

WORLD WAR I

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OPTIONAL RULES

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

19.0 TRANSFERRING MP

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

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

20.0 RUSSIAN CIVIL WAR

The Russian Civil War begins on the turn following that on which Russia surrenders. Place the Russian Civil War marker on the map space to indicate this. For the remainder of the game, during each Strategic Phase, the initiative player rolls one die and applies the indicated results from the Russian Civil War Table (see page R9).

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

21.0 HIGH DENSITY RAILROADS

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

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

22.0 ADVANCED LOC

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

Corps-sized units double their attack factor for purposes of tracing LOC.

23.0 DEPOTS

23.1 Depot Characteristics

Depots may be built using the construction procedure (26.0). They do not count toward the stacking limit of a hex, but only one may be placed in a hex. Once placed, a depot remains on the map until an enemy unit enters the hex (for any reason) or a surrender takes place. All depots friendly to a surrendering power within the borders of that power are removed after surrender. Depots occupied by a unit belonging to a surrendering power are

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removed along with the unit. Depot markers may be reused any number of times.

23.2 Tracing LOC to a Depot

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

23.3 Depots & Other Operations

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

24.0 INFILTRATION

24.1 Declaring an Infiltration Attack

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

24.2 Infiltration Combat

The combat differential is calculated normally, using the hex's terrain modifier as the defense strength. Ignore any attacker loss. If the defender's loss is two or more the attacking unit may advance into the hex. *Stoss*, tank, alpine, and Britain's *DMC* units advance on a result of one or higher.

25. NO MAN'S LAND

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

26.0 CONSTRUCTION

26.1 Facilities Construction

Players may build depots, railroads, and/or ports. Construction is done during the mobilization phase by expending the necessary

MP. The constructed facility marker is deployed onto the map as detailed in this section. Markers do not count toward stacking.

26.2 Constructing Depots

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

26.3 Anatolia Railroad

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

26.4 Sinai & Mesopotamian Railroads

The uncompleted railroads in the Sinai (from 0334 to 0536) and Mesopotamia (1347 to 1745) are shown as dotted lines and have no effect on play. The Allied player may build either or both during a mobilization phase. The Sinai RR must be built from 0334 toward 0536, and the Mesopotamian from 1347 toward 1745. Expend the required MP during a mobilization phase and place the appropriate railhead marker on the furthest Allied-controlled hex connect to by contiguous Allied-controlled rail hexes to the starting point. All hexes from the starting point to the railhead (inclusive) become railroad hexes. The railhead may be moved forward on subsequent turns as the Allied gain control of the hexes. Once on the terminal hex (0536 or 1745), the constructed railroad connect to the Ottoman rail net. Once built, the railheads may not be destroyed. Both sides may use the railroad normally.

26.5 Port Construction

A port marker may be built on any friendly-occupied non-port coastal hex bordering a sea open to the building unit's sea movement and having an LOC. Expend the required MP during a mobilization phase and place a port marker on the hex. It thereafter is treated as a printed port in all respects. It cannot be eliminated and may be used by either side when controlled by it.

27.0 INSURGENTS

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

27.1 Deploying Insurgents

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

- 1) Anywhere on the Middle East map, but not in a desert hex unless the hex has a railroad.
- 2) In Serbia, Montenegro, or Albania.
- 3) In Russia after its surrender.

27.2 Insurgent Effects

On Friendly Movement & Stacking.

Insurgent units may not move and do not count toward stacking limits. Friendly units may move freely into and through insurgents.

On Enemy Operations. Insurgents turn the occupied hex into a friendly ZOC for purposes of enemy movement, retreat, advance, and LOC tracing. Enemy units must stop after entering the hex (or cannot enter it in the case of a retreat).

On Hex Control. Insurgents do not provide control of hexes for purposes of mobilization, resources, or victory. They affect enemy or resources.

27.3 Eliminating Insurgents

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