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

Hexgrid

(addition) Hex 0604 (Brussels) is a Mobilization Center.
(correction) Hex 0902 should be Amsterdam.
(correction) Przemysl (2615) is misspelled.
(addition) Hexes 2333-2334 (the Dardanelles or Hellespont) and 2733-2834 (the Bosporus) are straits.

**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 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, on their reverse sides.

**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**

| xxxxx = 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 administrative functions, to indicate changes to map geography, and to show high-level strategy decisions.

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

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

Neutral powers are not in the game, but may become a belligerent via diplomacy or invasion (13.0).

Surrendered powers are out of play. All of their units are removed from the game.

2.9 Game Scale
Each hex represents approximately 36 miles on the Europe map (slightly more near the east edge), 48 miles on the Middle East map. Each turn represents six months. Most units are armies of 60,000 to 120,000 men, or corps of 20,000 to 40,000 men.

3.0 SEQUENCE OF PLAY

3.1 Course of the Game
There are four scenarios, each with specific set up and victory rules (starting on page 116). After deciding which to play and which player will play which side, set up the game according to the scenario instructions. The game will consists of a specified number of turns (3.2) during which players move and attack (3.3) to achieve the objectives needed to win the game (3.4).

3.2 Turns
Each turn is composed of a series of phases which must be executed in a specified order (see page R11). 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.

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 own front is activated; it may not move again when its new front is activated.

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

<table>
<thead>
<tr>
<th>VP Range</th>
<th>Level of Victory</th>
</tr>
</thead>
<tbody>
<tr>
<td>75+</td>
<td>Imperial Victory</td>
</tr>
<tr>
<td>+50 to +74</td>
<td>Continental Victory</td>
</tr>
<tr>
<td>+25 to +49</td>
<td>Exhaustive Victory</td>
</tr>
<tr>
<td>0 to +24</td>
<td>Draw</td>
</tr>
</tbody>
</table>

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

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

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

4.1 Current Status
Most combat units are printed with mobile status on the front and entrenched status on the back (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 absorb one combat loss by flipping to the mobile side. The unit is now in mobile status.
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 (see 3.5) 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).

C) Combat. A unit’s supply status is judged at the instant of combat (it is possible for a unit to be supplied at the beginning of a combat phase and then become unsupplied or vice versa owing to the elimination, retreat and/or advance of other units). An OOS unit cannot use mobilization points to absorb losses (9.4), cannot advance after combat (9.7), and if eliminated in combat cannot be rebuilt (10.8).

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. See also 5.8.

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 up to four Russian armies, plus up to four armies from other Allied belligerents, plus any number of corps on the Middle East map.

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

6.0 ZONES OF CONTROL

6.1 Exerting Zones of Control
The six hexes surrounding an entrenched unit
constitute its zone of control (ZOC). Mobile units and fortifications do not 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 retracted.

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

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 to 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 use non-rail movement before and/or after rail movement, but once finished with the rail portion of its move may not use rail movement again in the same phase. Enemy rail hexes meeting this requirement may be used.

4) A unit moving by rail must stop after entering an EZOC. 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 hex sides 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 hexes except during amphibious assaults (14.3).

Hexside terrain includes rivers, lakes, straits, and the Suez Canal.

8.5 Weather Effects on Combat
Defenders always receive a strength bonus of two (+2) in winter turns.

8.6 Concentric Attack
A concentric attack doubles the defender’s loss points (9.0). 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. A unit eliminated by a concentric attack is permanently eliminated. Concentric attacks may not be made in the following situations.

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

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

8.7 Unit Elimination
The elimination of a unit occurs, if the defender’s LP is doubled (for example, by concentric attack), use the doubled value to determine if a mandatory elimination occurs.

9.0 COMBAT RESULTS
All combat results are expressed in Loss Points (LP). LP may be satisfied by several methods, including mobilization point deduction (9.4), unit elimination (9.5), dis-entrenching (4.0 & 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.

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 loss. If the defender’s loss points are doubled (for example, by concentric attack), use the doubled value to determine if a mandatory elimination occurs.

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.

OOS 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
A defending unit may be retreated one or more hexes (9.5). Each hex of the retreat satisfies one LP. Retreats may be combined in any way with dis-entrenching and mobilization point deduction. A player may retreat a defending unit to satisfy Loss Points at a rate of one Loss Point per hex retreated into (the Loss Points are not deducted from the mobilization point track). This can be for some, none or all 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.
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; the advancing unit must stop after entering a second EZOC. Rail movement may not be used during an advance.

Advance into Vacated Hex. One mobile attacking unit can always advance into the vacated hex; attacking units which disentrench may advance. If the defending unit retreats more than one hex, the advancing unit may advance as far along the path of hexes through which the defender retreated. The advance is counted in hexes; no movement points are expended. In the case of multi-hex retreats, more than one attacking unit may advance providing they do not violate stacking limits at the end of the advance.

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

Combat Examples

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 = 0 ).
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 #3: Concentric Attack
Attacker: German Eighth (4/6) and Nord (2/4) Armies (both mobile status); Germans are attacking from hexes 2908 and 3107 for a concentric attack.
Defender: Russian Second (3/3) Army in hex 3008 (marsh, zero defense bonus); (mobile status).
Differential = +9.
Die roll = 4 yields result of 4 / 2.
Attacker Results (4): Germans choose to eliminate the Nord Army to satisfy all four loss points.
Defender Results (2 doubled to 4): Russians must eliminate Second Army as the losses are greater than its defense strength.
Advance: Germans decide to keep Eighth Army in place.

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 disentrench and absorb one loss point; then take two MP losses.
Defender Result (2): French choose to disentrench to absorb one loss point, then retreat one hex.
Advance: Germans advance into hex 0508.

Example #5: Shock vs Entrenched
Attacker: German I Stoss (6/4) and Second (4/6) 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 disentrench Third Army and absorb one loss point; they then take two MP losses.
Defender Result (3): British must disentrench 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.
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 the MP for occupied resource and objective hexes as noted in 10.2 to 10.5 below.

### 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-controlled home country mobilization city hex (10.2).
- **5 MP** for each friendly controlled home country resource hex.
- **5 MP** for each friendly-occupied objective hex in an enemy country (10.5).
- **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 get the points; the Central Powers would not 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 and an LOC from it to a CP power mobilization hex. 3) Riga is an Objective hex. If a German unit occupied it, the Central Powers would get the points. Russian control provides no points to the Allies.

**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 unigated EZOC. Enemy mobilization hexes never provide MP (but occupation denies them to the enemy).

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

#### 10.4 Controlling Resource Hexes

The original owner of a resource hex receives 5 MP 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. Other powers may utilize Baku as a mobilization hex if Russia has surrendered and one of its units occupies the hex. No LOC is needed from Baku for an Allied power. A Central Powers belligerent may utilize Baku only if it has an LOC from Baku via the railroad to Batum and from there across the Black Sea to a port on the Black Sea and from there to a home-country mobilization hex.

### 10.7 Expending MP

A player may use MP as listed below and on 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

The scenario instructions indicate what units are available to each power. Units eliminated while in supply may be added to the pool; units destroyed while OOS may not. The number of combat unit, port, and depot counters of each type is a design limit; players may not create extra counters. Units are built during the mobilization phase. Expend the number of MP required (see the Mobilization Table) and deploy the units to map (10.9).

### 10.9 Deploying New Units

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

---

**World War I**
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 E2OC. 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 or units in one. If a fortification has an LOc, its gain the concentric bonus against a fortification terrain defense bonuses. An attacker cannot

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).

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

12.0 CAMPAIGN MARKERS

12.1 Receiving Campaign Markers
Campaign markers represent higher level headquarters, military developments, and forces not otherwise shown in the game. The scenario instructions indicate how many markers each player receives at the start of play. Additional markers may be bought during the mobilization phase by paying the cost listed on the Mobilization 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 both the conditions below. A player may not have more than three national will markers at any time.

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 a permanent neutral. 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 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, one army on 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 9. Units may be built normally thereafter.

14.0 NAVAL TRANSPORT

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

14.2 Naval Transport Procedure
The moving unit begins the movement on a coastal 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, and may land in an eligible transit area.

Amphibious Assault. An expeditionary unit may attack an enemy unit from an all-sea hex. At the end of its 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. British and Russian expeditionary units only; must start on a Caspian port/coast hex.

Mediterranean Sea (includes the Tyrrenhenian 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 Basrah [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 hexes.

15.0 TRANSIT AREAS

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

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

(clarification) 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 (for LOC length purposes treat it as being one hex off the map).

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.
### COMBAT RESULTS TABLE

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

### TERRAIN EFFECTS

<table>
<thead>
<tr>
<th>Terrain</th>
<th>MP Cost</th>
<th>Defense Bonus</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td>1</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Rough</td>
<td>2</td>
<td>+1</td>
<td>Alpine units 1 MP, negate defense bonus.</td>
</tr>
<tr>
<td>Forest</td>
<td>2</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Marsh</td>
<td>2</td>
<td>0</td>
<td>No entrenching.</td>
</tr>
<tr>
<td>Desert</td>
<td>2</td>
<td>0</td>
<td>DMC 1 MP. No winter defense bonus.</td>
</tr>
<tr>
<td>City</td>
<td>1</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Fortification</td>
<td>OTIH</td>
<td>0</td>
<td>See 11.0. Negates concentric attack.</td>
</tr>
<tr>
<td>River</td>
<td>0</td>
<td>+1</td>
<td>No bonus if any attacker not crossing river.</td>
</tr>
<tr>
<td>Suez Canal</td>
<td>0</td>
<td>+1</td>
<td>No bonus if any attacker not crossing canal. Allied naval movement through blocked if Central Powers controls and adjacent hex.</td>
</tr>
<tr>
<td>Lake</td>
<td>+1</td>
<td>+2</td>
<td>No bonus if any attacker not crossing lake.</td>
</tr>
<tr>
<td>Straits</td>
<td>+1</td>
<td>+2</td>
<td>Extends railroad for LOC, not movement. No bonus if any attacker not crossing straits.</td>
</tr>
<tr>
<td>Coastal</td>
<td>OTIH</td>
<td>OTIH</td>
<td>May build ports.</td>
</tr>
<tr>
<td>Sea</td>
<td>P</td>
<td>P</td>
<td>See 14.0. All-sea hexsides block ZOC.</td>
</tr>
<tr>
<td>Sea Zone Boundary</td>
<td>OTIH</td>
<td>OTIH</td>
<td>See 14.0.</td>
</tr>
<tr>
<td>Mobilization</td>
<td>OTIH</td>
<td>OTIH</td>
<td>+5 MP (see 10.0)</td>
</tr>
<tr>
<td>Resource</td>
<td>OTIH</td>
<td>OTIH</td>
<td>+5 MP if LOC to mobilization hex (see 10.0)</td>
</tr>
<tr>
<td>Objective</td>
<td>OTIH</td>
<td>OTIH</td>
<td>+1 MP if LOC to mobilization hex (see 10.0)</td>
</tr>
<tr>
<td>Railroad</td>
<td>OTIH (land)</td>
<td>OTIH</td>
<td>LOC length unlimited (see 5.0 &amp; 7.6).</td>
</tr>
<tr>
<td>Unfinished RR</td>
<td>OTIH</td>
<td>OTIH</td>
<td>See 26.4</td>
</tr>
<tr>
<td>National Border</td>
<td>OTIH</td>
<td>OTIH</td>
<td>See 13.0</td>
</tr>
<tr>
<td>Front Boundary</td>
<td>OTIH</td>
<td>OTIH</td>
<td>See 3.5</td>
</tr>
<tr>
<td>Rail Zone</td>
<td>OTIH</td>
<td>OTIH</td>
<td>Treat as railroad for same power LOC.</td>
</tr>
<tr>
<td>No Man's Land</td>
<td>+1</td>
<td>OTIH</td>
<td>See 26.0</td>
</tr>
</tbody>
</table>

**OTIH** = Other terrain in hex • **P** = Prohibited

### 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 any two of the following conditions are met.
- Its current MP index is 0.
- Its capital is enemy-occupied.
- Half its on-map mobilization, resource, and/or objective hexes are enemy occupied.
- Any of its units are permanently eliminated.

**Exception:** Roll for Russian collapses if any three mobilization, resource, and/or objective hexes on the European map are occupied, regardless of the other conditions. The other conditions do apply to a Russian surrender check.

1) Determine the power’s threshold
   - +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. 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 units beginning the turn following play of this marker.
- **Disposition:** Remains in effect.

**Tank Armies**
- **Available:** 1917.
- **Play:** Any mobilization phase.
- **Effect:** All eligible friendly powers may build tank armies. Germany may build the panzer corps on the turn following play of this marker, but not before Turn 10 (Winter 1918).
- **Disposition:** Remains in effect.

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

**Tactical Advantage**
- **Available:** at start.
- **Play:** After declaring an attack but before determining differential. Attacking units must be in supply. Maximum one marker per combat.
- **Effect:** Roll one die, consult the table, and apply result. The enemy player may negate the attack by playing a Strategic Attack marker before the die is rolled. See also 12.3 Rebuilding National Will.
- **Disposition:** Return after play.

**Strategic Advantage**
- **Available:** at start.
- **Play:** during any strategic phase.
- **Effect:** Allows one attack on the Strategic Attack Table (below) against one enemy Power. Roll one die, consult the table, and apply result. The enemy player may negate the attack by playing a Strategic Attack marker before the die is rolled. See also 12.3 Rebuilding National Will.
- **Dispersion:** Return after play.

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

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

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

**RUSSIAN CIVIL WAR**

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

**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***
- 10 Each collapsed enemy major power***
- 5 Each collapsed enemy minor power***

* a friendly unit must be 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.

<table>
<thead>
<tr>
<th><strong>For enemy violation of neutrality of</strong></th>
<th><strong>Country</strong></th>
<th><strong>Neutral activation phase</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Albania</td>
<td>1 Luxembourg</td>
</tr>
<tr>
<td>10</td>
<td>Belgium</td>
<td>10 Netherlands</td>
</tr>
<tr>
<td>5</td>
<td>Bulgaria</td>
<td>15 Ottoman Empire</td>
</tr>
<tr>
<td>5</td>
<td>Greece</td>
<td>1 Persia</td>
</tr>
<tr>
<td>15</td>
<td>Italy</td>
<td>5 Romania</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>For surrender of enemy power</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Major</strong></td>
</tr>
<tr>
<td>-----------</td>
</tr>
<tr>
<td>100</td>
</tr>
<tr>
<td>80</td>
</tr>
<tr>
<td>60</td>
</tr>
<tr>
<td>40</td>
</tr>
<tr>
<td>20</td>
</tr>
<tr>
<td>10</td>
</tr>
</tbody>
</table>

1 or 2 | 3 | 4 | 5 or 6
DIPLOMATIC ACTIVATION TABLE

<table>
<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>
<tr>
<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>
</tr>
</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.
- **Italy**: -1 if no French or British units have been attacked by Central Powers units.
- **Ottoman Empire**: +1 if Central Powers control one or more Russian cities or fortresses.
- **Ottoman Empire**: +2 if Greece joined the Allies owing to Diplomatic Activation.
- **Romania**: +1 if Central Powers currently control one or more Russian cities or fortresses.

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

NAVAL CAMPAIGN TABLE

<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>
</tr>
<tr>
<td>2</td>
<td>No effect</td>
<td>Allied Tactical Victory</td>
</tr>
<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.

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

SUPPLY SOURCES

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

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

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

**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>
</tr>
</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 Advantage</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Strategic Advantage</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Naval</td>
<td>5</td>
<td>-</td>
</tr>
<tr>
<td>Blockade</td>
<td>10</td>
<td>-</td>
</tr>
<tr>
<td>Unrestricted Submarine</td>
<td>-</td>
<td>3 (1915+)</td>
</tr>
<tr>
<td>Warfare</td>
<td></td>
<td></td>
</tr>
<tr>
<td>National Will</td>
<td>See 12.3</td>
<td>See 12.3</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Plan</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 MP for the first in a turn, 2 MP for the second, 3 MP for the third, and so on.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Units</th>
<th>Cost</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<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></td>
</tr>
<tr>
<td>Assault Army</td>
<td>6 5</td>
<td></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>
<td>5</td>
<td></td>
</tr>
<tr>
<td>Expeditionary Corps</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Alpine Corps</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>BR Desert Mounted Corps or Italian Arditi</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>Rebuild Fortification</td>
<td>2</td>
<td>Cost per level; must rebuild all levels.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Construction</th>
<th>Cost</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Port</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Depot</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Insurgent</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Sinai or Mesopotanian Railroad</td>
<td>1</td>
<td>On friendly occupied coastal hex in eligible sea.</td>
</tr>
<tr>
<td>Anatolia Railroad</td>
<td>5</td>
<td>Friendly occupied hex with LOC. Via Strategic Attack.</td>
</tr>
</tbody>
</table>

### MP TRANSFERS

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

<table>
<thead>
<tr>
<th>Mobile</th>
<th>Entrenched</th>
</tr>
</thead>
<tbody>
<tr>
<td>Yes</td>
<td>No</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>ZOC</th>
<th>Yes</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Combat</th>
<th>May absorb 1 LP by disentrenching</th>
</tr>
</thead>
<tbody>
<tr>
<td>Retreat</td>
<td>Only after disentrenching</td>
</tr>
<tr>
<td>Advance</td>
<td>Yes</td>
</tr>
<tr>
<td>No</td>
<td></td>
</tr>
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</table>

### Weather Effects

<table>
<thead>
<tr>
<th>Movement Allowance</th>
<th>Defense Bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>Summer</td>
<td>5</td>
</tr>
<tr>
<td>Winter</td>
<td>4</td>
</tr>
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</table>

### MP MODIFIERS BY TURN

<table>
<thead>
<tr>
<th>Start</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>11</th>
<th>12</th>
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<tbody>
<tr>
<td>BE</td>
<td>4</td>
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<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
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<td>-5</td>
<td>-5</td>
</tr>
<tr>
<td>BR</td>
<td>4</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>+5</td>
<td>+5</td>
<td>+5</td>
<td>-5</td>
<td>-5</td>
<td>-10</td>
<td>-10</td>
<td>-10</td>
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<tr>
<td>FR</td>
<td>20</td>
<td>0</td>
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<td>0</td>
<td>0</td>
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<td>-15</td>
<td>-15</td>
<td>-15</td>
</tr>
<tr>
<td>RU</td>
<td>30</td>
<td>+15</td>
<td>+15</td>
<td>+15</td>
<td>0</td>
<td>0</td>
<td>-5</td>
<td>-5</td>
<td>-15</td>
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<td>-20</td>
<td>-20</td>
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<tr>
<td>SE</td>
<td>6</td>
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<td>+15</td>
<td>+15</td>
<td>+15</td>
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<tr>
<td>GR</td>
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<td>-5</td>
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<td>0</td>
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<td>-5</td>
<td>-10</td>
<td>-10</td>
<td>-10</td>
<td>-10</td>
</tr>
<tr>
<td>OT</td>
<td>6</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
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<td>-5</td>
<td>-10</td>
<td>-10</td>
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<td>RO</td>
<td>4</td>
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<td>0</td>
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<td>0</td>
<td>0</td>
<td>-5</td>
<td>-5</td>
<td>-5</td>
</tr>
<tr>
<td>US</td>
<td>20</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>-5</td>
<td>-5</td>
</tr>
<tr>
<td>GE</td>
<td>30</td>
<td>+5</td>
<td>+5</td>
<td>+5</td>
<td>0</td>
<td>0</td>
<td>-15</td>
<td>-15</td>
<td>-20</td>
<td>-20</td>
<td>-25</td>
<td>-25</td>
</tr>
<tr>
<td>AH</td>
<td>20</td>
<td>+5</td>
<td>+5</td>
<td>+5</td>
<td>+5</td>
<td>0</td>
<td>-5</td>
<td>-5</td>
<td>-10</td>
<td>-10</td>
<td>-15</td>
<td>-15</td>
</tr>
</tbody>
</table>
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 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 hexes 2335 to 3034 on the European map and hexes 1136 to 2437 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 hexes 3136 to 3142 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 appoint 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 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 tank or Central Powers Stoss marker is played.

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

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

16.4 Alpine Corps

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

16.5 Expeditionary Corps

These units may conduct amphibious operations. They may draw supply and MPs through any friendly supply source (of any friendly power), to include any friendly Mobilization Center or Transit Area. Expeditionary units can also trace a LOC to any friendly controlled port in a sea in which it could otherwise use naval movement. The port does not have to trace a further LOC per 5.2(3). An expeditionary corps landing on a coastal hex is in supply for the entire impulse.

16.6 British Desert Mounted Corps

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

16.7 Ottoman Army of Islam

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

16.8 Russian National Armies

The Central Powers and Allies each have one Russian National Army unit. They may be built only after Russia has surrendered if the building player controls at least one mobilization or resource hex in Russia. Expend the necessary MP from any friendly major power. Deploy the army in or adjacent to a friendly controlled resource hex in Russia. A National unit is treated as a friendly reserve army. It may never leave Russia nor enter the Russian transit area. It may use MP of a friendly power to satisfy combat losses. It may be rebuilt if destroyed. 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. While the BEF is still on the map, the Allied player may replace it with the British First Army during any Allied impulse; treat the BEF as eliminated at that time.

17.0 ASSAULT TACTICS

17.1 Declaring Assaults

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

17.2 Assault Combat Losses

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

1) mandatory elimination results (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. If a unit is lost to satisfy all losses, it must be assault-capable.

B) Mandatory Retreat. If the defender’s result is two or more, the defender must retreat. If the defender was entrenched, 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 COLAPSE & 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 any two of the following conditions are met.

1) The power’s MP have been reduced to zero.
2) Its capital is occupied.
3) At least half its on-map mobilization, resource, and/or objective hexes are enemy-occupied.
4) It has any units permanently eliminated.

A) Exceptions. Albania, Luxembourg, Montenegro, the Netherlands and Persia, plus the Allied and Central Powers Russian National (RN) armies, are not affected by collapse or surrender. They have no MP and can gain none 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.

C) Russian Collapse. Because Russia’s capital is not on the map, and the Caucasus is of relatively limited importance to the empire as a whole, roll for Russian collapse after the Central Powers controls any three Russian mobilization, objective, and/or resource hexes on the European map.

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

18.3 Surrender
Make a surrender check (Collapse & Surrender Table on R9) during each strategic phase for each collapsed power (other than Britain and the US; see below) if any two of the conditions listed in 18.1 are met, but not if the power has received MP from a friendly power.

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

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

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

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 Egypt, including the Suez Canal.
**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.

**E) 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.

**F) British Empire.** No British unit may move or attack into a hex in France on or south of the xx05 hex row on Turn 1. If the BEF suffers more than 3 loss points in a given combat, attack or defense, it must be eliminated; the loss cannot be dissatisfied by retreating or expending MP.

**G) France.** On the first impulse only, First, Second, Third, Fourth, and A-L Armies may not move other than into 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).

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

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

**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...
**SCENARIO IV SET UP**

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

**WESTERN FRONT**

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

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

**EASTERN FRONT**

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

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

**ITALIAN FRONT**

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

**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:** 0536-0337-0239

**Mesopotamian Front**

**Allies:** 1544-1946

**Central Powers:** 1543-1945

**Caucassus Front**

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

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

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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.

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.

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**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 Russia, and on or south of x212 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): Ninth

**Germany** (Serbia, north of the front line): Eleventh

**Germany** (Ottoman Empire, adjacent to Jerusalem): Expeditorial 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** (Galipoli): 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

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**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;
- one in the Middle East.

**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 x205 hex row: Second, Third, Fourth, Fifth

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

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

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

**France** (in France, west of the front line and on or south of x206 hexrow): First, Second, Third, Fourth, 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): Expeditionary Corps.

**Montenegro:** none.

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

**Russia** (in Russia and Romania, east of the front line):
- First, Third, Fourth, Fifth, Sixth, Seventh, Eighth, Ninth, Tenth, Eleventh, Twelfth, Danube, Guards Special Corps.
Russia (Ottoman Empire, north of the front line): First Cauca Army, Second Cauca Army, Cauca 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, Imp. Exped.
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.


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 (0803); MP = 0.

5. Special Rules

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

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, declaring whether the roll shall be increased or decreased by one.

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

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

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

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

23.0 DEPOTS

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

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

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

24.0 INFRINGEMENT

24.1 Declaring an Infiltration Attack
An infiltration attack may be made against a hex containing no enemy units or fortifications; it may contain ZOC. 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. Assault-qualified units (Stoss, tank, Alpine, and the DMIC) 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 a 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. Expends 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) 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. Expends the required MP during a mobilization phase and place the appropriate railroad marker on the furthest Allied-controlled hex connected by contiguous Allied-controlled rail hexes to the starting point. All hexes from the starting point to the railroad become railroad hexes. The railroad 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. Expends the required MP during a mobilization phase and place a port marker on the hex. It thereafter is treated as a printed port in all respects. It cannot be eliminated and may be used by either side when controlled by it. A player may remove a port at the end of any mobilization phase.

27.0 INSURGENTS
Insurgents represent partisans and local forces 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.
World War I Player’s Guide
by Joseph Miranda

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

The MP balance means you 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. 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.

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.
state or (per post game revision) via a concentric attack. This gives you a reason to do some maneuvering, *a la* the Schlieffen Plan or Tannenberg.

**To Entrench or Not to Entrench**

Maneuver is where the design puts you on the horns of a dilemma. Units are printed on the front side with their Mobile status and on the reverse with Entrenched. Entrenched units have zones of control (ZOC), stopping enemy movement and blocking lines of communitarian (LOC). Mobile units do not have ZOC. This distinction was a result of play testing. We needed game mechanisms to make it possible to replicate the maneuvers of the opening phases of the 1914 campaign, where armies got around each other’s flanks. We kicked around various ideas, and the simplest one was to deprive mobile units of their ZOC. There are all sorts of rationales for this, reflecting the ponderous nature of the era’s armies, but ultimately we did it this way because it worked! Any anomalies were taken care of with the Concentric Attack rule, which doubles the losses inflicted on the defender when hit by units from opposite sides of their hex (ZOC or no).

Entrenched units have an additional advantage in that they can absorb a loss point (both attacking and defending) by dis-entrenching. This gives entrenched forces slightly better resiliency than mobile, a desired effect (and again, using an existing rule as opposed to adding more verbiage). It also brought in such things as entrenched forces being in a better position from which to launch attacks owing to their conducting patrols across No Man’s Land and preregistering artillery fire. Again, I could have written all sorts of rules to model these things, but it was much easier to merge them all into a single system.

Of course, the advantage of mobile units is they can move. Which means they can get around enemy flanks if the opportunity presents itself. Which brings me to attacking...

**Big Push or Infiltration?**

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

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

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

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

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

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

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**World War I CRT Comparative Losses Summary**

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<th>Differential</th>
<th>-1</th>
<th>0</th>
<th>+1</th>
<th>+2</th>
<th>+3</th>
<th>+4</th>
<th>+5</th>
<th>+6</th>
<th>+7</th>
<th>+8</th>
<th>+9</th>
<th>+10</th>
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<tbody>
<tr>
<td><strong>Attacker</strong> &lt;br&gt;Losses</td>
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<td>12</td>
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<td>15</td>
<td>17</td>
<td>17</td>
<td>18</td>
<td>20</td>
<td>21</td>
<td>20</td>
<td>21</td>
<td>24</td>
</tr>
<tr>
<td><strong>Defender</strong> &lt;br&gt;Losses</td>
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<td>7</td>
<td>8</td>
<td>9</td>
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<td>12</td>
<td>13</td>
<td>14</td>
<td>15</td>
<td>16</td>
<td>17</td>
<td>19</td>
</tr>
</tbody>
</table>
Campaigning

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

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

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

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

The Bigger Picture

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

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

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

There’s also the Strategic Advantage marker. This represents propaganda, Zeppelin attacks, and subversion, among other things. This can cause the enemy to lose up to a die roll’s worth of MP, and (using an optional rule) allows you to place an insurgent marker on the map. These again are means to reduce the enemy’s MP. Historically, the Russian Revolution occurred in part because of a German effort to support assorted revolutionaries, so the game includes this sort of skullduggery.

Specialists

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

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

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

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

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

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

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

EXPANDED SEQUENCE OF PLAY

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

2. Diplomatic Activation
1) The side with the Initiative may attempt to activate one Neutral Power via diplomacy.
2) The side without the Initiative may attempt to activate one Neutral Power via diplomacy.

3. First Impulse
1) The side with the Initiative moves its units.
2) The side with the Initiative executes its attacks.
3) The side without the Initiative moves its units.
4) The side without the Initiative executes its attacks.

4. Second Impulse
1) The side with the Initiative may play a Plan marker to initiate its Second Impulse.
2) The side with the Initiative moves its units.
3) The side with the Initiative executes its attacks.
4) The side without the Initiative may play a Plan marker to initiate its Second Impulse.
5) The side without the Initiative moves its units.
6) The side without the Initiative executes its attacks.

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

6. Strategic Warfare Phase
1) If the Russian Civil War is in effect, then check the Russian Civil War Table.
2) The side with the Initiative may play any Campaign markers which can be executed during the Strategic Warfare Phase.
3) The side without the Initiative may play any Campaign markers which can be executed during the Strategic Warfare Phase.
4) Check for any Power which is at a Collapse or Surrender Trigger.

7. Mobilization Phase
1) Each side adds any MP for control of Mobilization and Resource hexes.
2) Players expend MP to buy units, campaign markers and conduct other game functions designated throughout the rules.
3) Both sides may transfer MP.

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