1.0 INTRODUCTION

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

2.0 COMPONENTS

2.1 Inventory of Components

These rules (2.2), including charts and tables (2.3). One 34-inch by 22-inch map (2.4). One die-cut sheet with 228 playing pieces called counters (2.6 and 2.7). Players will need at least one six-sided die; more would be useful.

2.2 Rules

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

2.3 Charts, Tables, & Displays

The player aids listed below are located either on the map or in the center section of these rules (pp 7-10); for easy use, unbend the staples, remove the section, then refold the staples.

2.4 Map

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

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

Map Errata

- Turn Record Track (TRT; on the map) indicates the current turn.
- Turn Sequence (page R7) lists the actions taken in each phase of a turn.
- Event Boxes on the map (Campaign Markers, Allied Blockade, Russian Civil War) indicate whether a particular event is in effect.
- Mobilization Point (MP) Track on the map is used with each power’s MP marker to indicate its current (MP) level.

Credits

Third (DG) Edition
Design: Joseph Miranda
Development: Chris Perello
Playtesting: John Long
Special thanks to the folks on Consimworld’s WWI topic

Second (DG) Edition
License & Copyright: Excalibre Games
Development: Mike Bennighof

First (SPI) Edition
Design: James F. Dunnigan
Development: Kip Allen

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Bakersfield, CA. Made & Printed in the USA. [VSFe-rules]
(correction) Hex 0902 should be Amsterdam.

**Turn Record Track**
(clarification) Summer 1914 is Turn 1, Winter 1914 is Turn 2, etc.

**Terrain Effects Chart**
(clarification) Straits refer to the following hexsides: 2733-2834 and 2433-2334. This also applies to the Terrain Effects chart on page R7.
(clarification) Fortifications have a defense strength equal to the number of symbols on each side; see 11.2 for details.

**2.5 Scenario Map**
The online materials include miniature versions of the game map in black and white showing the placement of units various scenarios and the front lines for 1917. Players can use them as a handy reference for the position of various mobilization, resource and objective hexes, as well as for general planning.

**COUNTER ERRATA**
The French Tenth and A-L reserve armies should have a strength of 2-3 on the reverse. The Russian First Caucasus mountain corps should be the Scnd Cau (Second Caucasus). Allied Russian Nationalist (RN) unit should be a reserve army with a strength of 1-2 on the front and back.
The Bulgarian Fourth Army should be a reserve 1-2 on the reverse. The five insurgent markers with Allied roundels on the fronts should have Allied depots on the fronts.
The four German Stoss units are armies, not corps.

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

**Unit size** (addition)
xxxx = army
xxx = corps
asterisk (*) = see rule 16.1.

**Cavalry** (addition): The British DMC unit is cavalry.

**2.7 Markers**
Markers are used to record various units.
3.2 Turns

Each turn is composed of a series of phases which must be executed in a specified order (see page 7). Use the Turn and Phase markers on the tracks on the map to record the current game time.

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

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

3.3 Front Activation

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

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

Within each impulse, the initiative player (IP) first conducts a movement phase and a combat phase. On completion of both IP phases, the non-initiative player conducts a movement phase and a combat phase. Within each phase, a player must complete all actions on one front before proceeding to the next: conduct all movement one front at a time, then execute all attacks one front at a time.

On each front in a given phase, the player may perform actions in any order.

B) Activation Procedure. Front activation is announced by each player at the beginning of that player’s portion of each impulse. Place a Plan marker in the appropriate boxes on the map. Once the declaration has been made, it cannot be rescinded. A player is not obligated to activate a front because the opposing player has done so. Units on a non-activated front defend and retreat normally, but may not move or attack.

C) Front Boundary Effects.

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

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

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

3.4 Winning the Game

The winner is determined by victory points (VP) gained by each player (see VP Schedule; R9).

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

- 75+ Imperial Victory
- 50 to +74 Continental Victory
- 25 to +49 Exhaustive Victory
- 0 to +24 Draw

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

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

3.5 Hex Control

A player generally starts the game controlling all hexes of all controlled powers and controlling no hexes of enemy or neutral powers. A player may lose control of a hex when an enemy unit is adjacent to it. A player gains control of a hex by being the last to occupy or pass through a hex with a unit. A hex may switch sides any number of times per game. Use the control markers as needed. A friendly fortification in a hex provides control of that hex.
4.0 UNIT STATUS

4.1 Current Status
Most combat units are printed with mobile status on the front, entrenched status on the back (see 16.3 for special status rules for tank units). In some but not all cases, the combat values on the either side are different. The side facing up indicates which status a unit is in at that moment.

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

4.3 Status Effects
Mobile and entrenched units function in the same way, with the following exceptions (noted on page R10):

**Mobile Units**

1) may move.
2) have no zone of control (6.0).

**Entrenched Units**

1) cannot move.
2) have a zone of control.
3) may reduce their combat loss by flipping to the mobile side.
4) may not advance after combat.

5.0 SUPPLY

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

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

1) Up to three hexes to a supply source (count the source hex, not the unit’s hex). Non-railroad hexes do not necessarily have to be friendly controlled as long as other conditions apply.

2) Up to three hexes to a railroad, and from there any number of contiguous railroad hexes to a supply source.

3) Up to three hexes to a port in a sea in which the unit could otherwise use naval movement, then through any number of sea hexes to another friendly port which is or can itself trace a rail line to a supply source.

4) Up to three hexes to a railroad, then along the railroad to a port meeting the requirements for (3) above.

**Ultimate Supply Sources.** Each power’s units can derive supplies only from those sources listed in the Supply Sources box (page R7). Any number of units may use the same source.

If tracing a LOC to a port, the port itself becomes the Supply Source if the units could otherwise use naval movement in that sea to or from a Transit Area which is a supply source per the table on page R7 (since all Transit Areas have mobilization symbols). For example, a British unit could use Calais as a supply source since it is connected to the British Empire Transit Area. See also 15.1.

5.3 LOC Restrictions
An LOC cannot contain any of the following.

1) A hex occupied by an enemy unit or fortification.

2) A hex subject to an enemy zone of control unless negated by a friendly unit (6.0).

3) Terrain through which the unit would not be permitted to move.

4) All-Sea hexes (other than those listed in 5.2)

5) Any enemy, neutral, or uncontrolled railroad hexes. The instant a friendly unit gains control of a railroad hex, it is friendly.

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

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

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

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

5.6 Supply in Transit Areas
Units in Transit Areas are always in supply.

5.7 Special Supply Restrictions

A) Austro-Hungarian units are automatically OOS in any of the following locations:

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

B) Central Powers in the Middle East.
The Central Powers player may deploy any number of Ottoman units on the Middle East map, but only expeditionary units from other Central Powers belligerents. The fortress of Erzerum is a limited Central Powers supply source. If it is Central Powers controlled and not destroyed, it can supply up to one Ottoman army and any number of Central Powers corps. If it is destroyed and later rebuilt, it regains this ability.

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

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

6.0 ZONES OF CONTROL

6.1 Exerting Zones of Control
The six hexes surrounding an entrenched unit constitute its zone of control (ZOC). Mobile units and fortifications do not have ZOC. ZOC extend across all hexides except sea hexides (including straits) and neutral borders, or into/out of a Transit Area.
6.2 ZOC Effects  
A) Movement. A moving unit must stop after entering an enemy ZOC (EZOC). There is no movement point cost to enter an EZOC. A unit may leave an EZOC at the beginning of its move. It may not move directly to another EZOC, but may enter another EZOC after entering one or more non-EZOC hexes.

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

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

D) Advance. See the advance after combat rule.

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

F) Unit Placement. Newly-constructed units may not be built in enemy ZOCs.

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

7.0 MOVEMENT

7.1 General  
During the Movement phase of an impulse, the phasing player may move any and all units of controlled powers on activated fronts. Movement may be enhanced by railroads.

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

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

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

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

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

7.5 Movement & Other Units  
A unit may not enter a hex occupied by an enemy unit. It may move freely through hexes occupied by friendly units, but only one unit can occupy a hex at the end of each phase. If excess units are in a hex at the end of a phase, the enemy player selects the excess units and retreats them two hexes in any direction within the rules of retreat.

Stacking Exemptions. Fortifications and game markers (such as depots) do not count for stacking.

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

1) Any number of units may use rail movement in a single movement phase.

2) At all times during rail movement the unit must be able to trace a connected line of rail hexes to a friendly supply source (5.0) free of enemy units and EZOCs.

3) A unit may combine rail and non-rail movement in the same movement phase, but may move only once by rail.

4) A unit moving by rail must stop after entering an EZOC, and if starting in an EZOC may exit the EZOC.

8.0 COMBAT

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

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

8.2 Multi-Unit & Multi-Hex Combat  
The attacker may combine more than one unit against a single defending unit as long as all are adjacent. No more than one defending hex may be the target of a single attack.

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

1) Designate which friendly units will be attacking which one enemy held hex. Once an attack has been declared, it may not be called off.

2) Total the attack strengths of all the attacking units involved in a specific attack.

3) Total the defense strengths of the defending unit and any fortification in the attacked hex. Make any adjustment for terrain (8.4) and weather (8.5).

4) Subtract the total defense strength from the total attack strength to get the combat differential. The attacker cannot reduce the differential voluntarily (due to the inflexibility of World War I tactics as well as the general fog of war).

5) Find the column on the CRT corresponding to the differential. Roll one die and cross index the result with the differential column to get the result (9.0). Modify the result for concentric attack if applicable (8.6). Apply the result immediately.

8.4 Terrain Effects on Combat  
The terrain in the defending unit’s hex and/or along the hexides separating the combatants may increase the defender’s strength. Hexside benefits are received only if all attacking units attack across the hexside type.

Prohibited Terrain. Units may not attack through all sea hexides except during amphibious assaults (14.3) or into/out of Transit areas.
8.5 Weather Effects on Combat
Defenders always receive a strength bonus in winter. Defenders on the west or east fronts are increased by two, defenders on the Middle East fronts are increased by one.

8.6 Concentric Attack
A concentric attack doubles the defender’s LP points (9.0). A concentric attack occurs when at least one attacking unit is in or adjacent to every hex adjacent to the defender. Other units, friendly or enemy, and the status of either attacking or defending units, have no effect on the attack. Concentric attacks may not be made in the following situations.

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

2) A concentric attack may not be made against a unit where terrain would make it impossible for it to be surrounded by attackers (for example, if a unit with its back to the sea or a unit on a map-edge hex).

9.0 COMBAT RESULTS
All combat results are expressed in Loss Points (LP). LP may be satisfied by several methods, including mobilization point deduction (9.4), unit elimination (9.5), disentrenching (4.0 & 9.6), and/or retreat (9.6). Eligible victorious attackers may advance into vacated hex (9.7).

9.1 Loss Points
Combat results have two LP numbers. The one to the left of the slash affects the attacker; the one to the right of the slash affects the defender. The defender’s LP are doubled in a concentric attack (8.6). The attacker must apply LP first (9.2), then the defender (9.3).

9.2 Attacker Loss Points
The attacker’s LP may be satisfied by any of the following.

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

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

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

9.3 Defender Loss Points
The defender’s LP may be satisfied in the same way as the attacker’s with the following two exceptions.

Mandatory Elimination. If the LP are greater than the printed defense strength of the defending unit, the unit is eliminated. This cannot be mitigated by retreat. The elimination satisfies the entire LP. If the defender’s loss points are doubled (for example, by concentric attack), use the doubled value to determine if a mandatory elimination occurs.

Design Note. Mandatory elimination represents overwhelming a unit beyond its ability to sustain casualties. It is a substitute for the original game’s arbitrary doubling of losses when Romanians/Russians fought Germans.

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

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

Player Note. An unit without an LOC can satisfy LP only by unit elimination, dis-entrenching, and/or retreat.

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

0OS Elimination. A unit OOS when eliminated is permanently removed from the game and cannot be rebuilt. Place in the Permanently Eliminated box on the map; it may have an impact on Collapse/Surrender (18.0).

9.6 Retreat
All defending units may be retreated one or more hexes (9.5). Each hex of the retreat (by all units, not by each) satisfies one LP. Retreats may be combined in any way with dis-entrenching and mobilization point deduction. A player may retreat a defending unit to satisfy Loss Points at a rate of one Loss Point per hex retreated into (the Loss Points are not deducted from the mobilization point track). This can be for some, none or all mobilization point. Units may not use rail or sea movement for a retreat.

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

Direction of Retreat. The owning player may retreat a unit to any hex desired subject to the following.

1) It must be able to enter the hex during normal land movement. It may not enter an enemy-occupied hex or enter or cross prohibited terrain.

2) It may not enter an EZOC unless it is negated by a friendly unit. If the retreat normally would end on a hex occupied by a friendly unit, the retreating unit must continue to retreat until an empty hex is reached.

3) It must move closer (in hexes) to a friendly supply source if feasible.

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

9.7 Advance
Whenever a defender’s hex is vacated by the elimination or retreat of the defenders (to include elimination of a fortress in the hex), and no attacking unit has retreated, the attacking unit(s) may but is not required to advance. The decision to advance must be taken immediately; it may not be delayed until after a subsequent combat. Ignore EZOC when entering the first hex of the advance;

Design Note. Mandatory elimination represents overwhelming a unit beyond its ability to sustain casualties. It is a substitute for the original game’s arbitrary doubling of losses when Romanians/Russians fought Germans.

Player Note. An unit without an LOC can satisfy LP only by unit elimination, dis-entrenching, and/or retreat.

9.5 Unit Elimination
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0OS Elimination. A unit OOS when eliminated is permanently removed from the game and cannot be rebuilt. Place in the Permanently Eliminated box on the map; it may have an impact on Collapse/Surrender (18.0).
## Turn Sequence

### Initiative Determination
The player with the higher major power total has the initiative. Central Powers wins ties.

### Diplomatic Activation
Attempt activation of one neutral per side, initiative player (IP) first.

#### First Impulse
- a. IP impulse on all fronts.
- b. Non-initiative player (NP) impulse on all fronts.

#### Second Impulse
- a. IP impulse on each front for which Plan marker is expended.
- b. NP impulse on each front for which Plan marker is expended.

#### Third Impulse
- a. IP impulse on each front for which Plan marker is expended.
- b. NP impulse on each front for which Plan marker is expended.

### Strategic Warfare Phase
- a. Russian Civil War Table.
- b. Play campaign markers, IP first.
- c. Collapse/surrender checks.

### Mobilization Phase
- a. Receive MP.
- b. Mobilize by expending MP.
- c. Transfer MP (19.0).

### Turn Record Phase
If game over, determine victor, otherwise advance turn marker and play another turn.

## Collapse & Surrender Check
Make this check for every power every strategic phase if its current MP index is zero and (a) its capital is occupied (OR (b) at least half its on-map mobilization, resource, and/or objective hexes are enemy-occupied OR (c) it has any units permanently eliminated.

1. Determine the power’s threshold
   - +1 for a minor power
   - +2 if the capital is enemy controlled
   - +1 for each enemy occupied mobilization, resource and objective hex
   - +1 for each permanently eliminated combat units
   - +1 if checking Russia, Austria-Hungary, or the Ottoman Empire.
   - +1 point if it is 1919
2. Roll one die
   The power collapses or surrenders if the die roll is less than the threshold, otherwise it keeps fighting.

(Additional note: The British Empire and USA do not make surrender checks (see 18.3).)
CAMPAIGN MARKERS

Stoss Armies
Available: 1918.
Play: Any mobilization phase.
Effect: All eligible friendly powers may build assault armies. The Allies may build assault and tank armies beginning the turn following play of this marker.
Disposition: Remains in effect.

Tank Armies
Available: 1917.
Play: Any mobilization phase.
Effect: All eligible friendly powers may build tank armies. Enemy powers may build tank armies on the turn following play of this marker.
Disposition: Remains in effect.

Tactical Advantage
Available: at start.
Play: Second or third impulse.
Effect: Activate one front for the impulse.
Disposition: Return after play.

Plan
Available: at start.
Play: Any strategic phase.
Effect: Roll one die and consult the Naval Campaign Table (below). Apply effects.
Disposition: Return upon play.

Central Powers Unrestricted Submarine Warfare
Available: 1915
Play: Any strategic phase.
Effect: Roll two dice. Subtract the resulting number of MP from Britain’s current index (to a minimum of zero). The chance of US belligerency is increased in the following neutral activation phase.
Disposition: Return after play.

Central Powers Naval
Available: at start
Play: any strategic phase after play of a Central Powers Naval marker or Central Powers Unrestricted Submarine Warfare marker.
Effect: Either (1) affects Central Powers Naval Campaign die roll or (2) negates Unrestricted Submarine Warfare marker.
Disposition: Return upon play.

Allied Naval
Available: at start
Play: any strategic phase after play of a Central Powers Naval marker or Central Powers Unrestricted Submarine Warfare marker.
Effect: Either (1) affects Central Powers Naval Campaign die roll or (2) negates Unrestricted Submarine Warfare marker.
Disposition: Return upon play.

National Will
Available: per scenario instructions.
Play: Depending on desired effect, play during a second or third impulse, mobilization phase, or strategic phase.
Effect: 
1) Big Push: Initiates both the second and third impulses on all fronts without playing a Plan marker. Each time a friendly unit advances after combat, gain one MP per hex entered by an advancing unit; multiple units may advance, but only one MP is gained per hex entered. The MP are assigned to the power whose unit advanced into each hex.
2) Total Mobilization: Increase the number of MP received for one power for its mobilization hexes (only) by 50 percent (round up fractions).
3) National Rally: Prevent the Collapse/ Surrender die roll being made for any one friendly power.
Disposition: Discard.

Allied Blockade
Available: in play at start; may be repurchased if taken out of play.
Play: The Allied player may place it at the start of any strategic phase.
Effect: None. If not in play, Germany gets 10 additional MP per turn, Austria-Hungary gets 5. Each power must control one port to receive the MP.
Disposition: Remains in play until removed by outcome of a Central Powers Naval marker play.

VICTORY POINT SCHEDULE

Scored at end of game
10 Each occupied* enemy resource hex
5 Each occupied* enemy mobilization hex
5 Each occupied* enemy objective hex
10 Each occupied* enemy major power capital***
5 Each occupied** enemy minor power capital**
8 Each collapsed enemy major power***
5 Each collapsed enemy minor power***

* a friendly unit is in the hex control (per 3.5) is not sufficient.
** in addition to points for other symbols in the city
*** points not gained if power has surrendered

Scored during the game
7 Allies, for each turn the Allied Blockade is in effect
5 Central Powers each turn the Allied Blockade is not in effect.

For enemy violation of neutrality of

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For surrender of enemy power

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RUSSIAN CIVIL WAR

Die Roll Outcome

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

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<thead>
<tr>
<th>Minimum die roll needed to join</th>
<th>Historical Entry</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Allies</td>
</tr>
<tr>
<td>Bulgaria</td>
<td>-</td>
</tr>
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<td>Greece</td>
<td>6</td>
</tr>
<tr>
<td>Italy</td>
<td>5</td>
</tr>
<tr>
<td>Ottoman Empire</td>
<td>-</td>
</tr>
<tr>
<td>Romania</td>
<td>5</td>
</tr>
<tr>
<td>US</td>
<td>7</td>
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</tbody>
</table>

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

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

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

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

Strategic Attack Table:

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Results</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Fiendish Plot Exposed</td>
</tr>
<tr>
<td>2</td>
<td>No effect</td>
</tr>
<tr>
<td>3</td>
<td>Success</td>
</tr>
<tr>
<td>4</td>
<td>Success</td>
</tr>
<tr>
<td>5</td>
<td>Success</td>
</tr>
<tr>
<td>6</td>
<td>Revolt</td>
</tr>
</tbody>
</table>

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

No effect: Nothing happens

Success: Choose one of the following.
1) Place one insurgent marker per the insurgent rule.
2) Designate one enemy power. Roll one die. The enemy must deduct that number of MP from that power (to a minimum of zero).

Revolt: Same as success but place two insurgents in one power or implement a Success result 2.

Naval Campaign Table:

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Allied Naval Marker Not Played</th>
<th>Allied Naval Marker is played</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Allied Tactical Victory</td>
<td>Allied Strategic Victory</td>
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<tr>
<td>2</td>
<td>No effect</td>
<td>Allied Tactical Victory</td>
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<tr>
<td>3</td>
<td>No effect</td>
<td>Allied Tactical Victory</td>
</tr>
<tr>
<td>4</td>
<td>CP Tactical Victory</td>
<td>No effect</td>
</tr>
<tr>
<td>5</td>
<td>CP Strategic Victory</td>
<td>CP Tactical Victory</td>
</tr>
<tr>
<td>6</td>
<td>CP Strategic Victory</td>
<td>CP Strategic Victory</td>
</tr>
</tbody>
</table>

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

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

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

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

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

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

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

Supply Sources:

**GE**, 2x GE MC.
**AH**, 2x AH MC.
**OT**, 1x OT, or GE or AH SS, or OT TA.
**Other Central Powers**, 1x home-country MC or any GE or AH SS.

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

**Other Allied Powers**, 1x home-country MC.

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

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

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

“SS = Supply Source” means any mobilization center or transit area as defined on the table. In certain cases, a country has no home country supply source and can trace a LOC only to other friendly power supply sources. (correction) Other Allied Powers can trace supply to 1 x home country MC [mobilization center] or any FR or BR supply source.
### Mobilization Costs

<table>
<thead>
<tr>
<th>Campaign Markers</th>
<th>Allies</th>
<th>Central Powers</th>
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</thead>
<tbody>
<tr>
<td>Stoss Armies</td>
<td>-</td>
<td>3 (1916+)</td>
</tr>
<tr>
<td>Tank Armies</td>
<td>5 (1917+)</td>
<td>-</td>
</tr>
<tr>
<td>Tactical Attack</td>
<td>2</td>
<td>2</td>
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<tr>
<td>Strategic Attack</td>
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<td>2</td>
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<td>Naval</td>
<td>5</td>
<td>10</td>
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<td>Blockade</td>
<td>10</td>
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<tr>
<td>Unrestricted Submarine Warfare</td>
<td>-</td>
<td>3 (1915+)</td>
</tr>
<tr>
<td>National Will</td>
<td>See 12.3</td>
<td>See 12.3</td>
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#### Units

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<tr>
<th>Units</th>
<th>Cost</th>
<th>Notes</th>
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<tr>
<td>Active Army</td>
<td>5</td>
<td>Stoss marker played. Replace one Active Army.</td>
</tr>
<tr>
<td>Reserve Army</td>
<td>3</td>
<td>Tank Armies marker played. 1919 and Tank Armies markers played.</td>
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<tr>
<td>Assault Army</td>
<td>6</td>
<td>5 Stoss marker played. Replace one Active Army.</td>
</tr>
<tr>
<td>Tank Army</td>
<td>7</td>
<td>Tank Armies marker played. 1919 and Tank Armies markers played.</td>
</tr>
<tr>
<td>GE Panzer Corps</td>
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<tr>
<td>Expeditionary Corps</td>
<td>3</td>
<td>Cost per level; must rebuild all levels.</td>
</tr>
<tr>
<td>Alpine Corps</td>
<td>2</td>
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<tr>
<td>BR Desert Mounted Corps or Italian Arditi</td>
<td>4</td>
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<tr>
<td>Rebuild Fortification</td>
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<table>
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<th>Construction</th>
<th>Cost</th>
<th>Notes</th>
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<tr>
<td>Port</td>
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<td>On friendly occupied coastal hex in eligible sea.</td>
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<tr>
<td>Depot</td>
<td>1</td>
<td>Friendly occupied hex with LOC. Via Strategic Attack.</td>
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<tr>
<td>Insurgent</td>
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<tr>
<td>Sinai or Mesopotanian Railroad</td>
<td>1</td>
<td>Cost per hex. Allies only.</td>
</tr>
<tr>
<td>Anatolia Railroad</td>
<td>5</td>
<td>Total cost. Central Powers only.</td>
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</tbody>
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### MP Transfers

<table>
<thead>
<tr>
<th>FROM</th>
<th>TO</th>
<th>Notes</th>
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<tbody>
<tr>
<td>BR &amp; US</td>
<td>All other Allied powers but not each other.</td>
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</tr>
<tr>
<td>FR</td>
<td>All other Allied powers except British Empire and USA.</td>
<td></td>
</tr>
<tr>
<td>RU &amp; IT</td>
<td>All other Allied powers except British Empire, USA, France, and each other.</td>
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</tr>
<tr>
<td>GE</td>
<td>All other Central Powers.</td>
<td></td>
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</tbody>
</table>

### MP Receipts

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

### Unit Status

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<th>Entrenched</th>
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<td>ZOC</td>
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<tr>
<td>Combat</td>
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<td>Retreat</td>
<td>Normal</td>
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<tr>
<td>Advance</td>
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### Weather Effects

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<th>Movement Allowance</th>
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### MP Modifiers by Turn

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</tbody>
</table>
Flank advances. Attacking unit may advance into a hex originally adjacent to the defender as long as the hex is unoccupied and could be entered during normal movement. Advancing units may pass through one other, but may not end their advance in violation of stacking.

Supply Effects on Advance. A unit must be in supply to advance, and may not enter a hex where it will be OOS.

Advancing Into Fortifications. If the eliminated defender was an enemy fort, the advance is limited to occupation of the fort hex.

10.0 MOBILIZATION

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

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

MP Retention. A power retains any current MP on the Mobilization Index even if it loses all of its mobilization centers. Collapse or Surrender. When a power collapses or surrenders, it loses all accumulated MP and cannot collect any more. Units of other powers (friendly or enemy) which have not collapsed may collect MP retention. Some countries (such as Zero MP Powers below zero. (ignore any excess received) and cannot drop never exceed the maximum box on the index (10.7 to 10.9). a power’s MP can expended to satisfy combat losses, to build manpower and materiel capacity. MP are functions. record each power’s currently

Example #1: Standard Combat

Attacker: Russian First (3/3) and Second (3/3) Armies (both mobile status).
Defender: German Eighth Army (4/6) in hex 2907 (clear terrain); (both mobile status).
Differential = 0.
Die roll = 1 yields result of 1 / 2.
Attacker Result (1): Russians choose to lose one MP.
Defender Result (2): Germans choose to lose one MP then retreats one hex into Konigsberg (hex 2807).
Advance: Russian First Army into hex 2907.

Example #2: Tactical Edge

Attacker: German Eighth Army (4/6); (mobile status). Germans add a Tactical Edge marker, roll one die, and get a 4 (total attack strength = 8 ).
Defender: Russian First (3/3) Army in hex 2907 (clear); (mobile status).
Differential = +5.
Die roll = 1 yields result of 1 / 4.
Attacker Result (1): Germans choose to lose one MP.
Defender Result (4): Russians must eliminate First Army as the losses are greater than its defense strength.
Advance: Germans retake hex 2907.

Example #4: Entrenched vs Entrenched

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

Example #5: Shock vs Mobile

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

Example #6: Shock vs Mobile

Attacker: German I Stoss (6/4) (Stoss mobile).
Defender: British Third (4/4) Army in hex 0104 (clear); (mobile status).
Differential = +2.
Die roll = 5 yields result of 3 / 1.
Attacker Result (3): Germans choose to lose three MP.
Defender Result (1): British take 1 MP loss; no retreat is required since the result is 1 (17.2B requires two losses for a mandatory retreat).
Advance: none as British hold hex.
the MP for occupied resource and objective hexes.

10.2 Receiving Mobilization Points

During the mobilization phase of each turn, each power receives MP as follows (see table on page R10).

- 5 MP for each friendly-occupied home country mobilization city hex (10.2).
- 5 MP for each friendly-occupied resource hex connected by LOC to a home country mobilization hex (10.3).
- 1 MP for each friendly-occupied objective hex in an enemy country (10.5).

Examples. 1) Warsaw is a Russian home country Mobilization hex. If the Allies control Warsaw they would receive the points if they controlled the hex. 2) Kiev is a Resource hex; if the Allies control Kiev they get the points; for the Central Powers to get the points they would need a unit in the hex. 3) Riga is an Objective hex. If a German unit occupied it, the Central Powers would not receive the points. Russian control provides no points to the Allies.

Design Note. The original game limited the Ottoman Empire to a maximum of six CRP (MP in this game). That was put in place because the only Ottoman hexes in the game were those around Gallipoli and allowing accumulation of more than six made it possible to make the Ottomans invulnerable. The addition of the Middle East front, primarily an Ottoman responsibility, made the six-MP constraint unnecessary.

10.6 Modifying MP Receipts (clarification) Any additions or deductions to MP are counted only during the Mobilization Phase. The modifications apply only to “income” and not to accumulated MP.

10.3 Controlling Mobilization Hexes

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

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

10.4 Controlling Resource Hexes

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

10.5 Controlling Objective Hexes

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

10.6 Modifying MP Receipts

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

A) Turn Modifiers. The chart on page R10 indicates a modifier for each power for each turn. Add (+) or subtract (-) the indicated number of MP received.

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

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

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

10.7 Expending MP

A player may use MP as listed below and on page R10:

Absorb combat losses by units of the same power (9.4).

Build new units for the same power (10.8 to 10.9).

Rebuild destroyed fortifications belonging to the same power (11.4).

Purchase campaign markers (12.0).

Construct ports and depots (26.0).

10.8 Building New Units

Each new unit must be placed on or adjacent to any friendly controlled home-country mobilization hex. Stacking limits apply. Units may not be placed in EZOC. New British, French, Russian, US, and Ottoman Empire units may be placed in the appropriate Transit areas.

11.0 FORTIFICATIONS

11.1 Fortification Characteristics

A fortification is a fixed defensive installation. It provide an intrinsic defense strength for its hex. It acts like a unit for purposes of controlling a hex and blocking enemy movement. It has no ZOC but negates EZOC. It does not count against stacking and may be occupied by any friendly unit, not just those belonging to the same power. It is always in supply but does not supply friendly units. It cannot move, retreat, attack, or advance.

11.2 Fortifications in Combat

A fortification defends its hex with a defense strength indicated by the number of icons on each hexside. (Belfort, hex 0410, for example, has a defense strength of 2). If a friendly unit is occupying the fortification, the fortification defense strength is added to the total defense of the hex, but does not increase the printed strength of defending unit for purposes of mandatory elimination. Fortifications receive the benefit of winter and terrain defense bonuses. An attacker cannot gain the concentric bonus against a fortification. If a fortification has an LOC, its losses can be satisfied by MP expenditure (9.4). Fortifications
do not negate mandatory retreats against units defending in them.

**11.3 Destroying Fortifications**

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

**Voluntary elimination to satisfy losses.**

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

**Advance into Fort.**

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

**Mandatory Elimination.**

If a fort is defending by itself and the attacker inflicts losses greater than the strength of the fort. The destruction is mandatory.

**11.4 Rebuilding Fortifications**

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

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**12.0 CAMPAIGN MARKERS**

**12.1 Receiving Campaign Markers**

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

**12.2 Playing Campaign Markers**

Each campaign marker is played according to the instructions specific to its type (see page R8). A purchased campaign marker need not be played on the turn of purchase, it may be held indefinitely. The instructions specify when the markers become available, when they are played, the effect of the marker, and its disposition after being played. The disposition will be one of the following:

- **Return After Play.** After the marker is played, return it to the pool of available campaign markers. It may be repurchased in a following mobilization phase.
- **Remains in Effect.** Once played, the marker’s effects apply for the rest of the game. Place it in the Campaign Markers in Effect box.
- **Remains in Effect Conditionally.** The marker remains in play as above until another marker is played or event occurs. Place it in the Campaign Markers in Effect box; remove it when the condition takes effect.
- **Discard.** The marker is set aside and cannot be used again in the game unless specified by another rule.

**12.3 Rebuilding National Will**

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

- **1)** No friendly belligerent major powers may initiate any impulses during the second or third impulse phase.
- **2)** Expend two strategic advantage markers during the mobilization phase without conducting a strategic attack. At the end of the phase, receive one national will marker.

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**13.0 NEUTRALS**

**13.1 Neutral Powers**

Neutral powers are identified in the scenario instructions. Some neutrals may be activated diplomatically to join either the Allies or the Central Powers (13.4), while others remain neutral until invaded (13.7). Once activated, a power remains in the war on the same side for the remainder of the game.

- **Permanent Neutrals.** Switzerland and Denmark are permanent neutrals. Neither side may enter its territory.
- **Non-Belligerent Neutrals.** Luxembourg, Albania, and Persia may become involved in the war but have no units.

**13.2 Effects of Neutrality**

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

**13.3 Effects of Activation**

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

**13.4 Activating Neutrals by Diplomacy**

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

1) State the power for which the attempt will be made.

2) Roll one die; apply any applicable modifiers (listed on the table on R9).

3) Cross index the modified die roll with the names of the Powers which can be activated. If the Power is listed, then it is activated as a friendly Belligerent. Otherwise, it remains a neutral.

**13.7 Invading Neutrals**

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

**13.8 Greek Activation by Invasion**

Greek politics in the Great War were conflicted to say the least, with factions favoring entry on both sides. If Greece enters the war through diplomacy it enters normally per 13.3. If Greece is invaded by the Allies, its armies are removed from play and never reenter the game. If invaded by the Central Powers, Greece joins the Allies, but if Allied units subsequently enter Greece all Greek armies are removed from play and may not re-enter the game. If Greece
is activated by either side via Diplomacy then these effects are ignored.

13.9 United States Activation
The United States entered World War I with great enthusiasm but as a small active army. The Allies receive one national will marker immediately at no cost. It must be a previously expended marker. The US may not build any armies on the turn it becomes a belligerent, only one active army the second turn of belligerency, two (or one army and one corps, to include rebuilding eliminated units) on the third. It may not build a tank army before Turn 7. Units may be built normally thereafter.

14.0 NAVAL TRANSPORT

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

14.2 Naval Transport Procedure
The moving unit begins the movement on a coastal or port hex (a coastal city is a port only if it has the port symbol). Pick it up and move it to any other coastal or port hex. The unit must start or end its move, or both, in a port. Transit areas with a port symbol may be used as a port. The unit may move only through seas allowed for its power (14.5). Sea movement costs a unit all of its movement points; it may not be combined with other types of movement in the same impulse.

14.3 Landing
The landing hex must be a port or coastal hex bordering a sea open to the owning power. The unit may not land in a hex containing an enemy unit or intact fortification (but see below). It may land in an EZOC.

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

14.4 Allied Sea Supply
Each Allied controlled port can provide supply to two Allied land units which could not otherwise move by sea as long as British, French, or US units could use naval movement in that sea.

14.5 Seas & Sea Control
The following seas may be used by the powers indicated.

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

Baltic Sea. Germany

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

Caspian Sea. Britain expeditionary units only; must start on a Caspian port/coast hex.

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

North Sea (includes the English Channel). Britain, France, and the US

Red Sea and Persian Gulf (consisting only of the ports of Basra [1347] and Abadan [1747]): Britain, France and the US.

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

15.0 TRANSIT AREAS

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

15.2 Movement To & From Transit Areas
Units pay one movement point to enter a transit area (or one third for rail movement). They must cease movement when they enter a transit area. They pay normal movement points to exit (that is, they can leave a transit area and continue moving). A unit may not both enter and exit a transit area in the same turn.

(14.3) Transit Areas connect to the hexgrid only via rail lines and ports. Units cannot use normal movement to enter or exit a Transit Area.

15.3 Transit Area & Other Operations
Newly mobilized units may be deployed in the owning power’s area. A unit may stay in a transit area indefinitely. It may not attack or be attacked. LOC may be traced into, out of, and through the area by railroad as long as the hex(es) connected to the area are in friendly control. An area with a mobilization symbol is a supply source.

15.4 Specific Transit Areas

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

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

Ottoman Empire Transit Area. Only Ottoman, German, and Austro-Hungarian units may enter the area. It represents Anatolia and is adjacent to all Ottoman south map edge hexes on the European map and Ottoman north map edge hexes on the Middle East map.

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

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

16.1 Special Units Generally
The units listed in this section operate as regular units except as modified in this section. Some require a campaign marker to be in effect before they can be built. Others can be built without markers. A unit with an asterisk next to the unit size designator cannot be rebuilt after being eliminated, they are out of the game for good.

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

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

A) Assault Armies can be built by either side only after the Central Powers player has played the Stoss campaign marker. During a mobilization phase, a player designates an active army on the map, it must not be adjacent to an enemy unit and must have an LOC. Expend five MP, and replace the active army with the Stoss army. The replaced army may be rebuilt. The Italian Arditi shock corps costs 4 MP. The unit is placed like a new unit; no active army is replaced.

B) Tank Armies can be built by either side only after the Allied Powers player has played the Tank Army campaign marker. The units are mobilized normally during the mobilization phase. Germany’s Panzer (Tank) Army is an optional unit; it may not be built before Turn 10 (Winter 1918). Tank armies cannot entrench.

C) Russia’s Brusilov Army may be built after either the Allied or Central Powers Stoss marker is played.

D) Italy’s Arditi Corps may be built after either the Allied tank or Central Powers Stoss marker is played.

E) Ottoman Empire’s Yildirim Corps may be built after the Central Powers Stoss marker has been played.

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

16.5 Expeditionary Corps
These units may conduct amphibious operations. They may draw supply and MPs through any friendly supply source, to include any friendly Mobilization Center or Transit Area. Expeditionary units can also trace a LOC to any friendly controlled port in a sea in which it could otherwise use naval movement. The port does not have to trace a further LOC per 5.2(3).

16.6 British Desert Mounted Corps
The unit may enter only the Middle East map. It pays only one movement point to enter a desert hex. It is not an assault unit but may advance after combat like an assault unit.

16.7 Ottoman Army of Islam
This unit may be mobilized only if Russia has surrendered. It may be deployed only on the Middle East map.

16.8 Russian National Armies
The Central Powers and Allies each have one Russian National Army. They may be built only after Russia has surrendered if the building player controls at least one mobilization or resource hex in Russia. Expend the necessary MP from any friendly major power. Deploy the army in or adjacent to a friendly controlled Russian mobilization or resource hex. A National unit is treated as a friendly reserve army. It may never leave Russia nor enter the Russian transit area. It may use only MP which have been lent by a friendly power. It may be rebuilt if destroyed. See optional rule 19.0 regarding MP transfer to Russian National Armies.

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

17.0 ASSAULT TACTICS

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

17.2 Assault Combat Losses
In an assault attack, defender losses must be inflicted in this order:

1) mandatory elimination results (per 9.3).
2) mandatory dis-entrenching/one hex retreat per 17.2B.
3) MP deduction, voluntary unit elimination and retreat.

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

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

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

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

18.0 COLLAPSE & SURRENDER

18.1 Collapse
Collapse is the first step toward the surrender of a belligerent. Check a power for collapse (see the Collapse & Surrender Table) during a strategic phase if both the following conditions are met.

1) The power’s MP have been reduced to zero, and
2) Either of the following is true:
   a) Its capital is occupied.
   b) At least half its on-map mobilization, resource, and/or objective hexes are enemy-occupied.
   c) It has any units permanently eliminated.
A) Albania, Luxembourg, Montenegro, the Netherlands and Persia, plus the Allied and Central Powers Russian National (RN) armies, are not affected by collapse or
surrender. They have no MP and can gain none in the course of a game (which makes any armies they have fragile).

B) “Objective hexes” refer to hexes within a power’s 1914 borders. For example, German control of Riga would count against the Russians for determining collapse.

18.2 Collapse Effects
If a power collapses, its MP are reduced to zero and no more MP may be mobilized, but it may receive MP from another power (19.0). Flip the MP marker to its collapsed side as a mnemonic. The power cannot recover; once collapsed, it stays collapsed until the game ends or it surrenders.

18.3 Surrender
Make a surrender check (Collapse & Surrender Table on R9) during each strategic phase for each collapsed power (other than Britain and the US; see below) if any one of the following conditions is met.

1) Its capital is occupied, OR
2) at least half its on-map mobilization, resource, and/or objective hexes (see 18.1B) are enemy-occupied, OR
3) It has any units permanently eliminated.

Surrender Exemptions. The British Empire and the US may collapse but never surrender.

18.4 Surrender Effects
If a power surrenders, remove all its units from the map. Place destroyed markers on all its fortifications. It may not utilize MP; any accumulated MP are lost. Its cities are no longer friendly to either side unless occupied by a belligerent unit. Its mobilization, resource, and/or objective hexes may provide MP to another power (18.5). If player’s wish, Russia’s surrender triggers a civil war (20.0).

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

- Mobilization hex: 1
- Resource hex: 6
- Objective hex: 2

SCENARIOS

SCENARIO I: THE GREAT WAR

1. Game Length
Start: Turn One
End: Turn Ten (but see 28.0)

2. Central Powers Set Up
Belligerents: Germany, Austria-Hungary.
Units. Deploy as indicated in the box. All units deploy in mobile status. No units permanently eliminated. All other units available for mobilization.

Mobilization Points. See page R10.

Campaign Markers. 4x Plan, 1x Naval, 3x National Will

3. Allied Set Up
The Allied Blockade marker is in effect at the beginning of the game. The Allies control hex 0334.

Belligerents: Britain, France, Russia, Serbia, Montenegro.
Units. Deploy as indicated in the box. All units deploy in mobile status. No units permanently eliminated. All other units available for mobilization.

Mobilization Points. See page R10.

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

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

5. Special Rules
The following reflect the consequences of pre-war plans, and apply Turn One only unless specified otherwise.

A) Initiative. The Central Powers have the initiative. Skip the initiative and diplomatic activation phases on Turn 1.

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

C) Unit Status. No unit may entrench.

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

Belgium. If Belgium becomes a belligerent, its army may not leave Belgium during movement, but may retreat or advance out. Once out it functions normally.

British Empire. No British unit may move or attack into a hex in France on or south of the xx05 hex row on Turn 1.
France. On the first impulse only, First, Second, Third, Fourth, and A-L Armies may not move other than to enter Germany. They engage in combat normally. If any French unit occupies a German resource, mobilization, or objective hex during the first impulse, the French MP index is increased by "5" (a maximum of 5, not 5 per hex).

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

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

SCENARIO II: HOME BEFORE THE LEAVES FALL

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

SCENARIO III: FREE DEPLOYMENT

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

1. Belligerent Unit Set Up
   All belligerent units are set up anywhere within their own countries with the following exceptions.
   
   British Empire. The BEF must be set up on any port in France, or in either the French or British Empire transit area.
   
   France. French Ninth Army, Russian Ninth Army, and German Ninth Army must be set up using historical deployment.
   
   Romania. Romania must be set up on either Nord or 1302 or 1502.
   
   Russian Army. Russia must be set up on either Nord or 1302 or 1502.
   
   Serbia. Serbia must be set up on either Nord or 1302 or 1502.

2. Belligerent Set Up Sequence
   Set up in this order.
   
   1. All neutrals using historical deployment.
   2. Allies set up Allied minor powers.
   3. Allies set up one major power.
   4. Central Powers set up one major power.

   5. Continue alternating between 3 & 4 until all major powers are deployed.

3. Special rules
   None.

SCENARIO IV: BATTLE FOR EUROPE

1. Game Parameters
   Start: Turn Seven
   End: Turn 10 (but see 28.0)

2. Central Powers Set Up
   Units deployed on map. Deploy on the hexes indicated for 1917 on the scenario map. Units may be mobile or entrenched. No units permanently destroyed. All others available for mobilization.

   Austria-Hungary (adjacent to the front line with Italy): Fifth, Tenth, Eleventh, Alpine Corps
   Austria-Hungary (adjacent to the front line with Serbia): Fifth, Tenth, Eleventh, Alpine Corps

   Germany (adjacent to France): A, B, C
   Germany (adjacent to Serbia): Eighth, Tenth, Bug
   Germany (adjacent to the East Front line): Sud
   Germany (adjacent to the West Front line): Ninth

   with Russia, and on or south of xx12 hex row: First, Second, Third, Fourth, Seventh
   Austria-Hungary (Albania or Serbia, north of the front line): Sixth
   Bulgaria (Serbia or Greece, north of the front line): First, Second
   Bulgaria (Romania, west of the front line): Third
   Bulgaria (in Bulgaria): Fourth
   Germany (Belgium and France, east of the front line): First, Second, Third, Fourth, Fifth, Sixth, Seventh
   Germany (Germany, adjacent to front line with France): A, B, C
   Germany (Russia, west of the front line): Eighth, Tenth, Bug
   Germany (Austria-Hungary, west of the East Front line): Sud
   Germany (Romania, west of the front line): Ninth
   Germany (Serbia, north of the front line): Eleventh
SCENARIO IV SET UP
The hexes listed below identify the front lines for each side.

WESTERN FRONT
Allies: 0502-0402-0302-0305-0406-0407-0509-0510
Central Powers: 0603-0503-0403-0405-0505-0606-0610-0510

EASTERN FRONT

ITALIAN FRONT
Allies: 0715-0716-0817-1016-1116-1017
Central Powers: 0815-0816-1015-1216-1217-1117

MACEDONIAN FRONT
Allies: 1431-1729-1930-1931-2032
Central Powers: 1430-1728-2030-2031-2131

PALESTINIAN FRONT
Allies: 0436-0237-0239
Central Powers: 0536-0337-0338

MESOPOTAMIAN FRONT
Allies: 1544-1946
Central Powers: 1543-1945

CAUCASUS FRONT
Allies: 2137-2140-2241-2243
Central Powers: 2037-2041-2141-2143

Germany (Ottoman Empire, adjacent to Jerusalem): Expeditionary Corps AK
Germany (on any German mobilization hex): I Stoss
Germany (in either hex 1302 or 1502): Nord Army.

Ottoman Empire (Constantinople): First
Ottoman Empire (Gallipoli): Fifth
Ottoman Empire (Middle East front, adjacent to the front line with Russia): Second, Third
Ottoman Empire (Gaza): Fourth
Ottoman Empire (on the railroad two hexes north of Baghdad): Sixth

Ottoman Empire (Persia, within four hexes of Mosul): Turan Expeditionary Corps

Mobilization Points
Austria-Hungary 10
Bulgaria 1
Germany 18
Greece 0
Ottoman Empire 5

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

Depots (on Central Powers side of front line): one in Belgium; two in Russia; one in Serbia or Bulgaria.

Insurgents: one in Persia in any hex not containing an Allied unit or ZOC.

Railroads: Anatolia Railroad has been built

Forts Destroyed. Erzerum (2238)

3. Allied Set Up
Deployed on Map. Deploy using the lines and hexes indicated for 1917 on the scenario map. Units may be mobile or entrenched. Permanently eliminated units noted below. All others available for mobilization.

Belgium (in Belgium, west of the front line):
Army

British Empire: (in France, west of the front line and on or north of the xx05 hex row:
Second, Third, Fourth, Fifth

British Empire: (in Egypt, adjacent to Gaza):
Egypt

British Empire: (in Mesopotamia, in Baghdad):
Mesopotamia

British Empire: (in Persia, at Abadan):
Persian Expeditionary Corps.

France (in France, west of the front line and on or south of xx06 hexrow:
First, Second, Third, Fourth, Fifth, Sixth, Seventh, Eighth, Tenth

France (in Greece, south of the front line):
Orient

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

Italy (in Albania, south of the front line):
Explosion Corps.

Montenegro: none.

Romania (in Romania, east of the front line):
Second

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

Russia (Ottoman Empire, north of the front line): First Cauc Army, Second Cauc Army, Cauc Alpine Corps

Russia (in Persia, adjacent to the Russian border): Persia Expeditionary Corps

Serbia (in Greece, south of the front line): First

Permanently Eliminated.

British Empire: BEF, Imperial Expeditionary Corps

Romania: Third, Fourth

Russia: Second, Brusilov

Serbia: Second, Third

Montenegro: MN

Victory Points. The Allies start with 42 VP for the blockade.

Mobilization Points
Belgium 1
British Empire 15
France 10
Italy 10
Romania 0; Collapsed
Russian Empire 0; Collapsed
Serbia 0

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

Depots: one each in
Egypt (adjacent to either side of the Suez Canal)
France (on or west of front line)

Greece (on Allied side of line)

Railheads
Sinai: one hex east of the Suez Canal
Mesopotamia: four hexes from Basrah.

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

Forts Destroyed. Maubege, Antwerp, Liege-Namur, Ivanograd, Brest-Litovsk, Kovno, Belgrade

4. Neutrals Set Up
Set all mobilization points to zero.

Greece has been invaded by the Allies. Its units are permanently out of play.

Netherlands: Army (use 1914 deployment); MP = 0.
5. Special Rules

Neutrality Violations. The Central Powers have violated the neutrality of Belgium, Luxemburg, and Albania. The Allies have violated the neutrality of Persia. Both players score VP at the end of the game for the violations.

Initiative. The allies have the initiative on Turn Seven; determine initiative normally thereafter.

No Man's Land. If using 26.0, place one marker each on 0304 and 0305.

Nivelle Offensive. The Allied player must play one National Will marker on Turn Seven for a Big Push on the Western Front.

SCENARIO V: 1919
Players may by mutual agreement extend either scenario to Turn 11 (Summer 1919). The following special rules apply.

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

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

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

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, Luxemburg, Belgium, Netherlands, and Germany (not 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.
WORLD WAR I

(for any reason) or a surrender takes place. All depots friendly to a surrendering power within the borders of that power are removed after surrender. Depots occupied by a unit belonging to a surrendering power are removed along with the unit. Depot markers may be reused any number of times.

23.2 Tracing LOC to a Depot
A unit may 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 INFLITRATION

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). If a concentric attack doubles defender losses, count the doubled value for determining if a No Man’s Land marker is placed.

26.0 CONSTRUCTION

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

26.2 Constructing Depots
A depot may be placed on any friendly-occupied hex with an LOC. Use a depot in the appropriate colors; 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 and Mesopotamian Railroads
The uncompleted railroads in the Sinai (from 0334 to 0536) and Mesopotamia (1347 to 1745) are shown as a 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.
World War I, appearing in S&T 294, is an update of the classic SPI game. It’s actually the third iteration of the game, since DG had previously released a box version years ago. But with the 2015 edition we pulled out a lot of the stops. The game now includes additional forces, a rationalized turn sequence, and maps covering the Western, Russian and Middle Eastern Fronts – the latter including Suez and Basrah.

You go into playing World War I in a situation similar to the original commanders in 1914: you may think you know how to execute strategy and tactics, but there are all sorts of nuances which can ambush you—or be exploited.

The central game system is the Mobilization Points (MP). MP are a quantification of each country’s manpower, industrial strength and will to fight. This last factor is critical. You’ll notice that the MP Modifiers chart gives major powers extra points during the opening years of the war, and then these fall off as the fighting drags on. By 1918, MPs are deducted which means that countries can find themselves coming up short.

This might seem counter-historical, after all, most of the countries involved amped up their military production over the course of the war. But it reflects the decline in manpower as well as growing political collapse. The collapse was manifested in the Russian Revolutions of 1917, as well as assorted strikes and mutinies elsewhere. What this means is much of game strategy revolves around you maintaining a stockpile of MP while undermining the other guy’s. This, in turn, will reduce the ability of the enemy to build units and engage in combat. It can also force the enemy into collapse and surrender—assuming you have not gotten there first!

The MP balance means you have to look at your combat operations with an eye towards the Collapse and Surrender rules. You can force this on an enemy country by combinations of reducing its MP to zero, capturing critical objectives, and permanently destroying units. The game makes a distinction between permanent and temporary destruction. A unit is permanently destroyed when it is eliminated in an un-supplied state or (per post game revision) via a concentric attack. This gives you a reason to do some maneuvering, ala the Schileffen Plan or Tannenberg. And here the design presents an intentional dilemma.

To Entrench or Not to Entrench

Units are printed on the front side with their Mobile status and on the reverse with entrenched. Entrenched units have zones of control (ZOC) and these ZOC block enemy movement and LOC (lines of communication). Mobile units do not have ZOC. This distinction was a result of play testing. We needed game mechanisms to make it possible to replicate the maneuvers you saw during the opening phases of the 1914 campaign, where armies got around each other’s flanks. We kicked around various ideas, and the simplest one was to deprive mobile
There’s the temptation to conduct as many attacks as you can each impulse in order to force the enemy into burning up MP. The dilemma is that this may burn up your own MP! The result can be mutual destruction. You have to factor in that since there is no stacking, it can sometimes be difficult to concentrate sufficient strength to gain higher differential attacks – which can be useful for running up enemy MP losses. One way to do this is by exploiting campaign markers. Each side has several Tactical Advantage markers which add one die roll of strength to the attack (representing superior tactics, additional artillery, airpower, etc.).

The defender has an advantage insofar as he can order a retreat, thereby converting losses into hexes of withdrawal. Now, a retreat strategy would seem to be viable but given the scale of the game can lead to the loss of critical territory. It can also put the enemy into a position in which he can execute those concentric attacks, so retreats have to be carefully considered. Another option is to eliminate a unit since this satisfies all losses, but unless you can afford to rebuild units later on, can lead to gaps in your line.

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

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

Campaigning

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

Now, it’s obvious the side on the strategic offensive needs Plan markers. But the defender is also going to need them. Why? Because if the attacker breaks through the defender is going to have to be able to bring in reserves and counterattack to restore the line. Each side has access to up to six Plan markers, two each per Front. You need to keep a Plan or two in reserve in case you need them to counter this sort of situation. One of the advantages to knocking down the other side’s MP is that it makes it more difficult for them to buy Plans.

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

You can build rail lines and ports by expending those MP and this allows you
to extend your logistical support. It also allows you to alter the map geography. And who can resist building railroads?

The Bigger Picture

You get Mobilization Points from various mobilization, resource and captured objective hexes. This means that you need to launch your offensives towards capturing those hexes (as well as holding your own). A captured resource hex is worth 10 points, since you gain 5 MP for holding it and deprive the enemy of a further 5. You get MP for objective hexes in enemy territory as these represent political objectives that boost your morale. For example, an Ottoman objective is the Suez Canal while an Allied is in Jerusalem. The Rhinelands is an especially target rich area given the various claims that France and Germany had on each other, as well as the resources there.

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

We could have made the naval rules a lot more complicated, but instead made them so they covered the critical aspect of the blockade. There’s also the German Unrestricted Submarine Warfare marker, which deducts a variable number of MP from the British index—but at a cost of increasing the possibilities of the United States entering the war. The Central Powers have to figure if it is worth the tradeoff.

There’s also the Strategic Advantage marker. This represents propaganda, zeppelin attacks and subversion, among other things. This can cause the enemy to lose up to a die roll’s worth of MP and optionally allows you to place an insurgent marker on the map. Again, these are means to reduce the enemy’s MP. Historically, the Russian Revolution was to in part a result of the German making a concerted effort to support assorted revolutionaries behind enemy lines, so the game includes this sort of skullduggery.

The Specialists

Both sides start the war with infantry armies. In the course of play, they can build special units. Probably the most important are shock units (stoss, tank). These have two advantages. One is a relatively higher attack strength. The other is that they force the enemy to dis-entrench and then retreat a hex if the defender’s loss is two or more.

Now, this may appear to be innocuous, but it isn’t. Since normally the defender can exchange MP for holding terrain, a Shock attack can effectively break a trench-line. When you are making shock attacks, try to support them with Tactical Advantage markers to ensure you will inflict losses of two or more MP. (In general, it’s useful to add in Tactical Advantage since higher defender losses increases the chance of an enemy unit being destroyed by exceeding its defense factor.)

There’s another sneaky advantage here. Supposing your Shock offensive forces the enemy to dis-entrench and, via retreating, disrupts the integrity of his line. And supposing the enemy does not have sufficient Plan markers to initiate a second or third impulse. This will leave gaps wide open that you can then exploit to make concentric attacks and drive deep into enemy territory. You can build Alpine corps. These have some advantages in rough terrain. The downside is that these relatively weaker and cannot concentrate as much attack strength as armies. Nonetheless, they are useful in certain situations. Expeditionary units are corps with some special rules allowing them to operate beyond normal logistical considerations. This makes them invaluable for such things as fighting on distant frontiers or making amphibious operations.

The British have the Desert Mounted Corps that they can use in the Middle East. This is the only cavalry unit in the game. This is in part because of its unique record under Allenby, and in part because other large cavalry formations were not especially effective at the game’s scale, or were folded into the strength of infantry armies.

Finally, you have tanks. Britain, France and the US can build tank armies, and the Germans can bring in a tank corps if the game goes into 1919. Tanks can make Shock attacks, though they cannot entrench. The result of all this is that the armies of 1918 will be different than those of 1914. You the player have to consider this and plan accordingly. You have that opportunity for the great decisive victory that eluded the commanders of World War I.

**World War I CRT Comparative Losses Summary**

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