be selected or played Examples: Morale must be high, or twenty mobilization points must be spent to attempt development.

Date: date when the card was used in the actual campaign, if any. Provided for historical purposes; it has no impact on play.

Discard: indicates if the card may be returned to the deck for another use in a future turn. If a range is indicated, a die is rolled with the card permanently removed from play if the roll is in the discard range. (See 4.3 for exceptions.)

4.7 Cross-Front Operations

When playing multi-map scenarios, the following restrictions apply.

4.71 Movement. When determining the status of a unit in relation to campaign card bonuses, always use the front on which the unit started its movement. If the unit crosses fronts (moves from one front to another), it may complete its movement but is then restricted or enhanced by whatever bonuses exist for its new front. For example, the Central Powers player has selected the Ypres card, giving friendly units on the West Front +1 impulse, for a total of two impulses that turn. He plays no other campaign cards. A German unit starting on the west front map moves to the east front map during the first impulse. That unit can complete its movement up to normal movement limits on the eastern front map, but it may then not conduct further movement or combat that turn. A German unit beginning its first phase on the eastern front map could move to the west front map; once there it would be capable of conducting a second phase that same turn, presuming it was within an HQ command radius. Note, though, a German unit beginning the second phase on the east front map couldn’t move, neither on the east front map nor onto the west front map.

4.72 Combat.

- 1) Combat capability is determined by the map section on which the unit began the Combat Phase. If a unit crossed a map boundary, use the combat bonuses for the map it’s currently on, not the one on which it began the impulse.
- 2) Units may conduct combat across front boundaries. Use the combat bonus for the map the friendly units are on to determine the bonus.

[5.0] MORALE

Underlying all nations’ military and mobilization capabilities was the willingness of their populations to engage in the struggle. Each side has a Morale Track that quantifies its current will to fight on a scale of 1-100. That’s shown by using the “Morale” markers to indicate the current level. As morale rises and falls, players move the markers accordingly.

Design Note: *Why is there only one Morale track for each side? The morale of each side ‘cracked’ at about the same time: the Russian, Italian and French Armies mutinied in 1917, and the Ottoman, Austro-Hungarian and German Empires all disintegrated in October-November 1918.*

5.1 Changes in Morale

Certain conditions change a side’s Morale. The exact amounts that Morale is changed for game events are listed on the Morale Chart.

5.11 Campaign Cards. If a player gains the objectives listed on a campaign card, he adds the amount in parentheses on that card to his morale. If he fails to gain the objective, he deducts that amount from his morale. This is determined during the Morale Phase.

5.12 Combat Losses. During the Morale Phase of each game turn both players checks the “dead pile” of units eliminated during that game turn, and then they make adjustments to morale.

Every 12 mobile combat strength points eliminated reduces its side’s morale by one point (rounded down). For air and naval units, each unit lost equals the loss of one morale point (BB/BC units count two morale points). The “dead pile” units are then returned to their respective force pools for possible remobilization. Note that eliminating enemy units only gains morale points when it’s an objective on a campaign card.

5.13 Capturing Enemy Cities.

- 1) During the Morale Phase, an alliance gains morale points for capturing enemy capitals and industrial cities, and the enemy side loses the same number of morale points. See the Morale Chart for the list of points gained and lost.
- 2) Recapture takes place when an alliance regains control of a city that was originally controlled by that alliance but that had been captured by the enemy on a previous turn (or a city in one of his home countries that started the scenario enemy controlled, such as Brussels in 1915+ scenarios). The player regains the points lost for its original loss, and the enemy loses the points awarded for its original capture.
- 3) “Capture” or “recapture” of cities is defined as a player’s units occupying an enemy controlled city as the result of movement or advance after combat. If the friendly player abandons an enemy city he controlled, the enemy player doesn’t gain the points for recapture until he has moved at least one friendly land unit into its hex. That is, the reassertion of the city ZOC (see below) isn’t enough for the player to gain “recapture” points.

5.14 Political Events: certain political event cards will cause changes to morale when they’re played. See the Player Aid Card.

5.15 Special Conditions: certain conditions, as indicated on the Player Aid Card, if they are in effect, will cause a shift in a alliance’s morale. They take place as soon as they occur.

5.16 Grain Hexes: the Central Powers player adds +1 to his morale Index for each grain hex he controls during the Morale Check Phase.



5.2 Levels of Morale

5.21 An alliance’s morale is always in one of three states: high is 71 to 100; medium is 31 to 70; and low is one to 30.

5.22 If an alliance’s morale reaches 100, its can go no higher. If morale is at 100, and there’s a combination of events that would simultaneously raise and lower it, subtract the difference if a negative number. See 5.32 for morale dropping below one.

5.3 Effects of Morale

5.31 Political Event Cards: the implementation of certain event cards is dependent on the current level of morale. That may be critical, inasmuch as it will influence combat odds, mobilization, belligerency, surrender and other game functions. Note this

accounts for numerous military, economic and political effects of morale.

5.32 Surrender: if an alliance’s morale drops below one, it surrenders. The game comes to an end and the other player determines his level of victory (if any). If there’s a combination of events that would simultaneously raise and lower an alliance’s morale, first add positive morale effects then subtract negative effects.

5.33 Bolshevik, nationalist and free corps units don’t have morale and are never affected by it.

[6.0] GRAND DIPLOMACY & POLITICAL EVENTS

6.1 During the Grand Diplomacy Phase, players play any peace negotiations cards, then any remaining contingency card indicated as being playable in that phase.

6.11 Each card that can be played in the Grand Diplomacy Phase has the instructions for its play printed on it. They are summarized here.

Entente Minor Powers: the *Entente* player rolls a die on the Entente Minor Powers Table.

America’s Situation: the *Entente* player rolls a die on the America’s Situation Campaign Table.

Colonial Campaign: the player rolls a die on the corresponding Colonial Campaign Table. Note it’s possible for both players to play this card, but there are two different tables.

Diplomacy: the player may make a diplomatic attempt against any one neutral country Check the Diplomacy Table for details.

Peace Negotiations: this goes into effect only if both players have played their Peace Negotiations card; otherwise there’s no effect. If both players have played their Peace Negotiations card, roll on the Peace Negotiations Table.

Ultimatum: the player may make an ultimatum attempt against any one neutral country on the map. The player must have on the border of the targeted country at least as many land combat factors as the targeted country has in its on-map forces. An ultimatum may not be made against off-map countries. Check the Ultimatum Table for details.

6.2 During the Political Events Phase, both players must roll a die on the Political Events Table and implement those results.

6.21 Die Roll Modifiers. Players should examine the die roll modifiers listed adjacent to the Political Events Table, as they have critical impact on play. Note the higher a side’s Morale, the more likely it is to get a positive result. On the other hand, as the game proceeds and Morale lowers, the potential for revolution increases.

6.22 Applying Results. Political events are explained adjacent to the table. Players should note certain events require them to play certain cards on the following turn. That may be indicated by the player putting the designated card to one side at the instant the event is rolled.

[7.0] MOBILIZATION

Players build new units through the process of “mobilization,” which occurs during the Mobilization Phase. Each player has a certain number of mobilization centers (hexes with mobilization symbols), which



give him his capacity to produce units. Production relies on two factors: mobilization points and time (that is, certain units require more than one turn to produce). Additionally, certain units require players to control petroleum sources in order to be able to produce them. The Turn Record Track includes production multiples for turns outside the game scenarios. They are for player use in developing hypothetical scenarios

7.1 Mobilization Capacity

7.11 An alliance's total mobilization capacity is equal to the total number of mobilization centers it controls multiplied by the current mobilization multiple listed on the Turn Record Track for that alliance. The multiple is indicated as "Production x #." The multiples apply only to mobilization hexes, not to petroleum hexes. The player always receives one petroleum point for each of those hexes.

7.12 Players may utilize captured mobilization centers to increase their mobilization capacity if they're occupied by a friendly land unit and there's an industrial line of communications back to a friendly mobilization center in a home country. Captured mobilization centers produce half the normal number of mobilization points. For example, in Summer 1914, Germany controls the 18 industrial cities in Germany, and has captured four industrial cities in Belgium and three in France. The production multiple for that turn is "4." That means the Germans receive $(18 \times 4) + (7 \times 4 \times \frac{1}{2}) = 86$ mobilization points.

7.13 A player may utilize mobilization centers in off-map areas he controls. The number of mobilization centers available is printed in the off-map area. If the off-map area is connected to homeland (or other friendly off-map) mobilization areas by an industrial line of communications (land and/or sea), the country may combine its points; otherwise, each off-map area must mobilize separately. Units so produced must be specially noted; they're placed in the off-map area on their turn of arrival.

The British may use the Canadian, Australian, South African and Indian mobilization centers to produce units. The French may use the North African mobilization center to produce units. The Russians may use the Siberian mobilization centers to produce units. United States production uses its own mobilization centers.

7.14 Players may use petroleum sources in off-map areas. The *Entente* may use Latin American and Arabian petroleum sources. Note certain off-map areas have more than one petroleum source.

7.2 Mobilization Points represent each country's capability to mobilize manpower and build armaments. Players can track income and expenditures on the provided sheets (permission is granted to make copies as needed).

7.21 Each mobilization center provides a number of mobilization points equal to the current mobilization multiple (occupied mobilization centers produce half).

7.22 Mobilization points may be accumulated from turn to turn. Petroleum points may not be accumulated.

7.23 Mobilization point transfers may only originate in a country with more Industrial Cities than the receiving country. A player may transfer a maximum of ten percent (10%) of the current quarter's output of each country. Mobilization points may

be transferred from one country to another country only if an industrial line of communication exists. When a line of communication doesn't exist, each country (or off-map area) must conduct mobilization as a separate entity. Note: transfers to Russia are limited to five points per quarter (zero in Winter quarters).

7.24 A player may transfer mobilization points from one friendly country to another if there's an industrial line of communications from the transferring country's mobilization hex to the second country.

Additionally, for each transferred mobilization point, the country receiving the points must control at least one city, mobilization or non-mobilization, in its home country. So, for example, if the *Entente* control three city hexes in Belgium, they can transfer three mobilization points from, say, Britain to Belgian production. The purpose of this rule is to prevent players from unrealistically transferring masses of mobilization points among countries they control.

7.25 A player may transfer petroleum points from one friendly country to another if an industrial line of communications exists from the petroleum hex to the second country's city.

7.3 Industrial Line of Communications

An industrial line of communications is a path of contiguous hexes traced from one location to another. It must be traced along rail/sea lanes. The rail portion may be traced along an unlimited number of friendly rail hexes. The sea portion must be traced to a friendly port containing at least one friendly naval transport. Industrial lines of communications may be traced between off-map and/or on-map areas. To trace across an off-map sea area, the player must have a naval transport unit in a port adjacent to the sea area. To trace from one off-map land area to another, there must be a connecting rail line. Industrial lines of communications don't require a friendly headquarters, nor may they be extended by headquarters. They must begin in a friendly industrial city or petroleum source and terminate in a friendly city. They may include any and all hexes in the "rail zone" in Central Europe. The rail zone is the shaded area throughout western and central Europe. A side may only trace a sea portion in a sea area it dominates or contests.

7.31 If an industrial city can not trace a LOC to another industrial city, its mobilization points must be treated separately. Its points may be accumulated. If a LOC is reestablished, those points can be transferred. If the city is occupied by enemy units, those points are lost.

7.4 Mobilization Phase

Mobilization only occurs during the Mobilization Phase (that is, once per quarter, not once per impulse). Both players mobilize their forces secretly and simultaneously.

7.41 The player allocates his mobilization points to unit mobilization.

7.42 The player then takes any reinforcements that appear this turn.

7.5 Mobilization Chart

Costs for units are listed in the Mobilization Chart.

7.51 Mobilization points: the number of mobilization points needed to build unit types is listed on the chart. Costs for build-

ing infantry, cavalry and tank corps are per divisional equivalent. When building a corps, the player must pay the cost for building the equivalent number of divisions in the corps being mobilized. For example, a two division active infantry corps would cost 16 mobilization points, while a three division active infantry corps would cost 24.

7.52 Time frame: Certain units require time to be produced. That's given in terms of the number of quarters needed. For example, if a unit has a time requirement of "2," it means that unit is received two quarters later. If the unit is produced in Spring 1915 it would be received as a reinforcement in Autumn 1915.

7.53 Certain unit types require "0" time, which means they're received in the current Mobilization Phase.

7.6 Placement

Mobilized units are generally placed on any friendly mobilization hex in the country producing them (or non-Industrial city, if transferred points).

7.61 A player may place more than one mobilized unit per friendly hex. Normal stacking rules must be complied with.

7.62 Naval units must be placed on naval bases.

7.63 Fortifications may be placed on any friendly city that can trace an industrial line of communications back to a friendly mobilization hex.

7.64 Reserve Mobilization. A player may place reserve infantry units on non-industrial city hexes in addition to industrial city hexes of the same country, no more than one such unit per city per Mobilization Phase. The hex of placement doesn't need to have a line of communication to an industrial city.

7.65 Ottoman Empire. The Ottomans may place one land unit on any Ottoman mobilization hex (the numbered hexes used for set-up) per Mobilization Phase.

7.7 Petroleum Sources

Certain unit types, in order to be mobilized, require players to have control of petroleum sources. A player receives one petroleum point per petroleum hex controlled. A player may use captured petroleum source hexes at their full value.



7.71 Petroleum points may not be accumulated from turn to turn.

7.72 The player must be able to trace an industrial line of communications from the petroleum source hex to a friendly mobilization center in the country producing the unit in order to be used. (Petroleum is the only individual natural resource players must concern themselves with as iron and coal were fairly widespread in Europe.)

7.8 Special Costs and Random Events

Certain countries expend different amounts of mobilization points and/or time to build certain unit types because of their particular mobilization capabilities. Those are all indicated on the Mobilization Chart.

7.81 British Empire & US Production. British Empire and US reserve divisions require two quarters to build. (Both the British and the US entered the war with small professional armies). They lacked the vast reserves of trained military manpower that other European nations maintained.

7.82 Russian & Ottoman Production. Russian and Ottoman reserve infantry divisions cost less to mobilize, and Russian cavalry divisions cost less to mobilize, because those countries had vast manpower reserves of semi-trained personnel.

7.83 Certain random events require the player to change the turn of arrival of units on the production track. If units are to be "pushed forward," they're moved to the space on the track one earlier than the one they would normally arrive. Units due to arrive on the following turn would be received immediately. If units are to be "pushed back," they're moved to the space on the track one later than the one they would normally arrive.

[8.0] OPERATIONAL IMPULSES

One to four Operational Impulses occur during each player turn.

8.1 Players always take the first impulse in every turn.

8.2 A player may take one, two or three extra impulses per map (for a total of two, three or four impulses, total) depending on the campaign or contingency cards (if any) he played. A player may never take more than the maximum impulses indicated on the Weather Chart for that quarter. For example, if the Central Powers player plays the "Kaiserschlacht" card, with its two phase bonus (for a total of three impulses) during a winter turn, he's limited to only two operational impulses because it's a winter turn.

Area Control Determination Phase.

8.21 Campaign cards must be played at the start of the player's first impulse. Contingency cards that allow additional impulses may be played at the beginning of any phase thereafter. Remember, a player may play a maximum of one campaign card per front per turn. Those cards having naval implications are played in the **Sea Area Control Determination Phase**.

8.22 Impulses generated by a campaign card must be taken in order. For example, a player has two impulses for a particular front. He must utilize the first and second phase of that turn. He could not take the first impulse, skip the second then take the third impulse. Note, though, even though a player's required to take impulses, he doesn't necessarily have to move and attack during it with any of his units. If he wants to do so, he can keep his forces static; although usually there's no reason to do so.

8.23 Impulses generated by a contingency card may be taken at the beginning of any impulse. In the preceding example, the *Entente* player could play the "Counteroffensive" card at the beginning of his third phase to move and attack in that impulse, even if he had not played a campaign card that allowed him to move in the second impulse.

8.24 Regardless of the number of impulses, a player's units always defend normally when attacked in an enemy impulse. In the preceding example, all *Entente* defenses, regardless if in the first or later impulse, would still be conducted according to the same rules of combat as if he'd taken an impulse. Naval units may attempt to intercept in any impulse in which the enemy conducts a naval action.

8.3 The Central Powers first impulse always comes first, followed by the *Entente* first impulse, then the Central Powers second impulse followed by the *Entente* second impulse, etc.

8.4 For the second, third and fourth Impulses, the player must play a strategy card that generates impulses for the player to be able to move and attack with his forces in it. For example, the Central Powers has three impulses on the west front and the *Entente* only one. That means the Central Powers could move and attack, etc., in his first impulse; then the *Entente* player could move and fight in his first impulse; then the Central Powers player could move and attack in his second and third Impulses while the *Entente* player couldn't, and neither player could move or attack in the fourth Impulse. Note that means players must anticipate what their opponents are going to be doing on a particular front or they will be at a tremendous disadvantage. Also note the importance of contingency cards, such as "Counteroffensive," in allowing a player to counteract an opponent's offensives.

[9.0] REORGANIZATION

At the end of the Mobilization Phase and during Reorganization segments, a player may reorganize his infantry corps. That allows him to exchange corps of equivalent divisional strength. Note that units may not entrench during the Mobilization Phase unless an entrenched unit is already present in the hex the reinforcement mobilizes in.

9.1 Procedure

The player may substitute any units in the same hex as long as: 1) they are all of the same type; and 2) the units to be substituted must exist in the available force pool; and 3) the total number of division equivalents and combat strengths are the same. For example, a player could reorganize three 2-division active infantry corps to form either two 3-division active infantry corps or one 4-division active infantry corps and one 2-division active infantry corps.

9.2 There's no production cost or time to reorganize. Reorganized units may move and engage in combat normally during the ensuing turn. Units may only be reorganized, however, during the Reorganization Phase. Units may not be broken down to extract losses in combat.

9.3 Corps of three divisions may be mobilized or reorganized beginning in Winter 1915. Corps of four divisions may be mobilized or reorganized beginning in Winter 1916. While the reorganized units are the same total strength, they contain more divisions per corps and can concentrate greater combat strength owing to the stacking rule, which is based on the total of units, not divisions.

[10.0] ZONES OF CONTROL

The six hexes surrounding a land unit are its zone of control (ZOC). ZOC inhibit enemy land movement and lines of communications and command radii.

10.1 In order for a unit to have a ZOC it must: 1) be a land unit; and 2) have a combat factor of at least one; and 3) have a movement factor of at least one. For example, fortresses and entrenched units don't have ZOC.

10.2 ZOC rules apply at all times.

10.21 ZOC don't extend into or across the following hexes and hexsides: all-sea, all-lake, neutral countries, all-mountain, as well as all other terrain prohibited to land units.

10.22 Mountains: ZOC don't extend into mountain hexes. They do extend out of mountain hexes into non-mountain hexes.

10.23 Units & ZOC. Friendly land units in a hex negate the effect of enemy ZOC (EZOC) for the following purposes: 1) tracing lines of communication and command radius; and 2) control of mobilization, city, petroleum and grain hexes. Fortifications and entrenched units negate enemy ZOC for all purposes.

10.3 Effect of ZOC

10.31 Movement.

1) Normal Movement. Units must stop when they enter an EZOC. They may not move any farther that phase. Units that begin their move in an EZOC may exit it as long as they don't immediately enter another EZOC. Units may not move directly from one EZOC to another unless using infiltration movement; see 10.32. Also: see the "Mobile Warfare" weapons & tactics card.

2) Strategic Movement and Forced March. A unit may not use strategic movement or forced march if it starts or would enter an EZOC.

3) Exiting EZOC doesn't otherwise inhibit movement. A unit may exit an EZOC, move into a non-controlled hex, and then enter another EZOC at no extra movement cost.

10.32 Infiltration Movement & Cadre Ratings. A unit may move directly from one EZOC to another EZOC under the following circumstances.

1) The unit begins the move in command.

2) The unit begins the move in an EZOC.

3) The unit's cadre rating is greater than the cadre rating of all enemy units adjacent to the start hex and the hex into which the unit will move.

4) The unit moves one hex, maximum, into another EZOC. The unit may move no farther that impulse.

10.33 Lines of Communication & Command Radius. A player may not trace a line of communication or command radii into, out of, or through an EZOC unless the hex is occupied by a friendly land unit. The presence of an EZOC in an industrial city, city, petroleum or grain hex negates friendly control there unless a friendly unit occupies the hex. Note: a unit must still occupy an industrial city, city, petroleum or grain hex in order to control it; simply exerting a ZOC is not enough.

10.34 Combat. Units in EZOC aren't required to attack because of that fact. Units may not retreat into or through EZOC, even if the hex being retreated into is occupied by a friendly land unit. If forced to retreat into an EZOC, the unit is eliminated in place instead. Units may freely advance after combat into and through EZOC. That is, units may ignore EZOC for purpose of advance after combat.

10.35 ZOC don't affect air and naval units.

10.36 Other Zones of Control. Certain cities have limited ZOC; see the control rule below.

[11.0] MOVEMENT

During a player's Movement Segments he may move all, some, or none of his units that are in mobile status. Each unit may be moved as many or few hexes as the player wants, as long as its movement allowance isn't exceeded. Unused movement points may not be accumulated or transferred from unit to unit.

11.1 Procedure

Move each unit or stack individually from one hex to another. Once a unit has been moved, and the player's hand withdrawn, the unit may not be moved again. During a side's Movement Segment, only friendly units may be moved. No enemy movement may occur during a friendly impulse.

11.2 Movement Costs

Each hex entered costs a certain number of "movement points" (MP) to enter. Some hexsides crossed during movement cost additional MP. All hex and hexside costs are listed on the Terrain Effects Chart. A unit that hasn't yet moved during a Segment may always move one hex, as long as it does not enter or cross a prohibited hex or hexside.

11.3 Prohibited Movement

A unit may never enter a hex containing enemy land units of any kind, terrain the unit type may not enter according to the Terrain Effects Chart, or a hex that would place the unit out of supply (that is, more than double the command radius of the nearest HQ—see 31.0 Supply & Attrition), except during rail movement (11.62) or naval transport (11.63). A unit that is out of supply must either remain in the hex it starts the movement segment in or, if it moves, must move to a hex that is in supply. If a unit can not reach a hex that is in supply, then it must move towards the nearest friendly HQ, friendly rail hex, or friendly port, whichever is closer.

11.4 Special Terrain Effects

Units ignore railroads, and pay all normal terrain costs, unless they're performing strategic rail transit or road movement (see below).

11.41 Strategic rail transit may only be performed on friendly railroads. A friendly railroad is one that's either inside a friendly country or is outside of friendly countries but has been "cleared" by a friendly headquarters unit (see 16.4).

11.42 Roads. All hexes containing a railroad symbol are also treated as road hexes. Units ignore all other terrain costs and pay only one MP per road hex entered through a hexside containing a railroad symbol. If the hexside crossed doesn't contain a railroad, pay all normal terrain costs for the hexside crossed and the hex entered. Units may use railroads as roads anywhere on the map. They don't need to be in a friendly country, nor must the hexes be "cleared."

11.43 Mountain & Lake Hexes. Mechanized units—tanks, armored cars and motorized units—may never enter mountain hex or cross lake hexsides unless they're using road movement. They may enter those terrain types if moving along roads or by strategic rail transit.

11.5 Headquarters

A headquarters may move one hex per friendly movement impulse, as long as it doesn't cross a prohibited hex side or enter a prohibited hex (that is, it pays one MP for any type of terrain it enters). Note that combat units more than double the Command range are out of supply and subject to possible attrition—see also 31.0 Supply & Attrition).

11.51 Command Benefit. Only units within the command radius of a friendly HQ may utilize extra impulses and combat shift bonuses. See the headquarters rules for details (15.0).

11.6 Force March & Strategic Movement

A unit may increase its normal movement allowance using force march or strategic movement. Force march is generally used to transfer units from the command of one HQ to another within a theater.

Rail Movement and Naval Transport are generally used for moving units from production areas to fronts or from one front to another and thus do not need to be within an HQ command radius to move or draw supply—they may move on the extra impulses available within the front they find themselves. Thus it would be possible to rail move to a port in the first impulse, move by naval transport in the second impulse if the embarking port was on an active front for the second impulse (e.g. West Front), arrive in a port on another front (e.g. Middle East Front), and rail move in third impulse to within the Command Radius of an HQ, then move and conduct combat in the fourth impulse (presuming the Front was active for a fourth impulse).

An HQ may use strategic movement normally (see 11.62 and 11.63) however an HQ that uses strategic movement may not provide any command benefits to combat units that impulse. Place a "Strat Move" marker on affected HQ units as reminders. Note that combat units could move first, so they could trace command to another HQ for the ensuing combat segment or move the original HQ such that it was in a new location that would enable it to trace command and LOC in a later impulse.

11.61 Force March. A unit may force march using normal land movement, except its printed movement allowance is tripled. Such units may not start in or enter an EZOC. Force march may only be used to enter friendly hexes (exception: see Summer, 1914 Special Rules). Units conducting a force march must remain in supply at all times. An HQ conducting a force march may not move such that a combat unit is placed out of supply at the end of its movement.

Exception: when a unit is out of supply, it may use force march to move towards the closest HQ, friendly rail hex, or friendly port hex (whichever of these is closest).

An HQ may use force march only as a means to decrease the distance between the HQ and the ultimate source of the LOC.

Example: two Russian HQs are forming a LOC chain to a RR leading back to an Industrial City. The infantry units could move two hexes (six if using forced march) as long as they end their movement within two hexes of one of the two HQ (or another HQ). The HQ closer to the front moves back to the hex of the second HQ and then could move two more hexes to any hex on or adjacent to an RR hex as long as the final hex is closer to the Industrial City (to meet the shorter LOC requirement) and also insures all of the combat units that were in supply at the start of its movement are still in supply at the end of its movement.

11.62 Rail Movement. A unit must start the friendly movement segment on a friendly rail hex. It may then move an unlimited number of hexes, as long as each hex the unit enters, and hexside it crosses, contains a friendly railroad (For the definition of a "friendly" railroad hex, see 11.41.) It may not start in nor enter an EZOC. Note the special rules for movement on the Ottoman rail net and the limit on the number of Russian units that may use rail movement.

11.63 Naval Transport. A land or air unit must start the movement segment in a port hex; it may not perform any other type of movement during that segment. See 29.1 for procedures.

11.631 If it is a Central Powers unit, it may move to and from friendly ports bordering the Baltic Sea, or the North Sea, or the Adriatic or the Black Sea and Sea of Marmora in Turkey provided that the sea area in question is Central Powers Dominated or Contested. No Central Powers unit may move directly from a port on the Black Sea or Sea of Marmora to one on the Baltic Sea, or vice versa.

11.632 If the unit belongs to the *Entente*, it may move to and from any friendly port bordering the North Sea, Atlantic, Mediterranean, Red Sea or Persian Gulf provided that the areas are either Dominated by the *Entente* or Contested. This list is expanded to include the Sea of Marmora and the Black sea when the *Entente* controls both Gallipoli and Constantinople. An *Entente* unit may move from a port in one body of water to a port in any other body of water indicated on the list. *Entente* units can move to and from the Red Sea and Persian Gulf to the Mediterranean and Atlantic even if the Suez Canal is enemy occupied. They would be moving around southern Africa. Russian units may move within the Black Sea provided it is either Dominated by the *Entente* or Contested.

11.634 A unit using naval transport may not attack in the same phase (see Amphibious Assault, 29.2).

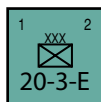
11.64 Restrictions on Strategic Movement. No unit may use more than one type of strategic movement in the same impulse. No unit may mix normal and strategic movement in the same impulse. A unit may not enter enemy controlled hexes or EZOC when making any kind of strategic move.

11.7 Mobile Assault (Combat during Movement)

A stack of units with overwhelming combat strength relative to an adjacent weak enemy unit may use Mobile Assault instead of regular movement. Specifically, a single stack of units which has a combat odds ratio of 8-1 or greater on an adjacent enemy unit or stack of units, after combat shifts, may eliminate the enemy unit and conduct an Advance after Combat according to the DE result (i.e. all attacking units may advance into the defender's hex regardless of EZOC and Cadre Rating 4 and Tank Corps may advance two hexes). This action is in lieu of other movement. Units conducting Mobile Assault may attack during the ensuing combat segment presuming they are in Command.

[12.0] ENTRENCHMENT

Units with "Entrenched" status on their on their reverse sides may convert from mobile to entrenched status, or the other way around, during any friendly reorganization segment. To do so, simply flip any friendly units currently in play onto their mobile or entrenched sides, as you desire. A mobile unit has a printed numerical movement allowance, and follows all normal movement and combat rules. The unit is considered entrenched if the side with the "E" movement allowance is facing up.



12.1 Effects of Entrenchment

Entrenched units may not move or attack. Their combat strengths are increased for defense, as printed on the counters. Entrenched units don't exert ZOC. (Any non-entrenched unit

stacked in the same hex with an entrenched unit still exerts its ZOC.) Entrenched units also ignore retreat results inflicted on their hex; though non-entrenched units stacked with them must still retreat.

12.2 Special Movement Restrictions

All entrenching and dis-entrenching is conducted prior to movement and attack in an impulse. Therefore entrenched units may move and attack in the same phase they dis-entrench, but units that entrench may neither move nor attack in the same impulse.

12.3 Mechanized units may not entrench. That's indicated by the lack of an "entrenched" status on their reverse side.

12.4 Infiltration Breakthrough Combat Results

A combat result of "DI" (Infiltration Breakthrough) forces all entrenched units in a hex to immediately dis-entrench. Surviving defending units must then retreat.

Historical Note. Most units double their strength when they entrench.

Turkish units triple their defense when entrenched as their troops tended to be quite resolute in the defense. Shock units increase 50% due to their focus on offensive tactics.

[13.0] STACKING

Having more than one friendly unit in a hex is called "stacking." Stacking limits are in effect at all times.

13.1 Stacking Limit

A side may have up to three land units, total, of any types per hex. All land combat units and fog of war markers count for stacking. All other units, including naval counters, don't count toward the stacking limit in their hex. Note that means higher divisional equivalent corps are more valuable for concentrating forces.

13.12 Brigades are an exception to the above. A player may stack an unlimited number of brigades in a hex beyond the three unit limit. (Note: Brigades include any land units not expressed in divisional equivalents, e.g. artillery, armored cars, trains, etc.)

13.13 Forts don't count for stacking; however, there may never be more than one fort per hex.

13.14 Headquarters & Air Base Markers don't count for stacking; however, only one headquarters may be stacked in one hex. Two or more headquarters may never stack together. Air Base stacking is limited by air doctrine level. For example, air doctrine level three allows up to three air bases per hex.

13.2 Stacking During Movement

Land units may neither end movement in a hex in violation of the stacking limit nor may they move through hexes already containing the stacking limit. The instant a violation occurs, interrupt movement or retreat and remove excess units (owning player's choice). Such units must be placed on the closest mobilization or industrial hex to which a LOC/S can be traced; units that can't trace a LOC/S are eliminated. The only exception is units conducting strategic rail transit may freely move by rail through hexes of non-entrained units with no effect on stacking.

Design Note. This rule represents the generally abysmal command-control and logistical capabilities of the mass armies of the period. Crowding too many troops in too small an area usually led to breakdown of cohesion.

13.3 Other Restrictions

Friendly and enemy land units may never stack together in the same hex, even momentarily. Units that have no choice but to enter an enemy occupied hex are eliminated instead, and the enemy units are unaffected. For stacking limits of naval and air units, see the air and naval rules.

[14.0] COMBAT

Fighting may occur between adjacent opposing units during a combat phase. The side currently undertaking a combat phase is always the attacker; the opponent is always the defender. Siege, air and naval combat (see 17.2) are handled differently than standard combat.

14.1 Attacking & Defending

Combat occurs only if the attacking side chooses to fight. More than one unit may attack, but all the attackers must be adjacent to a single defending hex. If a unit is adjacent to more than one hex containing defending units, it may only attack one of the hexes.

14.11 Each unit may attack only one enemy hex per friendly combat segment. If the attacker has more than one unit in a hex, he may attack with some, none, or all of them.

14.12 All units defending in a single hex must defend together, and their combat strengths must be added together to form a single combined total. The defender may not withhold units from the defense. Each defending hex may only be attacked once per combat segment.

14.2 Procedure

For each specific combat, declare the CRT to be used, and if poison gas will be used. Resolve poison gas first (see 33.0). To determine combat odds: 1) total the printed combat strengths of all attacking units; 2) total the printed combat strengths of all defending units; 3) if the attacker's total is the same or larger, divide the attacker's total by the defender's total, drop any remainder, and express that result (R) in the form R/1. If the defender's total is larger, divide the defender's total by the attacker's total, round up remainders to the next whole number and express that result (R) in the form 1/R.

Find the corresponding odds column on the appropriate CRT. Only certain units may use the Infiltration CRT (see below). All other units use the Probe and Assault CRTs.

14.21 Determine column shifts: 1) First determine the total number of column shifts to the right, in favor of the attacker, listed beneath the CRT; 2) next determine the total number of column shifts to the left, in favor of the defender, listed beneath the CRT; 3) subtract the defender's number of shifts from the attacker's; 4) select the odds column the indicated number of columns to the left if the final result is negative, to the right if the final result is positive, or make no shift at all if the final result is zero; and 5) roll a die, cross-index that roll beneath the final odds column, and apply the result. Combat Results are explained on the Player Aid Card containing the CRTs. Note that, in 4), the maximum shift is two in either direction.

14.3 Combat Results Tables

There are three different CRT in the game. The attacking player chooses which table to use for each combat, within the

following limits.

Probe Table: all land units may attack using this table.

Assault Table: all land units may attack using this table; attacks against Fortified Zones, industrial cities and naval bases must use this Table.

Infiltration Table: the attacker must have at least one shock or tank unit committed to the attack. Other units involved in the attack do not have to be of those types.

14.4 Shifts

14.41 Positive shifts (“+#”) are shifts to the right (that is, in favor of the attacker); negative shifts (“-#”) are shifts to the left (that is, in favor of the defender).

14.42 The attacking player receives shifts for certain strategy cards. In order to make use of those shifts, the attacking units must be within the command radius of a friendly HQ that can, in turn, trace a line of communication back to a friendly mobilization center (see 15.4).

14.43 The defending player receives shifts for certain strategy cards. In order to make use of those shifts, the defender must fulfill the following condition. That is, at least one defending unit must be within the command radius of a friendly HQ that can, in turn, trace a line of communication back to a friendly mobilization center (see 15.4).

Design Note. *Combat shifts represent concentrations of army-level artillery assets and enhanced logistical support.*

14.44 Combat is shifted 1R if the defender is Out of Supply and 1L if the attacker is Out of Supply

[15.0] HEADQUARTERS

Headquarters (HQ) units represent the command and control elements of armies, responsible for planning and executing battle plans as well as coordinating logistical support along “lines of communication” (LOC).



15.1 HQ Movement

See Movement rule 11.5 for details.

15.2 HQ Combat

Headquarters may participate in combat normally. They are treated in all respects like combat units, unless a rule specifically states otherwise.

15.3 Command Radius

15.31 Each HQ has a “command radius” (CR). Friendly units within a CR are said to be “in command,” and they may therefore receive “command benefits” (see 15.7). CR must be traced from the HQ to a combat unit. They may not be traced into or through hexes containing enemy units, prohibited terrain or hex-sides, or neutral countries. CR may be traced through enemy ZOC only if the hex is occupied by a friendly unit. The number of hexes (not movement points) between an HQ and a combat unit may not exceed the HQ's printed command radius. (Count the combat unit's hex but not the HQ's hex.)

15.32 Command radii may not be extended by railroads, and CR should not be confused with LOC (see below). Command Radii represent the distance at which a headquarters could control operations. LOC are the routes through which ammunition, supplies, replacements and other logistic support must be brought up.

15.4 Lines of Communication

An HQ must also be able to trace a LOC that ultimately leads back to a friendly industrial city; otherwise, it may not provide command benefits (see 11.51 and 15.7) to friendly units.

15.41 Tracing LOC: A valid LOC may be traced from the HQ by any one of the following means.

- 1) Directly to a friendly industrial city (first and only leg).
- 2) To a friendly railroad hex (first leg) that's in turn connected by an unbroken path of friendly railroad hexes to a friendly industrial city.
- 3) To a friendly port hex (first leg) that's connected by an unbroken path of friendly sea hexes to another friendly port that is itself an industrial city, or which can trace an unbroken path of friendly railroad hexes to a friendly industrial city. The first port must contain a friendly naval transport flotilla.
- 4) To a friendly railroad hex (first leg) that's connected by an unbroken path of friendly railroad hexes to a friendly port, which is in turn connected to a friendly industrial city as described above.

15.42 The number of hexes (not movement points) between an HQ and the "first leg" of the LOC must not exceed the HQ's printed command radius value. (Count the city, port or railroad hex but not the HQ's hex.)

15.43 Sea LOC. The sea areas through which the LOC is traced must either be friendly Dominated or Contested.

15.5 Special Conditions & Restrictions

- 1) A LOC may not be traced into a mountain hex except along a railroad (exception: see 37.4 Alpine units). Note: This means non-Alpine units in mountain hexes may trace a LOC out of the mountain hex they occupy but not into another mountain hex.
- 2) The industrial city and the HQ must belong to the same country. Exception: see the National Command rule, 15.6.
- 3) Instead of tracing to a port, city or railroad on its first leg, an HQ may trace to another HQ of the same nationality that lies within the tracing HQ's command radius. Count the hex containing the HQ providing the LOC, not that of the tracing HQ. The HQ providing the LOC may in turn trace its own LOC to another HQ of the same nationality. In that way a "chain" of HQs may maintain a LOC leading back to a friendly port, railroad, or industrial city. At that point the remainder of the LOC to an industrial city must be traced normally, as described above.

There's no limit to the number of HQs that may serve as part of a LOC chain.

- 4) An HQ located in an industrial city hex is always considered to have a LOC, regardless of the presence or disposition of enemy forces.

15.6 National Command

HQ and industrial cities may only provide LOC and command benefits to units of their own nationality, unless noted otherwise below:

German: can provide benefits to any Central Powers units.

French: Can provide benefits to any US or Brazilian units.

British: Can provide benefits to any Belgian, Portuguese, Spanish or Japanese units.

15.7 Command Benefits

Units "in command" receive certain benefits. There's no penalty for being out of command; such units simply don't gain any benefits for being "in command."

15.71 Additional Segments. A friendly combat unit that's "in command" may move and attack in segments after the first one if a friendly Strategy card is being played that allows these additional segments. This is determined at the instant the unit begins to move or attack. Note a unit may move out of command in its movement (but not out of supply; see 11.3) without penalty other than potentially being unable to move or attack in the further segments. A unit may be able to move and attack due to an HQ moving up to where a unit is "in command."

15.72 Combat Shifts. Attacking and defending units "in command" may utilize combat shifts from strategy cards to shift the combat results column in their favor. See rules 11.2 and 11.6. Command status is determined at the instant of combat. Attacking units would always have their attacking shifts in additional segments because they can only attack when "in command"; however, defending units will not receive their benefits if they are not "in command."

15.8 Infiltration Movement

A friendly combat unit "in command" may use infiltration movement; see 10.32.

[16.0] HEX CONTROL

Certain game functions require players to "control" hexes. Any given hex may be in one of three states: 1) friendly control, in which your side controls the hex; 2) enemy control, in which the opposing alliance controls the hex; or 3) Uncontrolled, in which neither alliance controls it.

16.1 Automatic Control

A side automatically controls each hex located in a friendly country without having to occupy it with units until the moment: 1) a hex is occupied by an enemy land unit, at which time it's considered enemy controlled; or 2) the country surrenders, at which time it's considered uncontrolled if no other units occupy it, or enemy controlled if the enemy player fulfills the conditions for control, or friendly controlled if land units from another friendly country fulfill the conditions for control.

16.2 Assuming Control

A side gains control of a city or other strategic hex in an enemy or surrendered country by occupying it with a friendly land unit. In order to maintain control, the side may have to fulfill certain extra conditions.

16.21 Garrisoning

In order to maintain control of an enemy capital, industrial city or port hex, the player must maintain one or more friendly lands unit in it (any type or size). The instant the player removes all land units from the hex, he no longer controls it; the hex becomes uncontrolled. It doesn't revert to friendly control until a friendly unit enters it.

16.22 In order to maintain control of enemy non-capital, non-industrial cities, petroleum or grain hexes, the player must simply

be the last to have had a friendly unit in the hex. That side then maintains control of the hex until an enemy unit occupies the hex.

16.23 A player must therefore garrison enemy capital, industrial and port hexes if he desires to maintain control there. Other hexes are considered controlled simply by having a friendly unit passing through them.

16.3 Regaining Control

To reestablish control over a hex in a friendly country currently controlled by neither side, a friendly land unit must move through or occupy the hex. The hex is once again considered under automatic control (see 16.1). It isn't necessary to maintain a garrison in cities originally friendly in order to maintain control in those locales.

16.4 Repairing Railroads

Each side must repair railroad hexes outside their friendly countries in order to make them part of their own rail net. Railroad hexes needing to be repaired before they can be used for strategic movement include: 1) those inside an enemy or neutral country that was last passed through by enemy units or that has never been passed through by any friendly unit; 2) a hex in a friendly country that was passed through by one or more enemy units.

A railroad hex is considered repaired the instant a friendly HQ unit moves into the hex using regular (not strategic) movement. A friendly, motorized HQ can repair two railroad hexes in each Movement Segment. The hex may then be used immediately by the repairing side for rail movement and tracing LOC until such time as it's once again passed through or occupied by an enemy unit. Place "Rail Head" and "Rail Junction" markers as needed to indicate the status of railroad lines and hexes.

16.41 Restrictions. A player may not use strategic rail transit through enemy rail hexes until they have been repaired.

Road movement may be performed normally through any railroad hexes regardless of their status.

16.42 Destroying Railroads. Anytime an enemy unit enters a railroad hex controlled by your alliance, the railroad aspect of the hex is considered destroyed until such time as a friendly HQ unit enters the hex.

16.5 City ZOC

Capital and industrial cities have a limited ZOC, representing local defense forces, plus the need for advancing armies to clear major population and mobilization centers. They are called "city ZOC" (CZOC).

16.51 A CZOC is exerted only in the hex containing the city. They don't project into adjacent hexes.

16.52 CZOC have the following effects: 1) they block enemy command radii and LOC; and 2) a land unit using strategic movement must stop when it enters a hex containing an enemy CZOC.

16.53 Negating CZOC. If a player occupies an enemy city with a friendly unit, that negates its CZOC. At the instant the player removes the unit, the CZOC is restored. A player may trace LOC/CR and use strategic movement through a garrisoned enemy city. This means, in effect, if a player captures an enemy

capital or industrial city, he must maintain a garrison in it in order to prevent the CZOC from reappearing.

[17.0] FORTIFICATIONS & SIEGE ARTILLERY

Fortification units represent major fortified zones and their garrisons. Siege artillery units represent super-heavy guns used to assault them.

17.1 Fortification markers ("forts") are placed on the map according to scenario instructions, and they have the following effects and limitations: 1) forts may never move or attack; 2) forts and all units stacked with them ignore retreat results, and 3) forts may not be attacked using the Infiltration CRT.

17.2 Siege Artillery units are treated as normal units except each artillery unit may be used to make a "siege bombardment" against an adjacent enemy fort using the Siege Bombardment Table. Simply roll a die for each attacking siege artillery unit and cross-index the result. There are no die roll modifiers or column shifts for siege bombardment. Siege Artillery may engage in normal combat during the same Combat Segment in which it has already made a "siege bombardment" and is eligible for advance after combat. Siege artillery may use force march and strategic movement.

[18.0] WEATHER

Weather has various effects on movement, combat and LOC. Weather effects are listed on the Weather Chart.

[19.0] BELLIGERENTS, NEUTRALS & SURRENDER

All countries in the game are either belligerent (controlled by the Central Powers or *Entente*) or neutral. Each scenario designates which countries are controlled by one side or the other and which begin play neutral. A side that controls a particular belligerent country controls all its forces, its economy, its railroads, etc. Certain countries begin the game as belligerents, and others become belligerents in the course of play via play of "Diplomacy" and "Ultimatum" cards or as specified by the scenario rules.

19.1 Belligerents

Each scenario's instructions will designate which countries are in each side's alliance. All other countries are neutral.

19.2 Neutrals

Countries that have been designated as neutral are set up according to scenario instructions. Each neutral will start the game with certain forces. They're deployed either on the map or in an off-map zone. Players may not use their forces or mobilization capabilities.

Neutrals enter the game only in the Diplomacy & Ultimatum Phase. This has important implications for neutrals joining the *Entente* as a result of the scenario rules.

19.21 Each player has a Diplomacy & Ultimatum Phase. The player may make a maximum of one diplomacy or ultimatum attempt per turn, and he must play the appropriate card in order to do so.

19.22 If a country becomes a belligerent, both players may enter its territory. The player gaining control of it gains control of all its forces, resources, railroads, etc.

19.23 Players may not otherwise enter or attack a neutral country except for those listed in 19.7. Restrictions include the following: neither player may move a unit, including air and naval, into or through a completely neutral hex or across a completely neutral hexside. A hex containing both neutral and non-neutral territory separated by a boundary symbol isn't considered neutral territory for this purpose, and entry into such a hex doesn't constitute invasion.

Neither player may move a surface naval unit into a neutral restricted waters hex. Only hexes adjacent to Denmark qualify as neutral restricted waters.

19.24 Penalties & Restrictions. Ultimatums may cause shifts in morale. Neither side may ever violate the neutrality of Sweden or Norway.

19.3 Surrender

Once a country has entered the war it can never again become a neutral. Countries may surrender.

19.31 All countries in an alliance will surrender if that side's morale falls below one. If an entire alliance surrenders, it loses the game and the other player checks to see if his alliance has attained its victory conditions.

19.32 Individual countries within an alliance may surrender if the following occur.

- 1) Certain political events call for a player to check the Revolution Table. Certain results (National Exhaustion, Hinge of Fate, and Red Terror) will cause individual countries to surrender.
- 2) Certain ultimatum events call for the targeted neutral country to surrender.
- 3) When all cities in a country are enemy occupied and no forces of that country are in that country, that country surrenders. Forces outside of the country will continue to fight on, but no new forces can be mobilized. Should that side later manage to regain the capital of the surrendered country, that country will rejoin that side (with reversal of the surrender morale point adjustment).

19.33 Surrender Effects.

- 1) If a country surrenders, the player who formerly controlled it no longer does so.
- 2) Don't, however, remove any guerrilla, nationalist, Bolshevik or free corps units from that country; they continue to function normally.
- 3) Both sides units may enter surrendered countries.
- 4) No more units from the surrendered country may be mobilized or received as reinforcements.
- 5) Surrender may cause morale shifts; see the Morale Chart.
- 6) Players must still occupy surrendered country capital, mobilization and port hexes in order to control them.
- 7) Off-map areas belonging to the surrendered country become unplayable.

19.34 Off-Map Country Restrictions.

- 1) Nationalist and Bolshevik units may never be placed in off-map areas. This is mainly to keep the rule simple. Historically,

areas such as Siberia were battlegrounds between such forces, but in game terms that would have a marginal effect at best.

- 2) The United States may make revolution checks. If the events "Red Terror" or "Nationalists" occur, treat it as Surrender. No Bolshevik or Nationalist units are ever placed in the United States.
- 3) Entente minor countries (Japan, Portugal, Spain & Brazil) never make revolution checks.

19.5 Regional Boundaries

Certain countries are subdivided into regions, representing major ethnic groupings within their particular empire.

- 1) **Russia:** Finland, Poland, Baltic, Ukraine, Transcaucasia.
- 2) **Austro-Hungary:** Bohemia-Moravia (Czechoslovakia), Hungary, Ruthenia, Bosnia-Herzegovina.
- 3) **Britain:** Ireland and Egypt.
- 4) **Italy:** Libya.

19.6 When a nationalist event occurs, various nationalist military forces may come into play; see 35.2.

19.7 Minor Countries

Montenegro, Albania, Luxembourg and Andorra may be invaded by both sides without any declaration of war. That's true even if they begin a scenario neutral. Any forces they control are placed under the control of the player who didn't invade them.

[20.0] MINOR POWERS & EXPEDITIONARY FORCES

Certain countries contributed small numbers of forces to the war, either due to a lack of resources or political restrictions. Spain, Portugal and Brazil all sent, or could have sent, small forces to participate. In the game, those countries' units are termed "expeditionary forces."

20.1 Minor countries enter play only if the *Entente* player plays the "Entente Minor Powers" card and rolls certain results.

20.2 A minor country may send an expeditionary force only once per game. If its units are eliminated, they're never replaced.

20.3 Minor power reinforcements are placed as follows.

Spain: on any Spanish city hex or the west edge of the map in Spain.

Portugal: in the Portugal off-map area. The *Entente* may utilize the Portuguese port.

Brazil: in the Latin America off-map area. The *Entente* may utilize the Latin American port.

[21.0] OFF-MAP AREAS & THE WORLD DISPLAY

The *Entente* player may deploy and move certain units among the off-map areas and between the game maps and off-map areas. Off-map areas are shown on the World Display. Each off-map area indicates who controls it, and whatever facilities are available there, including mobilization centers, petroleum sources and naval bases. Units may only move onto or off of the game map using strategic movement.

21.1 Friendly Areas

21.11 The following areas are friendly to the *Entente* in 1914:

all British, French and Russian areas, including Canada, British Africa, Aden, India, Australia, French Africa, French Indochina, Siberia and China. Japan is part of the *Entente* but the forces of other Entente countries may not enter Japan.

21.12 The US and the Philippines become friendly to the *Entente* upon the US entry into the war as an *Entente* belligerent.

21.13 The Dutch East Indies become friendly to the *Entente* upon the Netherlands' entry into the war as an *Entente* belligerent. If the Netherlands become a Central Powers belligerent, the Dutch East Indies become *Entente* controlled at the end of any impulse that alliance moves one active or shock infantry corps of any size into the Dutch East Indies area. (This is an amphibious assault off-map). The corps must be maintained there in order to maintain *Entente* control. If moved out, the Dutch East Indies are controlled by neither player.

21.14 If the Netherlands becomes a Central Powers belligerent, the instant the *Entente* player has at least one CA, PD, BC or BB unit in the same area as the Dutch naval units, the Dutch units are removed from play. The *Entente* player may not land the infantry corps in the Dutch East Indies until that happens.

21.15 Latin America is neutral unless some event brings it into the war; however, the Entente automatically control the Latin American petroleum from the start of the game.

21.16 The part of Persia on the Global Display is considered part of India.

21.2 Exiting Maps

21.21 Land Units exit the game map by moving off a map edge and then being placed in the off-map land area connected by the frontier of the "game map" inset on the Global map. The unit must be utilizing strategic movement and must have at least one movement point left. Entering an off-map area ends the land unit's movement. Example: a Russian land unit force marching off the eastern edge of the east front map would be placed in Siberia.

21.22 Naval Units exit the game map by moving off a map edge and then being placed in the off-map sea area connected by the frontier of the "game map" inset on the Global map. The unit utilizes normal naval movement. Entering an off-map area ends the naval unit's movement. Example: an *Entente* naval unit moving off the western edge of the west front map would move into the Atlantic Sea Area and continue on to a port.

21.23 Air Units exit the game map by moving off a map edge and then being placed in the off-map land area connected by the frontier of the "game map" inset on the Global map. The unit must be utilizing air transfer and must have at least one range point left. Entering an off-map area ends the air unit's movement. Example: an *Entente* air unit flying off the south edge of the Middle East map would be placed in British Africa.

21.24 In general, only *Entente* units may exit the map. Certain Central Powers naval units may also exit the map to enter the Commerce Raiding Zone.

21.3 Entering a Game Map

21.31 Land Units enter the game map by moving from an off-map area adjacent to the "game map" inset and being placed on a land hex on the border of the appropriate hexagon game map.

The unit must be utilizing strategic movement, and is considered to have started its movement adjacent to the hexagon map edge. The unit may continue moving on the appropriate hexagon game map. **Example:** an *Entente* land unit force in Siberia force marches onto the eastern edge of the east front map, playing one movement point for the first hex entered.

21.32 Naval Units enter the game map by moving from an off-map area adjacent to the "game map" inset and being placed in a sea hex on the border of the appropriate hexagon game map. The unit may continue moving on the appropriate hexagon game map. Example: an *Entente* naval unit moving in the Atlantic could enter a western edge hex of the of the west front map.

21.33 Air Units enter the game map by moving from an off-map area adjacent to the "game map" inset and being placed on a land hex on the border of the appropriate hexagon game map. The unit must be utilizing air transfer movement, and is considered to have started its movement adjacent to the hexagon map edge. The unit may continue moving on the appropriate hexagon game map. Note that since air transfer doesn't allow combat, air units may not conduct combat missions based off-map. Example: an *Entente* air unit flying from British Africa could enter on the south edge of the Mid East map.

21.34 Off-Map Railroads. The United States and Canada are considered to have railroads running between them. Siberia has a railroad running through it from its western extreme (connecting to all railroads exiting the eastern edge of the Russian front map) to the port on its Pacific coast.

21.35 IMPORTANT RESTRICTION. No unit may both enter and exit an off-map area in the same phase, nor may any unit exit and then reenter an off-map area in the same impulse.

21.4 Moving Between Areas

21.41 Land Units may move from one off-map area to a connected off map-area via land or sea routes, as indicated on the World Display. Example: a land unit in Canada could move to the United States.

21.42 Naval Units may move from adjacent naval area to adjacent naval area if there is a connecting sea route. Example: a naval unit in the Atlantic could move to the Indian Ocean.

21.43 Air Units may fly into an adjacent off-map area if there is a common land boundary. To fly between adjacent off-map areas, simply move from one off map area to another. Air units may not cross ocean areas.

21.44 Land and air units may move from the Game Map to off-map areas or vice versa only in impulses corresponding to the Campaign Card in play for the corresponding game map. Naval Transport units starting in the Atlantic move in impulses corresponding to the Western Front while TR units in all other areas move corresponding to the Middle Eastern Front.

21.45 Land and air units moving on the World Display may move one area per turn. Naval units may move two areas, or may move from a port into one off-map area and then enter an adjacent on-map area. All naval units must end their movement in a port or naval base hex or on a port symbol on the World Display. (See 25.3 Conducting Naval Operations, 25.4 Amphibious Assault, and 29.0 Naval Transport.)

21.46 Certain land area borders are impassable; land and air

units may never move between them:

- India-China
- French Africa-British Africa
- British Africa-Mid East map land hexes (sea movement allowed)
- Siberia-India

21.47 There are no stacking limits in the off-map areas.

21.5 Off-Map Areas

Ports: certain off-map areas have ports marked on them. A land unit must be in a port to use naval transport. There is no extra movement cost to move to or from a land area to a port in the same land area.

Panama Canal: The *Entente* player may move from the Caribbean to the Pacific and vice versa.

21.6 Restrictions

Central Powers units may not enter off-map areas. There is no combat in off-map areas. Comment: this is for a variety of logistical reasons, chiefly that most Central Powers naval forces lacked the capability for long range steaming. Despite some cruiser activity at the start of the war, Central Powers naval forces rarely ventured onto the high seas, and those few units that did are accounted for by various strategy cards.

21.7 Imperial Units

The British and French start certain units in off-map areas. The *Entente* player may move them onto the map.

21.8 United States

The US starts all of its units in off-map areas. The *Entente* player may move them onto the map if the US is a belligerent.

21.9 Merchant Shipping & Commerce Raiding

The Central Powers may attack *Entente* merchant shipping. That's done by placing commerce raiding units (for example, U-boats) in the Commerce Raiding Zone of the Global Display. The *Entente* may also place naval units to escort convoys there. The Commerce Raiding Zone is not considered to be part of the Global Display; it's an abstraction of worldwide submarine and merchant shipping activity.

[22.0] WEAPONS & TACTICS DEVELOPMENTS

Players may not begin producing certain types of units or using certain types of tactics until the appropriate weapon & tactics card has been played and successfully developed.

22.1 Procedure

During the Mobilization Phase the player checks any weapons and tactics development card he's selected. The card will list the preconditions for development of certain weapons and tactics (usually expenditure of mobilization points and/or a die roll). If the player has successfully developed the weapon or tactic, he may begin mobilizing the type of units designated, or utilize the tactic listed, beginning that turn.

22.11 Die Roll Modifier. If the enemy player has developed a specific weapon or tactic, the friendly player gains a minus-one (-1) die roll modifier when trying to develop it. A die roll of zero is automatically successful development, representing successful imitation of enemy innovation.

22.2 If a weapon or tactic is developed, the card is placed face up and remains in play for the remainder of the game; it doesn't count against other card totals. If the weapon or tactic isn't developed, the player may elect to return it to his deck or leave it in play for the next turn. If left in play, the player leaves the card face-up, rotating it 180 degrees. On subsequent turns the player may make additional attempts to develop the card by paying the same costs, but enjoying a -1 die roll modifier (DRM). A second -1 DRM is available for attempting to develop a Weapon or Tactic the enemy has already developed (i.e. a maximum of -2 DRM per attempt if both conditions are met).

The player may also elect to play a new weapons & tactics or contingency card in the ensuing turns. Thus, it's possible to have two or more weapon and tactics cards in development as long as only one card is resolved per turn.

22.3 Units may begin being produced immediately in the turn a new weapon or tactic is developed.

22.4 Certain strategy cards will give the players extra shock troop or tank brigade units 'for free.' These units may be placed even if the player hasn't yet developed the appropriate weapons and tactics card. Also note the US starts the game with shock troop units on the map. Units received in these ways do not allow mobilization of additional units of these types; successful development of the appropriate card is still required.

[23.0] FOG OF WAR

A player may always examine his own stacks, but may examine those of his opponent's only under certain conditions. Each side has a number of "Fog of War" (or "dummy") units that may be used to confuse the opposing player about the actual content and disposition of friendly forces.

23.1 Fog of War Dummy Units

Counters marked "Fog of War" may be placed in hexes containing 'real' units of any types. Those markers may be placed anywhere in a stack of friendly units, and count toward the stacking limit. When revealed (see below), dummy units are immediately removed from the map. The player receives all dummy units available off-map at the beginning of the next quarter at no cost. Dummy units may not be placed in hexes that don't contain at least one 'real' unit.

23.2 Dummy Units in Combat

The instant an attack is declared, both players may examine all units involved in the combat. No declared attack may be called off. Since examination of units occurs before final determination of column shifts, both sides will have some chance to adjust the overall odds.

23.3 Strategic Intelligence

During a friendly movement phase, each HQ may attempt to examine one enemy occupied hex within double its command radius. Ignore the presence of enemy units, ZOC and prohibited hexes. As long as the hex lies within range, strategic Intelligence may be attempted. It costs nothing to perform, and the HQ may move and fight normally during the same phase. The player rolls a die. If the result is equal to or less than the HQ's cadre value, the HQ's owner may examine the contents of the enemy hex.

23.4 Naval Fog of War

23.41 All naval units are back-printed with their fog of war side. Naval units are normally deployed faced down so the enemy may not see them. They are flipped face up whenever the opposing player conducts a successful intelligence operation against their hex, or at the instant of combat. They are then returned to their face down side.

23.42 Fleet Markers. Both players have fleet markers. Both may substitute any on-map naval forces for a fleet marker at any time in their own turn. The component naval units are placed in the corresponding Fleet Box. Those units are placed on the map whenever combat, intelligence or some other game function would require their examination.

23.5 Air & Naval Reconnaissance

Aircraft and ships have their own specific rules for spotting enemy forces; see the air and naval rules (sections 25.0 and 30.0).

[24.0] NAVAL FORCES

Players conduct naval operations during various phases. The types, scale and ratings are covered in the following sections.

24.1 Naval Unit types and symbols:

- BB = Battleship Squadron
- BC = Battlecruiser Squadron
- PD = Pre-Dreadnought Squadron
- CA = Cruiser Squadron
- ESC = Escort Flotilla
- SS = Submarine Flotilla
- TR = Transport Flotilla

- 1) The following types are considered “naval combat units” in the rules: Battleship Squadron, Battlecruiser Squadron, Pre-Dreadnought Squadron, Cruiser Squadron, Escort Flotillas and Submarine Flotillas.
- 2) The following types are considered “surface combat units” in the rules: Battleship Divisions, Battlecruiser Divisions, Pre-Dreadnought Divisions, Cruiser Division, Escort Flotillas, Transport Flotillas.

24.2 Naval Scales

Battleship Squadrons, Battlecruiser Squadrons, Pre-Dreadnought Squadrons = 12 ships each.

Cruiser Squadrons = 24 ships each.

Escort Flotillas, Submarine Flotillas = 36 ships each.

Transport Flotillas = indeterminate amount of shipping.

24.3 Naval Unit Ratings



Reverse side.



[25.0] NAVAL OPERATIONS

25.1 Naval Basing

Naval units other than TR units must end each phase in a friendly base (on-map forces) or on a port symbol (off-map forces).

es). Any number of naval units can be stacked at a naval base or World Display port symbol.

25.2 On-Map areas

The following areas are on-map sea areas for the purposes of determining operations and interceptions:

North Sea (bounded by north map edge, Denmark Restricted Waters, Channel blockade line-hexes 1819-1919-2020, Scapa Flow blockade line-hexes 1901-1902-1803)

English Channel (Channel blockade line to map edge) The Entente player may conduct naval operations in the English Channel (Channel blockade line to map edge) without risk of interception unless the CP occupies Cherbourg.

The ports of Devenport and Liverpool are considered to be adjacent to the Atlantic Ocean off-map area (thus with two area movement units starting in these ports can reach any port adjacent to the Indian Ocean).

Baltic Sea: bounded by Denmark Restricted Waters. The Kiel naval base is considered to be on both the North Sea and Baltic Sea.

West Mediterranean Sea: West Front map bounded by Adriatic blockade line-hexes 4546-4646.

East Mediterranean Sea: Middle East front map bounded by Gallipoli.

Adriatic Sea: bounded by Adriatic blockade line-hexes 4546-4646.

The Taranto naval base is considered to be on both the Mediterranean and the Adriatic Sea

Black Sea (bounded by Constantinople)

The Constantinople naval base is considered to be on both the Mediterranean and the Black Sea

The CP player may conduct naval operations in the Sea of Mamora (Gallipoli to Constantinople) without risk of interception unless the Entente occupies Constantinople. If the Entente occupies Constantinople, then the Sea or Mamara is considered part of the Mediterranean Sea area

Note: Suez is considered to be on the Mediterranean Sea as well as the Indian Ocean. Aqaba, Barsa, and Fao are considered to be adjacent to the Indian Ocean.

25.3 Conducting Naval Operations

Naval units may conduct only one mission per game turn except TR units. TR units may conduct one transport or amphibious assault per operational impulse however they may not conduct further assaults or transports after conducting an Amphibious Assault. Exception: BB, BC, and PD units based in a Sea Area where an Amphibious Assault occurs may support the Amphibious Assault even if they participated in a General Engagement earlier in the turn as long as the General Engagement mission did not result in combat. Amphibious Assaults may only be conducted in friendly dominated sea areas. Naval transports may be conducted in friendly dominated or contested sea areas.

25.31 General Engagements may occur in the **Sea Area Control Determination Phase** and in the **Supply & Attrition Phase**. In the first of these phases changes in control of the on-

map sea areas are resolved one area at a time (CP player's choice of first area to resolve, then alternate). The player selecting the area is considered the attacker. Changes in control may only be attempted once per area per turn and are always voluntary.

The declaring player secretly chooses 1-10 naval units from one naval base in the area. If the opposing player declares to intercept, he secretly selects 1-10 naval units from one naval base in the same area. Interception is automatically successful.

The players must then reveal if the CP Jutland Campaign card (if engaged in the North Sea) or Otranto (if engaged in the Adriatic or Western Mediterranean Seas) or Britannia Rules the Waves Campaign cards have been played. If so, players of these cards may also designate a second fleet from the same or a different base in the same on-map area to join the fight. If a side has not played one of these Campaign Cards a second fleet may join on a dice roll of 9 or less (e.g. if only the Jutland card was revealed then the German player would bring in up to 10 additional naval units while the British would have to roll a 9 or less to bring in an additional fleet).

In Contested areas through which LOC/S have been traced during the turn, the enemy may attempt to inflict Mobilization Point losses on the other side by rolling on the **Contested Sea Area Mobilization Point Table**. The player rolling will be the attacker should the Table yield a General Engagement result. Should both sides trace LOC/S through the same area the CP player goes first. No more than one General Engagement can be fought per area.

25.32 Coastal Bombardment: The player secretly chooses 1-5 naval units from one naval base. If the opposing player chooses to intercept, he secretly selects 1-5 naval units from one naval base. Roll to determine if interception is successful; on a two, the interception occurs before the bombardment while on a three the interception occurs after the bombardment. Bombardment is resolved on the Bombardment Table for coastal city bombardment. Note that it is possible to send more than one bombardment mission to the same location however only one Devastation result can be obtained per target city.

25.33 Commerce Raiding (CP player only). The CP Player chooses 1-5 German CA or SS units he wishes to send to the Commerce Raiding Display via the North Sea or 1-2 Austrian-based SS units via the West Mediterranean. The Entente player chooses whether he will intercept and if so selects 1-5 British intercepting units in the North Sea or 1-2 French, British, or Italian (only one nationality per interception) units in the West Mediterranean. The Entente player rolls to determine if interception is successful.

25.34 Re-basing. Re-basing occurs during the Reinforcement and Re-basing segment of Mobilization (7f). Any number of naval units that did not conduct any missions may re-base from any naval base or port symbol to any other friendly naval base or port symbol as long as they do not transit any enemy dominated sea areas (note: where a naval base is considered to be adjacent to two Sea Areas, or a On-Map Sea Area and an Off-Map Sea Area both would have to be dominated to preclude re-basing).

25.4 Amphibious Assault & Naval Transport Operations

Amphibious Assaults and Naval Transports occur during op-

erational impulses. Only TR units may move during operational impulses (all other naval units move during the Naval Operations Phase or during the Re-basing). Note: During Amphibious Assaults, it is possible to designate BB, BC, and/or PD units to support the assault if they did not conduct a mission earlier in the game turn. See 29.0 for Naval Transport procedures.

25.41 Amphibious Assault determination. *Amphibious Assaults* are directed against unfriendly ports. They are conducted by having a TR unit transport a land unit to an unfriendly port hex (see 25.45 for two unit assaults). Each side may conduct only one amphibious assault per impulse. The invading unit must attack the port hex and any enemy units occupying the hex. All port hexes are considered to have a defensive strength of five for amphibious defense (that is, that defensive value wouldn't apply if the port was attacked by land combat). That value is added to the combat strength of any combat units in the hex.

Exception: Basra, Poti, Batum, and Trebizond are considered ports with no amphibious defensive strength but must be amphibiously assaulted. See 25.44 for Turana and Faos.

If the assaulting unit belongs to the Central Powers, both the port of embarkation and the port of disembarkation or amphibious assault must border either the Black Sea/Sea of Marmora or the Baltic Sea. The unit may not move from a port in one sea to a port in the other.

If the assaulting unit is *Entente*, the port hex may border the North Sea, Atlantic, Mediterranean, Red Sea or Persian Gulf. The unit may move from a port bordering one sea to a port bordering any sea on the list. In addition, assaulting units may embark and assault ports within the Black Sea, but not into or out of unless Constantinople is Entente occupied.

Amphibious assault counts against port embarkation capacity (see 29.16 and 29.22).

25.42 Procedure.

- 1) The TR unit is moved adjacent to the target port and the transported land unit is placed on top of the TR unit. If the target hex has a fortification unit in it, that unit must be eliminated before the Amphibious Assault can proceed. Any BB, BC, or PD units that did not conduct operations earlier in the game turn may conduct an unopposed Coastal Bombardment mission. Should the Bombardment not result in the elimination of the fortification unit, then the Amphibious Assault is cancelled, the TR and the land units return to a friendly port or naval base and may not move for the remainder of the game turn.
- 2) The defender determines his combat strength by adding the amphibious defense strength to any combat units he has in the hex. If there are no defending units in the hex, the defense strength of five applies.
- 3) The assaulting unit may not combine with attacks by other friendly units from adjacent hexes in the same assault.
- 4) The combat receives a two column shift to the left (2L) if a port hex or a three column shift (3L) if it includes a naval base symbol.
- 5) The assaulting unit may receive a naval gunfire support shift of 1R per six BB, BC and PD naval units in the sea hex. If

there are less than six such units, a die roll equal to or less than the number of BB, BC and PD units results in a 1R. Card(s) in play with "#R Naval" combat shifts will provide additional assault benefits. (note: naval units of different nationalities may be combined for fort bombardment or support.)

- 6) If the attack results in a DE or DD, the assaulting unit may advance into the hex but may not advance any farther, regardless of its cadre rating or type. Any naval units in a naval base that is successfully assaulted attempt to re-base to the nearest friendly naval base. For each unit, roll one die and on a die roll of one, eliminate the naval unit.
- 7) If the attack doesn't result in a DE or DD, the assaulting unit is eliminated.
- 8) Mechanized and motorized units may not make amphibious assaults.

25.43 If the hex contains no enemy land units, the amphibious assault unit conducts an assault against the hex defensive value; a DE or DD result must still be achieved or the assaulting unit is lost. Exception: some ports and naval bases may not be amphibiously assaulted; they have a black line along their sea hexsides (friendly transport can still occur).

25.44 Minor neutral ports (Turana and Fao) don't have a defensive strength and don't require an amphibious assault. Regular naval transport may be used to transport units into a minor neutral port.

25.45 US Intervention. From the turn the US joins the *Entente* as a belligerent, the *Entente* player may conduct a two-unit amphibious assault if it includes a US land unit. If a two-unit assault is conducted and an HX result occurs, which can be satisfied by one of the two assaulting units being removed, the other unit may advance into the hex.

25.5 Submarines

Surface ships may attack enemy submarines; these aren't World War II U-boats. World War I submarines couldn't remain submerged for extensive period of time. Their submersible characteristics are reflected by their high contact rating.

25.6 Coastal Fortifications

Fortifications in coastal and port hexes have a limited naval combat capability representing gun emplacements, minefields and coastal defense craft. Coastal fortifications may not otherwise attack enemy naval units except as a result of attempted bombardment by enemy naval units.

25.7 Naval Lines of Communication

You trace a naval line of communication to a friendly port hex, which must contain at least one friendly naval transport unit (as per 15.41 #3). It's then traced through an unlimited number of sea areas to another friendly port, which doesn't have to contain a naval transport unit. In any Contested areas through which the Naval LOC have been traced during the turn, the enemy may attempt to inflict Mobilization Point losses on the other side by rolling on the **Contested Sea Zone Mobilization Point Table**

25.71 Off-Map Naval Lines of Communication. In most Off Map areas, the Entente player has various Industrial Centers and

will be using the corresponding forces to occupy Off-Map areas and remove Uprising Markers, e.g. British forces in British Africa, French forces in French Africa, Japanese forces in China. In the unlikely situation that non-corresponding forces are employed, those forces must have a naval transport in a corresponding area port. For example, if any Entente forces are used in China other than Japanese, each such country would require a naval transport to be placed in Hong Kong.

25.8 Naval Intelligence

You may examine enemy naval units only under the following circumstances: 1) at the instant of combat; 2) as the result of aerial recon— an air unit moving into the hex containing enemy naval units— and 3) via espionage.

[26.0] NAVAL COMBAT

There are three types of naval combat: general engagements, bombardment and commerce raiding. Each type has its own procedure.

26.1 Attacking is completely voluntary.

26.2 Land units may never attack or affect naval units (exception: coastal fortifications). If land units enter a naval base hex, any naval units there are considered to be at sea and are not affected.

26.3 Air units may make attacks against naval units if they are at the appropriate air doctrine level.

26.31 Naval combat take place between opposing naval units.

Procedure.

- 1) The attacker makes a successful interception. Interception is automatic for General Engagements.
- 2) Players determine the contact differential and then roll on the Contact Table.
- 3) Any combat is then resolved.

26.32 Contact Differential. When determining the contact strength, each player uses his involved naval unit with the lowest contact rating. (If two or more units have the same lowest contact rating in a force, use either unit.) Subtract the defender's contact rating from the interceptor/attacker's; that is the "contact differential." Roll on the Contact Table using the column corresponding to the contact differential. That result will decide the nature of the ensuing combat. The results will be either no combat, combat, or combat with attacker or defender advantage.

Example: a German naval force containing a battleship (contact rating of "1") and a cruiser (contact rating of "2") intercept a British force containing a battlecruiser (contact rating of "2") and a submarine (contact rating of "5"). German contact strength is "1" (that of the battleship), while the British is "2" (that of the Battlecruiser). The contact differential is "-1".

26.33 Combat Execution. Naval combat is executed by totaling friendly naval combat factors, crossing indexing that number on the Naval Combat Table, rolling a die, and applying the result. Note that combat may be simultaneous or one player may get to fire first, determined by the outcome of the contact check. Losses are given in terms of protection factors; the enemy player must eliminate at least the number of protection factors equal to the number rolled. Example: a German BB (protection factor "8") and one CA squadron (protection factor "2") are involved

in engagement combat. Combat results call for the Germans to lose two protection factors. The Central Powers player could eliminate the CA squadron. If the combat result called for the loss of three or more protection factors, the Central Powers player would have had to eliminate the BB. Note this means it's vital to have lighter naval types stack with capital ships to take losses in their place.

26.5 Bombardment

Surface naval units may conduct bombardments of forts and cities using the Naval Bombardment Table. Total the number of bombardment strength, roll a die, and cross index on the Naval Bombardment Table for the result.

26.51 Enemy Fortifications. Battleship, battle-cruiser and pre-dreadnought units (only) may bombard enemy fortifications.

26.52 Coastal Cities. Any friendly naval units may bombard an enemy city. This may result in changes to morale.

[27.0] COMMERCE RAIDING

The Central Powers player may conduct commerce raiding to attempt to cripple British mobilization production and starve out the British. In response, the *Entente* player may conduct convoy operations to enhance the protection of shipping. Commerce raiding and convoys are conducted by transferring certain types of naval units to the Commerce Raiding Zone. Commerce raiding combat is conducted during the Mobilization Phase of each turn. There may be only one commerce raiding attack per turn.

27.1 The *Entente* player has a merchant shipping level of from one to 100, with each point representing approximately 100,000 tons of shipping. That level is recorded on the track in the Commerce Raiding Zone using the merchant shipping marker.

27.2 Commerce Raiding Zone

Both players may place naval units in the Commerce Raiding Zone.

- 1) The Central Powers player may place only submarine and cruiser units in the Commerce Raiding Zone.
- 2) The *Entente* player may place only battlecruiser, cruiser and escort units in the Commerce Raiding Zone.
- 3) CP Naval units are moved into the Commerce Raiding Zone by executing a Commerce Raiding mission. Naval units in the Commerce Raiding Zone may return to a German naval base via a Re-basing mission.
- 4) Note the Commerce Raiding Zone isn't part of the Global Display and isn't considered an off-map area. It's an abstraction representing various merchant shipping lanes surrounding Europe and in the Atlantic, as well as the occasional long range operation on the high seas.

27.3 Commerce Raiding

The Central Powers player may make anti-shipping attacks using his naval units in the Commerce Raiding Zone. He does that by totaling the combat strength of all Central Powers naval units in the zone that he wants to use to make anti-merchant shipping attacks, rolling on the Commerce Raiding Table and applying the result. The CP player also rolls one die and subtracts that number of Mobilization Points from his total for the current turn (this represents supplying the torpedoes, coal, and

other materials for the raiders).

Commerce raiding attacks are made at the Central Powers player's option. He may attack with some, none, or all of his naval units in the Commerce Raiding Zone. Such attacks take place only in the Commerce Raiding Zone, not in any on-map sea hexes or the Global Display.

27.4 Unrestricted Submarine Warfare

The Central Powers player may declare "unrestricted submarine warfare" via play of that weapons & tactics card. Unrestricted submarine warfare remains in effect until the Central Powers player decides to recall the card, during any subsequent Strategy Card Phase, by turning the card face down. The card may be replayed in any future Strategy Card Phase by again turning it face up.

Unrestricted submarine warfare doubles all merchant shipping losses resulting on the Anti-Merchant Shipping Table, but it also increases the probability of US entry into the war.

27.5 Note that both Central Powers submarines and cruisers may engage in unrestricted submarine warfare.

27.6 Convoy Operations

The *Entente* player may institute convoy operations only if he has successfully developed the "Convoy" Weapons & Tactics card (this card may be developed after the CP player develops Unrestricted Submarine Warfare, or when the Merchant Shipping Level reaches 60). That card represents the development of effective anti-submarine weaponry, such as sound sensors and depth charges.

Also note the *Entente* player may move his naval units into the Commerce Raiding Zone only if the convoy card is in effect. That's a severe disadvantage, but that is how it was historically: the *Entente* naval command didn't adopt convoys until late in the war, and then only in response to massive naval losses. Instead, they attempted an offensive naval strategy of seeking out U-boats, which proved ineffective in practice and which players can simulate by trying to intercept SS units when they attempt a Commerce Raiding mission.

27.7 Effects of Convoy Operations

During any *Entente* movement impulse, that player may designate battlecruiser, cruiser and escort naval units as "convoys" (move the units into the Commerce Raiding Zone).

- 1) The *Entente* player deducts the total contact ratings of all friendly naval units in convoys from the total combat strength of all Central Powers naval units making an anti-shipping attack. Additionally, combat results of "Convoys" are applied against Central Powers' naval units attacking convoys.
- 2) Convoying naval units may not directly attack enemy units in the Commerce Raiding Zone; instead, combat takes place via the Commerce Raiding Table.
- 3) Convoying naval units may be affected by the results on the Commerce Raiding Table.
- 4) High Seas combat has no effect against *Entente* merchant shipping.

27.8 Merchant ship points may be replaced by the *Entente* player mobilizing them through the standard mobilization procedure. Merchant ship replacement is limited to one point per quarter

until the merchant shipping level reaches 80. From 80 to 61, the replacement rate is two points per quarter. At 60 and below, it is three points. When the Convoy card is in effect, one additional point may be mobilized per quarter.

27.9 Commerce raiding operations don't require contact checks; they're factored into the table. Also, don't confuse naval transport units with merchant shipping points. The former are actual units, representing troop and cargo ships requisitioned for military use; merchant ship points represent overall shipping used to support the civilian economy.

27.10 Effects of Merchant Shipping Point Levels. Restrictions on merchant trade during the war put a strain on the British economy that affected its mobilization capabilities and morale. Therefore, regardless if any active attacks on shipping are currently being made by the Central Powers, the *Entente* player must check the effects caused by the over-strained merchant shipping. At the beginning of each quarterly Mobilization Phase, the *Entente* player rolls once on the Merchant Shipping Outcome Table, cross indexing that die roll with the current number of *Entente* merchant shipping points. The result will be either: no effect, reduction in British mobilization capacity, and/or reduction in *Entente* morale.

[28.0] ENTENTE BLOCKADE

The *Entente* player may maintain a blockade of the Central Powers in order to reduce that side's morale.

28.1 In order to initiate a blockade, the *Entente* player must play the "Blockade" Weapons & Tactic card. The card remains in effect until "broken" (see below). Note that playing the card also limits the Austrian navy to the Adriatic Sea.

28.2 If a blockade is in effect during the Morale Check Phase at the end of a quarter, the *Entente* player rolls a die and subtracts the result from the current Central Powers' morale. That will mean, on the average, the Central Powers will lose 56 (3.5 points for 16 turns) morale points over the course of a four-year war. Losses to morale due to the blockade will slowly but surely decrease the will to fight of the Central Powers unless that side takes drastic steps to win a great victory.

28.4 Breaking the Blockade

The Blockade is broken if, during the **Sea Area Control Determination Phase**, the North Sea becomes Contested or Central Powers Dominated. If either of these situations occur:

- 1) The Central Powers don't have their morale reduced as described above, and, in the turn in which Domination is lost, the *Entente* loses 5 Morale Points.
- 2) The blockade card is turned face down, indicating the blockade has been broken. It is turned face up as soon as the *Entente* Dominates the North Sea area.
- 3) If the blockade isn't broken, the card remains face up. In that case, it doesn't count against the number of strategy cards the *Entente* player picks on the next (and subsequent, if unbroken) turns.

[29.0] NAVAL TRANSPORT & AMPHIBIOUS OPERATIONS

Players use naval transport units to conduct naval transport and amphibious operations. Note: all cities located on coastal

hexes are ports. Naval bases (with the anchor symbol) have the additional capability of being fleet bases for fleet mobilization (7.62) and supply purposes (31.2).

29.1 Naval Transport

A player may move friendly land and air units via naval transport. The naval transport unit embarks the land or air unit and they move together. There's no extra movement cost for a unit to embark/disembark. TR units may move in impulses corresponding to the front in which the unit begins an impulse. A TR unit may begin on one map and move to a port on a different map that is not active in that impulse but can move no further in the game turn. Naval units in the Black Sea move in impulses corresponding to the Middle Eastern map.

29.11 Embarkation. Units may embark at either ports or on coastal hexes (emergency evacuation). Embarkation is indicated by placing the embarking unit under the naval transport. Once embarked, the transport and the embarked unit move together (and may move in the same segment).

1) Ports: the transported unit and naval transport must both be in a friendly port hex, though the naval transport doesn't have to begin the phase in the embarkation port. Two units may be embarked per impulse at friendly ports.

2) Emergency Evacuation: the transported unit and the naval transport must both be on a coastal hex that doesn't contain a friendly port. Only one unit per impulse per hex may be embarked by emergency embarkation. After moving to their destination, the TR and land unit may not move further in the current game turn.

29.12 Disembarkation: a maximum of two units may disembark at any friendly port up to stacking limits. Disembarkation takes place at the end of the friendly movement segment. Disembarkation on non-friendly ports is an Amphibious Assault (see 25.4). Units that disembark from transport may not engage in combat in that segment. Neither the naval transport nor the transported unit may move after disembarkation.

Note: Transported units don't have to disembark. They may remain at sea indefinitely.

29.13 A unit may be both embarked and disembarked in the same segment (that is, the transported unit may be picked up, moved and dropped off).

29.14 If the naval transport unit is eliminated, any units it's transporting are also eliminated. Transported units have no effect on naval combat.

29.15 Transport Capacity: each naval transport unit may transport one land or one air unit at a time.

29.16 On-Map Port Capacity: each on-map port may handle two embarkations, two disembarkations, or one embarkation and one disembarkation per impulse.

29.2 Off-Map Naval Transport

The *Entente* player may transport land and air units from port to port on the Global Display as well as to and from the game map.

29.21 The *Entente* player may transport one land or one air unit starting in an off-map area with a port to any other port in the same or adjacent Off-Map area. Example: a British corps in

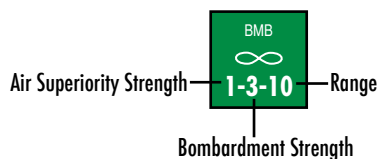
Australia could be transported to India. Example: a unit starting on the US east coast and being transported via the Atlantic could end its move in any port adjacent to the Atlantic area or on the West Front game map. Naval units in ports adjacent to the Atlantic may move in impulses corresponding to the Western Front. All other off-map areas move in impulses corresponding to the Middle East Front.

29.22 Off-Map Port Capacity: each off-map port may handle two embarkations, two disembarkations, or any combination up to a maximum of two units in and out.

29.23 Certain off-map areas have more than one port. In those cases, the player may transport two units per port. The east coast of the US has two ports; so it could embark four units per impulse.

29.24 Friendly Ports. The *Entente* player may utilize only those ports of friendly countries. That is, those marked with the name of a country in the *Entente* alliance. Example: Canada, Australia, etc., are part of the British Empire. Other countries' ports may be utilized when those countries enter the war Example: the US when the US becomes an *Entente* belligerent. Latin American ports may be utilized only if Brazil becomes an *Entente* belligerent.

29.25 Game Map Transit. A unit may utilize naval transport from an off-map port to the game map by being placed on a port hex on the appropriate adjacent front map. Example: a unit could be transported from the east coast of the US to a British port.



[30.0] AIRPOWER

30.1 Air Units

There are two types of air units, tactical and strategic. Each air unit represents a combined formation of various aircraft types organized by their missions. Strategic air, additionally, represents airships. Each air unit has the following items of information printed on them:

The air superiority strength is used in air to air combat. The bombardment strength is used when attacking ground units and hexes. The range is the number of hexes the unit may move to conduct missions. On their reverse sides, air units have “Based” printed on them. That side is used to indicate when the unit is on the ground.

30.2 Air Doctrine Level

The ability of air units to conduct air operations is dependent on air doctrine level. There is one air doctrine level for all *Entente* countries, and one for all Central Powers countries.

30.21 Each air doctrine level allows a player to conduct certain air missions as indicated on the air doctrine chart. An air unit may conduct only one operation per impulse.

30.22 Players indicate their current air doctrine level by use of the air doctrine marker.

30.23 A player may raise his air doctrine level through the mobi-

lization process, expending the requisite number of mobilization points and playing an appropriate weapons and tactics card.

A player may raise his air doctrine level a maximum of one level per calendar year beginning with Level 2 in 1915.

30.3 Air Unit Basing

An “air base” is a hex from which air units may take off and land. A player may use as an airbase any friendly clear, city, desert or rough hex within the command radius of a friendly headquarters that can trace a normal line of communications.

30.31 Air units must be based at the end of each friendly impulse. If for some reason an air unit can't be based, it's eliminated.

30.32 If enemy land units enter a hex containing a friendly based air unit, roll a die. If the die roll is equal to or less than the side's air doctrine level place the based unit with the next turn's reinforcements; if higher, that based unit is eliminated.

30.33 Air units in the air are not affected by the presence of enemy land units.

30.34 Naval Aviation. If a player reaches air doctrine level five, he may base his tactical air units on friendly cruiser flotillas (representing naval aviation, prototype aircraft carriers, sea-planes and the like). The player may base one tactical air unit per friendly cruiser flotilla. If the cruiser flotilla is eliminated, so is any air unit based on it at the time.

30.4 Air Unit stacking is in addition to any land or naval units in the hex.

30.41 You may have a number of air units in a hex up to your current friendly air doctrine level. That includes air units both on the ground and in the air. For example, if a player is at air doctrine level three, he could stack three air units in a hex.

30.42 Air units flying missions may move into and through hexes containing enemy land and/or naval units, and air units may exceed stacking limits when flying.

30.43 Air units flying missions must stop when entering a hex containing enemy air units if the enemy player declares “Interception!”

30.5 Air Unit Movement

Friendly air units move in the friendly movement phase unless they are involved in defensive missions.

30.51 Air units may move up to the limit of their printed range in hexes, disregarding any ground terrain effects, to reach the target of their mission.

30.52 After completion of their mission at the end of the combat phase, air units are automatically returned to a friendly air base hex within range of that air unit.

30.53 Air units conducting air transit may move three times their printed range during the movement phase but may conduct no combat in that impulse.

30.54 Friendly air units must stop movement and resolve any interceptions whenever entering a hex containing an enemy air unit and the opposing player declares an Interception. Surviving friendly air units may proceed with their movement to carry out their mission. Note: an opposing player with an air doctrine level of four or higher may declare a Combat Air Patrol (CAP) when a hex *adjacent* to an opposing air base is entered. (Note: any number of Interceptions/CAPs can be conducted by a par-

ticular force of the non-moving side, but the moving side is subject to only one such attack per non-moving force. For example, if moving side force A is intercepted by non-moving side force X, force A can not be attacked again by force X however it could be attacked by force Y.)

30.55 All air units must land at a friendly base at the end of each player's combat segment. No unit may remain in the air at the end of an impulse.

30.56 The only time air units may move during an enemy impulse is to conduct a defensive mission: interception, combat air patrol, or defensive ground support. Air units may move in response to intrusions by enemy air units during the enemy movement segment to conduct interception missions; see the interception mission description. Air units become activated to move up to one hex during the enemy combat segment to perform a defensive ground support mission.

30.57 Strategic Movement of Air Units. Air units may use rail and naval transport.

30.6 Air Unit Combat

There are two basic types of air unit combat: air to air and air to ground.

30.61 Air to Air Combat (air superiority combat) is conducted between friendly and enemy air units. It's conducted in the same hex as enemy air units; a player may not attack adjacent enemy air units. Use the following procedures and strictures.

- 1) Total the friendly air superiority strength and roll a die. Shift columns according to the air doctrine level difference (friendly minus enemy), and apply the result using the Air Superiority Table. Both sides fire simultaneously.
- 2) Any surviving air units whose primary mission was other than air superiority may continue with their declared offensive mission.
- 3) Note that only air units at doctrine level three or higher may engage in air to air combat. If one player is at level three or above and the other is at level two or below, the player at level three or above may conduct air superiority, interception and combat air patrol missions against enemy air units; however, the enemy player's aircraft may not fire back.

30.62 Air to Ground Combat. There are several types of air to ground missions. Air units must move into the same hex as the enemy ground units to be attacked in order to conduct such missions. Those mission types are described in the air mission descriptions. Total the number of friendly bombardment factors in the hex, roll a die on the Ground Attack Table and apply the result. Note that, depending on the type of air to ground attack, there will be different results. Attacks on ground units use results for offensive and defensive ground support. Attacks on industrial cities use results for strategic bombing. Attacks on naval units use the air-naval attacks results. Offensive Ground Support attacks may only be made in conjunction with announced ground attacks, and are resolved prior to ground combat. The ground attack can not be called off.

30.7 Air Missions

Air units may conduct different types of operations involving air-to-air combat, air-to-ground combat, and reconnaissance.

30.71 Mission Assignment. Players may conduct only those missions available to them based on their side's current air doctrine level. With each new level, new missions become available in addition to those previously acquired. An air unit may perform any mission its current doctrine level allows, including all missions for lower doctrine levels. For example, a unit at doctrine level four could conduct air reconnaissance. An air unit may only perform a mission if its current air doctrine level permits it. For example, an air unit at doctrine level one couldn't perform air superiority.

Each air unit may only conduct one type of mission per impulse. The mission assigned to each air unit must be declared by the player at the beginning of the friendly movement phase. The only exceptions are the defensive missions of interception, combat air patrol and defensive ground support, which are declared during the enemy phase as the opportunities arise for them.

30.72 Missions (See Air Missions Player Aid Card)

[31.0] SUPPLY & ATTRITION

During the Supply Attrition Phase, players must check their units' logistical situation. Units that can't trace a supply line are subject to attrition.

31.1 Land Units

All land units except those listed below must trace a line of communication to any friendly headquarters (regardless of country). That line of communication is traced normally, except it may be a number of hexes up to twice the headquarters' command radius. The headquarters itself must be able to trace a line of communication back to a friendly mobilization hex using standard line of communication rules.

31.11 During the Supply & Attrition Phase, every land unit that can't trace a line of communication as described above must immediately have a die rolled for it. Exception: Guerrillas and headquarters never make attrition checks. Other units that are in naval bases, industrial cities, fortified zones, ports, and cities never make attrition checks (exception: devastated hexes do not provide supply). Units in Desert or Mountain hexes are eliminated on a roll of one or two (1-3 in winter). Units in all other terrain are eliminated on a roll of one (1-2 in winter).

31.12 During regular movement, land units may not move out of supply (11.3), nor may HQs or TRs move such that units are placed out of supply (11.5). Units conducting a Force March must remain in supply at all times, with the exception that a unit that starts the first impulse out of supply may use a Force March to move closer to the nearest hex that is in supply (11.61). Units moving via Strategic Movement (Rail or Naval) do not have to trace a LOC to an HQ in order to move.

31.2 Naval Units

The only naval supply requirement is the expenditure of 1d6 worth of Mobilization Phase per turn to sustain Central Powers naval units in the Commerce Raiding Area.

31.3 Air Units

Any air unit based in a hex that's no longer a legitimate base is eliminated.

31.4 Off-Map Areas

Units in off map areas are subject to attrition under certain

circumstances. In general, such units must be able to trace a naval line of communications back to a friendly home country mobilization hex in order to escape attrition.

31.41 Land units in an off-map area don't make supply attrition checks under the following circumstances.

- 1) If the area is a colony or part of the unit's home country and it contains a mobilization symbol. For example, Russian units in Siberia and British units in India are in supply. Headquarters are not necessary.
- 2) If they're being transported by naval transport units,
- 3) If they're headquarters, fortifications or guerrillas,
- 4) If they're "Uprising" markers,
- 5) If they're neutral units,
- 6) Japanese units never suffer supply attrition while in Japan, China, Siberia or Pacific Ocean off-map zones.

31.5 Commerce Raiding & Convoy Supply

Naval Units in the Commerce Raiding Zone must be supplied, which is done by expanding Mobilization Points per 27.3.

31.51 Entente naval units conducting convoys are always considered to be in supply.

[32.0] AGENTS & PSYCHOLOGICAL WARFARE



Psychological warfare represents a range of unconventional, political and intelligence operations. Players may utilize their agents to conduct various forms of psychological warfare operations.

32.1 Types of Psychological Warfare Missions

Propaganda results in the possibly raising your side's morale.

Espionage results in the enemy player possibly revealing units and cards.

Subversion results in the enemy player possibly lowering his morale; sometimes it may result in guerrilla units being placed on the map.

Sabotage results in the possible destruction of enemy mobilization and petroleum hexes.

Counter-Intelligence. Agents assigned to counterintelligence may be utilized by to reduce the psychological warfare differential. Each agent may be utilized for only one counterintelligence defense per turn.

Inactive. Agents assigned to the "inactive" mission don't conduct any operations, and aren't affected by the outcomes of Psychological Warfare.

32.2 Psychological warfare is conducted during the Psychological Warfare Phase using the following sequence.

- 1) Both players secretly allocate their agents to one of the psychological warfare missions.
- 2) Both players simultaneously reveal their missions.
- 3) The Central Powers player then conducts any one of the following missions: subversion, propaganda, espionage or sabotage.
- 4) The *Entente* player then conducts any one of the following

missions: subversion, propaganda, espionage or sabotage.

- 5) Continue alternating missions until both players have conducted all missions. A player may not pass, but if one player runs out of assigned missions, the other player may continue conducting missions until he's completed all his assignments.

32.3 The procedure for resolving subversion, propaganda, espionage and sabotage missions is the same.

- 1) The attacker totals the number of agents he's committed to the mission.
- 2) The defending player may commit any number of agents from among those he'd assigned to counterintelligence to defend against the attack.
- 3) Subtract the attacker's agent total from the defenders to find the "psychological warfare differential."
- 4) Consult the Psychological Warfare Table, determine any column shifts, roll one die and immediately apply the result.

Note that you only attack with subversion, propaganda, espionage and sabotage missions. You can't "attack" with counterintelligence agents; you can only defend with them.

32.4 As agents complete their missions, they're placed in the player's inactive box unless they're eliminated in the course of their mission. Agents may be reused from turn to turn unless eliminated by Psychological Warfare Table results.

32.5 Agents are not units as such. They're never placed on the game map. They may be only placed on the Psychological Warfare Missions Display.

[33.0] POISON GAS

Players have the ability to launch attacks using chemical warfare. Poison gas gives a varying amount of additional effectiveness to attacks. Poison Gas may be produced only if a player has decided to develop the "Poison Gas" weapons and tactics card.

33.1 Prerequisites

In order to conduct a poison gas attack, the player must have accomplished the following.

- 1) Developed the "Poison Gas" weapons and tactic card.
- 2) Played a campaign card that gives at least a 1R land combat bonus. Poison gas maybe employed only on the front(s) designated by that card. Contingency card bonuses don't count.
- 3) Have poison gas markers available produced during a previous Mobilization Phase.

(Note: Poison Gas markers should be placed on the country's capital or other designated spot to indicate the country of production. Poison gas markers may only be used by units of the producing country.)

33.2 During any friendly combat impulse, the attacking player may use chemical warfare if he has the capability. He rolls on the Poison Gas Table after declaring poison gas use but prior to executing the attack itself, and then applies the results. The attack may not be called off. If the hex being attacked is vacated by enemy units, then an advance after combat into the vacant hex may be conducted by eligible units. Note that only the at-

tacker may conduct poison gas attacks, never the defender.

33.3 A player may launch one poison gas attack per friendly attack. Each poison gas attack eliminates one poison gas marker. All land attacks on an otherwise qualified front may include a poison gas attack. At least one unit in the attack must be in command in order to be able to launch a poison gas attack.

33.4 Air units may also conduct poison gas attacks if at air doctrine level five. See the Air Missions Chart for details. This is conducted in place of a strategic bombardment attack. Note that other air units could conduct offensive ground support in the same hex.

33.5 If both Poison Gas and Offensive Ground Support attacks are made on the same hex resolve the Poison Gas attack first.

[34.0] DEVASTATION

A player may devastate hexes in order to obstruct enemy use of them.

34.1 Hexes that may be devastated: industrial cities, petroleum sources, naval bases and railroads.

34.2 How to Devastate

The player must have at least one friendly land unit in the hex during a friendly impulse. The unit may neither move nor attack during the phase (and the player must have declared a phase for that impulse). At the end of the impulse, place a devastated marker in the hex.

34.21 Additionally, whenever a player inflicts a result of BB against a defending hex, the defending hex is considered devastated if it contains any of the above terrain types.

34.22 Devastation may also occur as a result of certain naval bombardment and air-ground attacks.

34.3 Effects of Devastation

Industrial cities lose their mobilization capability.

Petroleum sources lose their petroleum capability.

Naval bases are no longer naval bases and ports are no longer ports—naval supply lines may not be traced through them and units may not embark.

Railroad hexes may not be used as railroads or roads. Cities retain their defensive shifts and supply attrition effects even when devastated. Reserve units may be mobilized in non-industrial cities—only the railroad aspect is affected.

34.4 Duration of Devastation

A devastation marker may be removed if the player expends the points designated on the Mobilization Table during a Mobilization Phase, or in the case of RR hexes, repairs them via HQ repair per 16.4.

34.5 Scenarios

All industrial city and rail hexes immediately on either side of the west front frontline are devastated at the start of 1916-1919 scenarios.

[35.0] BOLSHEVIKS, NATIONALISTS & FREE CORPS

This rule allows players to recreate the confusing political situation that ensued with the collapse of the various European imperial states.

35.1 Bolsheviks

Certain events (for example, “Red Terror”) call for the creation of Bolshevik units. The enemy of the player who rolled the Red Terror event places Bolshevik units in any hex(es) in the designated country that don’t contain any land units from either side. Note that placement of Bolshevik units happens only when a country surrenders.

35.11 Control of Bolshevik Units. Bolshevik units are initially controlled by the enemy of the player who first rolled the Red Terror event. At the beginning of each turn following, roll a die. On a one or two, all Bolshevik units on the map are controlled by the Central Powers player; on a three, by neither player; on a four by the player who controlled them on the previous turn (if neither player, then nobody controls them); on a five or six, by the *Entente* player. (Note this is one roll for all Bolshevik units on the map, not per country or per hex). Bolshevik units may not be commanded by non-Bolshevik headquarters, receive supply from the controlling player’s supply sources, stack with his forces or otherwise combine for attacks with them. If controlled by neither player, Bolshevik units remain in place and defend normally.

35.12 Hexes occupied by Bolshevik units may not be used for any purpose by either player. Bolshevik units deny use of hexes for lines of communication, mobilization and petroleum point collection, victory determination, etc.

35.13 Bolshevik units never make supply attrition checks.

35.14 Bolshevik Mobilization: When the Red Terror event is rolled and a country surrenders, the player rolls on the Bolshevik & Nationalist Mobilization Table. He then places the units listed in the surrendered country. Those arriving units may be placed in any hex of that country not already occupied by any other units. Additionally, in each Mobilization Phase following the one in which Bolshevik units are first placed, the player who currently controls the Bolsheviks (or who last controlled them if neither player presently controls them) rolls on the Bolshevik & Nationalist Mobilization Table for each country that’s undergone the Red Terror event, and then places those additional Bolshevik forces. Note: this is per country, not region or area.

35.15 The player controlling Bolshevik units receives three Bolshevik Agents. Any Agents lost are replaced during each Mobilization Phase.

35.16 Bolshevik units may never cross a national boundary, though they may cross between regions of their particular nations.

35.2 Nationalist units come into play if a “Nationalist Uprising” event rolled. When that occurs, the rolling player may designate one of the following regions and declare a Nationalist uprising there: Poland, Finland, Czechoslovakia, Baltic Region, Hungary, Transcaucasia, Ruthenia, Ireland, the Ottoman Empire

35.21 Nationalist forces come under the control of the opposing side of the country. For example, Baltic Nationalists would be controlled by the Central Powers; Transylvanian Nationalists would be controlled by the *Entente*. Control should be noted separately for each Nationalist force, unlike Bolsheviks, where one player may control all Bolshevik forces. Also note control of Nationalist forces doesn’t change from turn to turn.

35.22 Nationalist units are treated as other units, with the following exceptions: 1) they never leave their home country; and 2) they never make supply attrition checks.

35.23 Nationalist Mobilization: When the “Nationalist Uprising” event occurs, the player rolls on the Bolshevik & Nationalist Mobilization Table. He then places the units listed in the targeted country. Those units are received immediately; there’s no time delay. The units may be placed in any hex(es) of the country not already occupied by enemy units. Such hexes don’t have to contain mobilization symbols.

35.24 Each Mobilization Phase a Nationalist country is in play, the player controlling it may conduct mobilization for it. That’s done by rolling on the Bolshevik & Nationalist Mobilization Table and following the instructions given there. Units mobilized using that table appear immediately. They are placed in any home country city hex not containing an enemy unit.

35.25 Nationalist units may also be brought into play as the result of certain strategy cards and events.

35.26 A player treats Nationalist units he controls exactly as he would treat any other friendly units, with the following exceptions: cities and petroleum sources occupied by Nationalist units may not be used by either player for mobilization.

35.27 Nationalists aren’t affected by “Mutiny” or “Red Terror” events.

35.3 Free Corps

When a country surrenders, the player controlling that country doesn’t eliminate all its units. Instead, he must roll a die for each unit on the map. On a one through five it’s eliminated (surrenders, go homes, etc.). On a six, the player retains control of it. These surviving units are then known as “Free Corps.” Additionally, the player retains all agents.

35.31 Free Corps are considered to be friendly units in all respects. The player controls mobilization hexes occupied by Free Corps units, and he may produce additional Free Corps units (land, air and naval).

35.32 Free Corps may attack units belonging to their original enemy only if they are first attacked by them. They may freely attack Bolshevik, Nationalist and Partisan units.

35.33 Free Corps units may control cities and petroleum sources of their country only by physically occupying them. Cities controlled by Free Corps units are considered to have a production multiple of “x2.”

[36.0] PARTISAN WARFARE

Partisan units have two sides. The front is their mobile status; the reverse is their underground status. Both the Central Powers and *Entente* have partisans.

36.1 Partisan units are not treated as other units. They pay only one movement point to enter any type of land terrain. They may enter mountains and cross lake hex sides. Partisan units may never leave their country of origin.

36.12 Partisan units may not be commanded by friendly headquarters.

36.13 Combat by/against partisan units doesn’t cause morale points to be lost or gained.

36.14 Partisan units never make supply attrition checks. They also don’t block lines of supply or communication.

36.15 Partisans block enemy movement in the hexes they occupy.

36.2 Partisan Underground Status

Partisan units may “go underground.” That’s indicated by flipping the unit to its reverse side. This requires a complete friendly impulse. When underground, partisans have the following effects:

- 1) They have no effect on enemy movement, combat, tracing lines of supply or other game functions.
- 2) They may not be attacked except by atrocity combat.
- 3) They may enter hexes containing enemy units.

36.22 Underground partisan units may revert to mobile status by not moving for a complete friendly movement impulse. Simply flip them to their mobile side. They may not revert to mobile status in the same hex as an enemy unit.

36.3 Atrocity Combat

A player may attack enemy underground partisans through atrocity combat. That’s done by being in the same hex as the partisans being attacked and using the Assault Table (only). Partisan units defend with a combat strength of one each. Add one to the morale of the player controlling the partisans for each atrocity combat, regardless of outcome.

[37.0] ALPINE UNITS

Alpine units are treated as standard infantry with the following exceptions.

37.1 They may enter mountain hexes using their normal movement factor, expending two movement points to do so.

37.2 If an alpine unit participates in an attack against enemy units in mountain or rough terrain, the attack odds are shifted one column right. If part of a defending stack, shift one column left. When losses are called for, the Alpine unit must be the first unit eliminated.

37.3 Alpine unit zones of control extend into mountain hexes.

37.4 Alpine units may trace LOC through mountain hexes.

[38.0] ARMORED TRAINS

Armored Trains are land units. They are treated as other land units with the following exceptions.

38.1 They may move only by rail movement. Unlike other units, they may move adjacent to enemy units and conduct combat in a phase that they use rail movement.

38.2 They may never leave railroad hexes. If forced to retreat off a railroad hex, they’re eliminated instead.

38.3 They’re armed with siege artillery and may use the Siege Bombardment Table in addition to their combat value being added to any land combat.

[39.0] UNITED STATES MARINE CORPS

The US has a Marine unit representing “what if” the US had built up its Marine Corps as a major amphibious force. (In the historic war, the Marines operated at brigade strength.)



39.1 The US Marine unit functions exactly as infantry. If the Marine unit participates in an Amphibious Assault, the Assault receives a 1R shift in addition to all other shifts.

[40.0] UNITED STATES PARATROOP CORPS

Gen. William Mitchell advocated forming a paratroop unit for insertion behind German lines in the 1919 campaign. The US alpine unit may be used to represent this “what if.”

40.1 The paratroop unit functions exactly as infantry, except it may make paratroop landings (see the Air Mission Chart).

40.2 Paratroop units may only be built if the *Entente* is at air doctrine level five.

[41.0] MOTORIZATION

Motorization markers represent trucks, armored cars and the like. Each side has a number of motorization markers. Only this many units may be motorized.



41.1 Motorization markers may be produced and used only by the following countries: Germany, France, Britain and the United States.

41.2 Players may build motorization markers by mobilization. When built, motorization markers must be placed on friendly units as designated below. The units must be able to trace a line of communication back to a friendly mobilization hex. If a player doesn't have a unit on which to place the motorization marker, the marker is lost. Once placed, a marker remains with that unit. If the unit's eliminated, so is the marker. The marker may be reused.

41.3 The following units may be motorized: shock, active and reserve infantry units and headquarters. Two markers are required to motorize a headquarters.

41.4 Each motorization marker may motorize one infantry unit, regardless of size; if the infantry unit reorganizes, only one of those reorganized infantry units retains the marker.

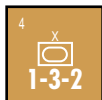
41.5 Effects of Motorization

Motorized units have their movement factors increased by one. For example, a unit with a movement factor of “2” would have it increased to “3.” Motorization markers have no effects on stacking.

Headquarters also have their command radius increased by one.

[42.0] TANK BRIGADES & TANK CORPS

There are two types of tank units in the game, tank brigades and tank corps. Tank brigades represent small units of tanks used to break through trench lines; tank corps represent the combined-arms mechanized forces planned for employment but not used owing to the war's end in November 1918. Tank brigades and corps are treated as normal units, with the following special cases.



42.1 Both tank brigades and tank corps may use the Infiltration CRT.

42.2 Mobilization

You may not start mobilizing tank brigades until you have successfully developed the “Tank Brigade” weapons and tactic card. You may not start mobilizing tank corps until you have successfully developed the “Tank Corps” weapons and tactic

card.

42.3 Tank brigades and tank corps aren't interchangeable.

[43.0] BREAKTHROUGH

Normally, units must be in command to utilize impulses after the first one (assuming you've played a card that allows additional impulses). Tank and shock units may, however, utilize one additional phase per game turn even if they're not in command. You must still have played a card that allows additional impulses. Each such unit may conduct a maximum of only one such breakthrough per game turn.

[44.0] PEACE NEGOTIATIONS

If both players play their “Peace Negotiations” card, there's an opportunity for ending the war. Peace negotiations are conducted during the Grand Diplomacy Phase.

44.1 In order for peace negotiations to take place, both players must play their “Peace Negotiations” card in the same turn. At the start of the Political Events Phase, roll on the Peace Negotiations Table and apply the result. Players may verbally agree, prior to strategy card selection, to play their “Peace Negotiations” cards—of course, they don't have to follow through on any such promise.

44.2 If the war comes to an end, immediately determine victory. If the war continues, resume the sequence of play.

[45.0] SCENARIOS

SoS has numerous scenarios. They are divided into basic types: “Front,” which use one map; “Campaign,” which cover all fronts for an entire year, and the “Great War,” which covers the entire war. Players determine which scenario they will play, set up the game, commence playing, and continue until the game ends.

45.1 How to Set Up

Each scenario gives starting units for both sides. Units are deployed either on specific hexes, or within certain areas. For 1914 scenarios, “deployment” hex numbers are printed on the map and are used for scenario set up. Other scenarios require units be placed on a certain side of a printed front line or within certain geographic regions.

Special Rules: certain scenarios have special rules.

Front scenarios: Prior to start of play of a front scenario remove all campaign cards that are restricted to other fronts. For example, when playing on the eastern front, remove the “Somme,” “Verdun,” “On to Suez!” and other west and Mid-East front cards.

45.2 Reinforcements

Certain scenarios specify certain units as “reinforcements”; they represent forces located on other fronts that were brought into action on the front being played, or units that were in the process of being trained when the scenario began. They are in addition to any units that may be brought on by mobilization. Instructions are given in each scenario for their deployment.

45.3 Campaign Options

Players may use whatever campaign options they want either from the list provided or options agreed upon before commencing.

45.4 Strategy Cards

When playing post-1914 scenarios, players should discard any cards with dates prior to the start of the scenario being played. For example, the “Schlieffen Plan” card should be discarded in the 1915 and later scenarios.

45.41 Exception: cards with a discard range that have a date prior to the start of the scenario. Players roll a die and, if the result is in the range on the card, it’s discarded; otherwise, it’s available for play.

45.42 The following weapons and tactics cards are in effect in scenarios starting after the designated turns. Production of corresponding units may be started in the turns indicated.

- Blockade: Autumn 1914 (Entente)
- Poison Gas: Winter 1915 (both)
- Air Doctrine Level 2: Spring 1915 (both)
- Shock Troops: Summer 1915 (CP)
- Air Doctrine Level 3: Spring 1916 (both)
- Tank Brigades: Summer 1916 (Entente)
- Unrestricted Submarine Warfare: Winter 1917 (CP)
- Convoys: Spring 1917 (Entente)
- Air Doctrine Level 4: Spring 1917 (both)
- Tank Corps: Summer 1918 (Entente)

45.5 Ending a Game

A scenario ends whenever one of the following occur.

- 1) The specified number of game turns is completed. At this time players check their victory conditions.
- 2) If one side gains an unconditional victory, or one side capitulates.
- 3) Armistice: both players may agree to an armistice at any time, ending the game in a draw.

[46.0] VICTORY CONDITIONS

The game is won by having high morale and gaining control of mobilization and other strategic objectives. In addition to the conditions below, each scenario has its own special victory conditions.

46.1 Levels of Victory

Add up the number of objectives you’ve accomplished during a scenario. That gives him the type of victory gained:

One objective = National Victory (lowest)

Two objectives = Continental Victory

Three objectives= Worldwide Victory (highest)

46.11 National Victory. You gain some economic and territorial concessions. Another war will probably follow in a generation. In the mean time, your populace is disillusioned with the massive casualties for little gain.

46.12 Continental Victory. The enemy has been defeated and you gain ascendancy in Europe, but his surviving militaristic elements will possibly revive national power within a generation.

46.13 Worldwide Victory. Your alliance has gained complete supremacy in Europe and dominates the world. Your opponent is integrated into your world order.

46.2 Objectives

Each scenario has its own list of objectives.

46.3 Mutual Exhaustion

Should neither player gain any level of victory, the game ends in mutual exhaustion. Nihilism, Fascism and Communism are then the wave of the future.

46.4 Unconditional Victory

If at any time all enemy countries have surrendered, or if one side’s morale drops below one, the game ends immediately and the other player determines his victory level. Note that won’t necessarily be a worldwide victory. For example, the winning player may not control the requisite number of mobilization hexes. That’s an intentional design feature as, just as in the real event, an alliance may win the war but still lose the peace.