

STANDARD RULES

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 Printed in the USA.



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).

Combat Results Table (CRT; page R7)

is used to resolve combat (6.0).

Terrain Effects Chart (TEC; page R7)

describes the effect of map features on movement and combat.

Turn Record Track (TRT; on the map)

indicates the current turn.

Turn Sequence (page R7) lists the actions taken in each phase of a turn.

Event Boxes on the map (Campaign Markers, Allied Blockade, Russian Civil War) indicate whether a particular event is in effect.

Mobilization Point (MP) Track on the map is used with each power's MP marker to indicate its current (MP) level.

2.4 Map

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

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

2.5 Scenario Map

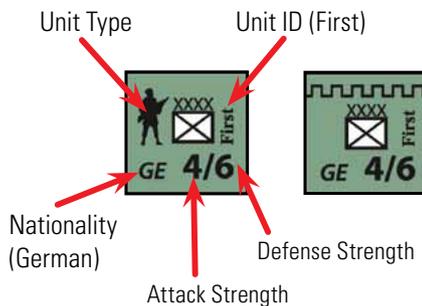
The online materials include miniature versions

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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.

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.



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 play and its units are controlled by one player or the other. Its 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 its units are removed from the game.

2.9 Game Scale

Each hex represents approximately 36 miles on the Europe map (slightly more near the



Reserve



Mountain



Expeditionary



Tank



Active



Shock



Unit Abbreviations

A (Allies): Army

A, B, C (Central Powers):

various Arme Abteilung

A-L: Alsace and Lorraine armies

BEF: British Expeditionary Force

Bug: Bug Army

Cauc: Caucasus

CEO: Eastern Expeditionary Corps

Col: Colonial

IEC: Imperial Expeditionary Corps

(various elite units from the British Empire: ANZACS, Canadians, Indians, South Africans, etc.).

Islam: Army of Islam

MEC: Middle East Command

MEF: Middle East Expeditionary Force

Meso: Mesopotamian

Nord: North Army

Ost: East Army

Sud: South Army

USMC: US Marine Corps

Yild: Yildirim (lightning)

Unit Identification

A unit's nationality is determined by its color and a two letter code.

Austria-Hungary (AH)

Belgium (BE)

British Empire (BR)

Bulgaria (BU)

France (FR)

Germany (GE)

Greece (GR)

Italy (IT)

Montenegro (MN)

Netherlands (NL)

Ottoman Empire (OT)

Romania (RO)

Russian Empire (RU)

Russian Nationalist (RN)

Serbia (SE)

United States (USA)

Counter Errata: The five Allied control markers with insurgents on the reverse side should be Allied depots with insurgents on the reverse.

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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. After deciding which to play and which player will play which side, set up the game according to the scenario instructions. The game will consist 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 7). Use the Turn and Phase markers on the tracks on the map to record the current game time.

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

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

3.3 Front Activation

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

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

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

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

C) Front Boundary Effects.

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

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

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

3.4 Winning the Game

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

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

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

Sudden Death Victory. If at any time in the game all powers on one side have surrendered, and the other side has at least one non-surrendered power, the game ends.

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.

4.0 UNIT STATUS

4.1 Current Status

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

4.2 Changing Status

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

4.3 Status Effects

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

Mobile Units

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

Entrenched Units

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

5.0 SUPPLY

5.1 Supply State

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

5.2 Line of Communications

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

- 1) Up to three hexes to a supply source (count the source hex, not the unit's hex). Non-railroad hexes do not necessarily have to be friendly controlled as long as other conditions apply.
- 2) Up to three hexes to a railroad, and from there any number of contiguous railroad hexes to a supply source.

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- 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.

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.

C) Allies in the Middle East.

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

6.0 ZONES OF CONTROL

6.1 Exerting Zones of Control

The six hexes surrounding an entrenched unit constitute its zone of control (ZOC). Mobile units and fortifications do not have ZOC. ZOC extend across all hexsides except sea hexsides (including straits) and neutral borders, or into/out of a Transit Area.

6.2 ZOC Effects

A) Movement. A moving unit must stop after entering an enemy ZOC (EZOC). There is no movement point cost to enter an EZOC. A unit may leave an EZOC at the beginning of its move. It may not move directly to another EZOC, but may enter another EZOC after entering one or more non-EZOC hexes.

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

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

D) Advance. See the advance after combat rule.

E) Hex Control. A ZOC negates enemy

control of a hex, but does not give control to the side exerting the ZOC.

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

6.3 Negating EZOC

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

7.0 MOVEMENT

7.1 General

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

7.2 Movement Allowances & Points

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

7.3 Movement Procedure

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

7.4 Terrain

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

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

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

7.5 Movement & Other Units

A unit may not enter a hex occupied by an enemy unit. It may move freely through

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hexes occupied by friendly units, but only one unit can occupy a hex at the end of each phase. If excess units are in a hex at the end of a phase, the enemy player selects the excess units and retreats them two hexes in any direction within the rules of retreat.

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

7.6 Railroad Movement

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

- 1) Any number of units may use rail movement in a single movement phase.
- 2) At all times during rail movement the unit must be able to trace a connected line of rail hexes to a friendly supply source (5.0) free of enemy units and EZOCs.
- 3) A unit may combine rail and non-rail movement in the same movement phase, but may move only once by rail.
- 4) A unit moving by rail must stop after entering an EZOC, and if starting in an EZOC may exit the EZOC.

8.0 COMBAT

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

8.1 Combat Prerequisites & Restrictions

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

8.2 Multi-Unit & Multi-Hex Combat

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

8.2 Combat Resolution Procedure

Conduct the following steps in order to resolve each combat. The attacking player

may resolve combats in any order, but each must be completed before another is begun.

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

8.4 Terrain Effects on Combat

The terrain in the defending unit's hex and/or along the hexsides 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 hexsides except during amphibious assaults (14.3) or into/out of Transit areas.

8.5 Weather Effects on Combat

Defenders always receive a strength bonus in winter. Defenders on the west or east fronts are increased by two, defenders on the Middle East front are increased by one.

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. 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 be surrounded by attackers (for example, if a unit with its back to the sea).

9.0 COMBAT RESULTS

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

9.1 Loss Points

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

9.2 Attacker Loss Points

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

Mobilization Point Deduction.

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

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

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

9.3 Defender Loss Points

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

Mandatory Elimination. If the LP are greater than the printed defense strength of the defending unit, the unit is eliminated. This cannot be mitigated by retreat. The elimination satisfies the entire loss.

Design Note. Mandatory elimination represents overwhelming a unit beyond

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its ability to sustain casualties. It is a substitute for the original game's arbitrary doubling of losses when Romanians/Russians fought Germans.

Retreat. All defending units may be retreated one or more hexes (9.5), each hex satisfying one LP. Retreats may be combined in any way with dis-entrenching and mobilization point deduction.

9.4 Mobilization Point Deduction

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

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

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

Length of Retreat. Retreat is in terms of hexes, not movement points. Each hex retreated satisfies one LP. No hex may be entered more than once during the retreat. Dis-entrenching always satisfies one LP for either attacker or defender.

A unit must be mobile to retreat, so a retreating entrenched defender always satisfies one LP by dis-entrenching; if only one LP was suffered, the unit would not have to retreat after dis-entrenching.

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

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

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

9.7 Advance

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

Advance into Vacated Hex. One attacking unit can always advance into the vacated hex. 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.

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.

10.0 MOBILIZATION

10.1 Mobilization Point Index

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

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

MP Retention. A power retains any current MP on the Mobilization Index even if it loses all of its mobilization centers.

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

10.2 Receiving Mobilization Points

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

5 MP for each friendly-controlled home country mobilization city hex (10.2).

5 MP for each friendly-occupied resource hex connected by LOC to a home country mobilization hex (10.3).

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

10.3 Controlling Mobilization Hexes

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

COMBAT RESULTS TABLE

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

TERRAIN EFFECTS	MP COST	DEFENSE BONUS	NOTES
Clear	1	0	
Rough	2	+1	Alpine units 1 MP and negate bonus.
Forest	2	0	
Marsh	2	0	No entrenching.
Desert	2	0	DMC 1 MP. No winter defense bonus.
City	1	0	
Fortification	OTIH	0	See 11.0. Negates concentric attack.
River	0	+1	No bonus if any attacker not crossing river.
Suez Canal	0	+1	No bonus if any attacker not crossing canal. Allied naval movement through blocked if Central Powers controls and adjacent hex.
Lake	+1	+2	No bonus if any attacker not crossing canal.
Straits	+1	+2	Extends railroad for LOC, not movement. No bonus if any attacker not crossing straits.
Coastal	OTIH	OTIH	May build ports.
Sea	P	P	See 14.0. All-sea hexsides block ZOC.
Sea Zone Boundary	-	-	See 14.0.
Mobilization	OTIH	OTIH	+5 MP (see 10.0)
Resource	OTIH	OTIH	+5 MP if LOC to mobilization hex (see 10.0)
Objective	OTIH	OTIH	+1 MP (see 10.0)
Railroad	OTIH (land)	OTIH	LOC length unlimited (see 5.0).
	1/3 (rail)		
Unfinished RR	OTIH	OTIH	See 26.4
National Border	OTIH	OTIH	See 13.0
Front Boundary	OTIH	OTIH	See 3.5
Rail Zone	OTIH	OTIH	Treat as railroad for same power LOC.
No Man's Land	+1	OTIH	See 26.0

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

- IP impulse on all fronts.
- Non-initiative player (NP) impulse on all fronts.

Second Impulse

- IP impulse on each front for which Plan marker is expended.
- NP impulse on each front for which Plan marker is expended.

Third Impulse

- IP impulse on each front for which Plan marker is expended.
- NP impulse on each front for which Plan marker is expended.

Strategic Warfare Phase

- Russian Civil War Table.
- Play campaign markers, IP first.
- Collapse/surrender checks.

Mobilization Phase

- Receive MP.
- Mobilize by expending MP.
- Transfer MP (19.0).

Turn Record Phase

If game over, determine victor, otherwise advance turn marker and play another turn.

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

CAMPAIGN MARKERS

Stoss Armies

Available: 1916.

Play: Any mobilization phase.

Effect: All eligible friendly powers may build assault armies.

Disposition: Remains in effect.

Tank Armies

Available: 1917.

Play: Any mobilization phase.

Effect: All eligible friendly powers may build tank armies.

Disposition: Remains in effect.

Plan

Available: at start.

Play: Second or third impulse.

Effect: Activate one front for the impulse.

Disposition: Return after play.

Tactical Advantage

Available: at start.

Play: After declaring an attack but before determining differential.

Attacking units must be in supply. Maximum one marker per combat.

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

Disposition: Return after play.

Strategic Advantage

Available: at start.

Play: during any strategic phase.

Effect: Allows one attack on the **Strategic Attack Table** (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.

Disposition: Return after play.

Allied Blockade

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

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

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

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

Central Powers Unrestricted Submarine Warfare

Available: 1915

Play: Any strategic phase.

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

Disposition: Return after play.

Central Powers Naval

Available: at start

Play: any strategic phase.

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

Disposition: Return upon play.

Allied Naval

Available: at start

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

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

Disposition: Return upon play.

National Will

Available: per scenario instructions.

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

Effect:

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

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

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

Disposition: Discard.

NAVAL CAMPAIGN TABLE

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

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

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

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

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

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

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

STRATEGIC ATTACK TABLE

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

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

No effect: Nothing happens

Success: Choose one of the following.

1) Place one insurgent marker per the insurgent rule.

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

Revolt: Same as success but place two insurgents in one power.

DIPLOMATIC ACTIVATION TABLE

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

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

Allies

Romania: +1 if any Russian unit currently occupies a hex in either Germany or Austria-Hungary

US: +1 if it is 1917 or later.

US: +2 if Unrestricted Submarine Warfare is in effect.

Central Powers

Bulgaria: +2 if Romania or Greece joined the Allies owing to Diplomatic Activation.

Italy: +1 if there are no German or Austro-Hungarian units currently in France, Belgium or the Netherlands.

Italy: -1 if no French or British units have been attacked by Central Powers units.

Ottoman Empire: +1 if Central Powers control one or more Russian cities or fortresses.

Ottoman Empire: +2 if Greece joined the Allies owing to Diplomatic Activation.

Romania: +1 if Central Powers currently control one or more Russian cities or fortresses.

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

COLLAPSE & SURRENDER CHECK

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

- Determine the power's threshold
 - +1 for a minor power
 - +2 if the capital is enemy controlled
 - +1 for each enemy occupied mobilization, resource and objective hex
 - +1 for each permanently eliminated combat units
 - +1 if checking Russia, Austria-Hungary, or the Ottoman Empire.
 - +1 point if it is 1919

2) Roll one die

The power collapses or surrenders if the die roll is less than the threshold, otherwise it keeps fighting.

RUSSIAN CIVIL WAR

Die Roll Outcome

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

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 is in the hex

** in addition to points for other symbols in the city

*** points not gained if power has surrendered

Scored during the game

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

For enemy violation of neutrality of

2	Albania	1	Luxembourg
10	Belgium	10	Netherlands
5	Bulgaria	15	Ottoman Empire
5	Greece	1	Persia
15	Italy	5	Romania

For surrender of enemy power

Major		Minor
100	1914	25
80	1915	20
60	1916	15
40	1917	10
20	1918	5
10	1919	3

MOBILIZATION COSTS

Campaign Markers	Allies	Central Powers
Stoss Armies	-	3 (1916+)
Tank Armies	5 (1917+)	-
Tactical Attack	2	2
Strategic Attack	2	2
Naval	5	10
Blockade	10	-
Unrestricted Submarine Warfare	-	3 (1915+)
National Will	See 12.3	See 12.3
Plan	1 MP for the first in a turn, 2 MP for the second, 3 MP for the third, and so on.	
Units	Cost	Notes
Active Army	5	
Reserve Army	3	
Assault Army	6	Stoss marker played. Replace one Active Army.
Tank Army	7	Tank Armies marker played.
GE Panzer Corps	5	1919 and Tank Armies markers played.
Expeditionary Corps	3	
Alpine Corps	2	
BR Desert Mounted Corps	4	
Rebuild Fortification	2	Cost per level; must rebuild all levels.
Construction	Cost	Notes
Port	1	On friendly occupied coastal hex in eligible sea.
Depot	1	Friendly occupied hex with LOC.
Insurgent	0	Via Strategic Attack.
Sinai or Mesopotamian		
Railroad	1	Cost per hex. Allies only.
Anatolia Railroad	5	Total cost. Central Powers only.

MP TRANSFERS

FROM	TO
BR & US	All other Allied powers but not each other.
FR	All other Allied powers except British Empire and USA.
RU & IT	All other Allied powers, except British Empire, USA, France, and each other.
GE	All other Central Powers.

MP RECEIPTS

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

UNIT STATUS

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

Weather Effects

	Movement Allowance	Defense Bonus
Summer	5	0
Winter	4	+1

MP MODIFIERS BY TURN

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

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

10.4 Controlling Resource Hexes

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

10.5 Controlling Objective Hexes

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

10.6 Modifying MP Receipts

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

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

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

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

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

10.7 Expending MP

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

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

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

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

Purchase campaign markers (12.0).

Construct ports and depots (26.0).

10.8 Building New Units

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 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 be placed in the appropriate Transit areas.**

11.0 FORTIFICATIONS

11.1 Fortification Characteristics

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

11.2 Fortifications in Combat

A fortification defends its hex with a defense strength indicated by the number of icons on each hexside. (Belfort, hex 0410, for example, has a defense strength of 2). If a friendly unit is occupying the fortification, the fortification defense strength is added to the total defense of the hex, but does not increase the printed strength of defending unit for purposes of mandatory elimination. Fortifications receive the benefit of winter and terrain defense bonuses. An attacker cannot gain the concentric bonus against a

fortification. If a fortification has an LOC, its losses can be satisfied by MP expenditure (9.4).

11.3 Destroying Fortifications

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

Voluntary elimination to satisfy losses.

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

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

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

11.4 Rebuilding Fortifications

A player may rebuild a destroyed friendly fortification (including an occupied enemy fortification) during a mobilization phase, even if it was destroyed while OOS. The fortification hex must be friendly-controlled and in supply. 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). 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:

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Return After Play. After the marker is played, return it to the pool of available campaign markers. It may be repurchased in a following mobilization phase.

Remains in Effect. Once played, the marker's effects apply for the rest of the game. Place it in the Campaign Markers In Effect box.

Remains in Effect Conditionally. The marker remains in play as above until another marker is played or event occurs. Place it in the Campaign Markers In Effect box; remove it when the condition takes effect.

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

12.3 Rebuilding National Will

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

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

13.0 NEUTRALS

13.1 Neutral Powers

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

Permanent Neutrals. Switzerland and Denmark are permanent neutrals. Neither side may enter their territories.

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, only one active army the second turn of belligerency, two (or one army and one corps, to include rebuilding eliminated units) on the third. It may not build a tank army before Turn 7. Units may be built normally thereafter.

14.0 NAVAL TRANSPORT

14.1 Naval Transport Eligibility

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

14.2 Naval Transport Procedure

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

14.3 Landing

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

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

14.4 Allied Sea Supply

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

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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. After Russia surrenders, Germany, Austria-Hungary, and Ottoman Empire.

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

Mediterranean Sea. Britain, France and the US. Italy if an Allied belligerent.

North Sea. 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.

15.0 TRANSIT AREAS

15.1 Transit Area Characteristics

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

15.2 Movement To & From Transit Areas

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

15.3 Transit Area & Other Operations

Newly mobilized units may be deployed in the owning power's area. A unit may stay in a transit area indefinitely. It may not attack or be attacked. LOC may be traced

into, out of, and through the area by railroad as long as the hex(es) connected to the area are in friendly control. An area with a mobilization symbol is a supply source.

15.4 Specific Transit Areas

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

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

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

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

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

16.0 SPECIAL UNITS

16.1 Special Units Generally

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

16.2 Reserve Armies

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

16.3 Assault Units

All assault units may employ assault

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

A) Assault Armies can be built by either side only after the Central Powers player has played the *Stoss* campaign marker. During a mobilization phase, a player designates an active army on the map; it must not be adjacent to an enemy unit and must have an LOC. Expend five MP, and replace the active army with the *Stoss* army. The replaced army may be rebuilt.

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. 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.

16.6 British Desert Mounted Corps

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

16.7 Ottoman Army of Islam

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

16.8 Russian National Armies

The Central Powers and Allies each have one Russian National Army unit. They may be built only after Russia has surrendered

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if the building player controls at least one mobilization or resource hex in Russia. Expend the necessary MP from any friendly major power. Deploy the army in or adjacent to a friendly controlled Russian mobilization or resource hex. A National unit is treated as a friendly reserve army. It may never leave Russia nor enter the Russian transit area. It may use only MP which have been lent by a friendly power. It may be rebuilt if destroyed.

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

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

B) Mandatory Retreat. If the defender's result is two or more, the first loss must be satisfied by dis-entrenching (if entrenched) or retreating one hex (if mobile). The second and subsequent LP may be satisfied normally.

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

17.3 Advance after Assault

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

18.0 COLLAPSE & SURRENDER

18.1 Collapse

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

1) The power's MP have been reduced to zero.

2) Any one of the following is true:

- a) Its capital is occupied.
- b) At least half its on-map mobilization, resource, and/or objective hexes are enemy-occupied.
- c) It has any units permanently eliminated.

18.2 Collapse Effects

If a power collapses, its MP are reduced to zero and no more 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 one of the following conditions is met.

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

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

18.4 Surrender Effects

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

18.5 Garrisons in Surrendered Powers

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

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

SCENARIOS

SCENARIO I: THE GREAT WAR

1. Game Length

Start: Turn One

End: Turn Ten (but see 28.0)

2. Central Powers Set Up

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

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. 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.

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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 units or Russian units, but not both.

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

British Empire. No British unit may move or attack into a hex in France on or south of the xx05 hex row on Turn 1.

France. On the first impulse only, *First, Second, Third, Fourth, and A-L Armies* may not move other than to enter Germany. They engage in combat normally. If any French unit occupies a German resource, mobilization, or objective hex during the first impulse, the French MP index is increased by "5" (a maximum of 5, not 5 per hex).

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

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

SCENARIO II: HOME BEFORE THE LEAVES FALL

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

SCENARIO III: FREE DEPLOYMENT

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

1. Belligerent Unit Set Up

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

SCENARIO I SET UP

Place each unit identified on the indicated hex or box.

Austria-Hungary (AH) 1 - 2415 2 - 2122 (Plan B) 2 - 2917 (Plan R) 3 - 2816 4 - 2615 5 - 1721 6 - 1523 7 - 1117	Germany (GE) 1 - 0904 2 - 0905 3 - 0806 4 - 0807 5 - 0707 6 - 0709 7 - 0610 8 - 2907 9 - 1807	Ottoman Empire (OT) 1 - 2632 2 - 2733 3 - 2238 4 - 2242 5 - 1038 6 - 1942
Belgium (BL) Army - 0604	Greece (GR) Epirus - 1835 Thessaly - 1931	Romania (RO) 1 - 2524 2 - 2921 3 - 2825 4 - 2627
Britain (BR) BEF - 0302 Egypt - 0134	Italy (IT) 1 - 0716 2 - 1017 3 - 1116 4 - 0817	Russia (RU) 1 - 3108 2 - 3011 3 - 3116 4 - 2711 5 - 3015 8 - 3118 9 - RU TA 1C - 2439 2C - 2540
Bulgaria (BU) 1 - 2127 2 - 2029 3 - 2430	Montenegro (MN) Alpine Corps - 1525	Serbia (SE) 1 - 1724 2 - 1923 3 - 1925
France (FR) 1 - 0509 2 - 0508 3 - 0507 4 - 0607 5 - 0506 9 - French Transit box A-L - 0410	Netherlands (NL) Army - 0803	

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

France. French *Ninth Army*, Russian *Ninth Army*, and German *Ninth Army* must be set up using historical deployment.

2. Belligerent Set Up Sequence

Set up in this order.

1. All neutrals using historical deployment.
2. Allies set up Allied minor powers.
3. Allies set up one major power.
4. Central Powers set up one major power.
5. Continue alternating between 3 & 4 until all major powers are deployed.

3. Special rules

None.

SCENARIO IV: BATTLE FOR EUROPE

1. Game Parameters

Start: Turn Seven

End: Turn 10 (but see 28.0)

2. Central Powers Set Up

Units deployed on map. Deploy on the hexes indicated for 1917 on the scenario map. Units may be mobile or entrenched.

No units permanently destroyed. All others available for mobilization.

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

Austria-Hungary (adjacent to the front line with Russia, and on or south of xx12 hex row): First, Second, Third, Fourth, Seventh

Austria-Hungary (Albania or Serbia, north of the front line): Sixth

Bulgaria (Serbia or Greece, north of the front line): First, Second

Bulgaria (Romania, west of the front line): Third

Bulgaria (in Bulgaria): Fourth

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

Germany (Germany, adjacent to front line with France): A, B, C

Germany (Russia, west of the front line): Eighth, Tenth, Bug

Germany (Austria-Hungary, west of the East Front line): Sud

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Germany (Romania, west of the front): Ninth

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

Germany (Ottoman Empire, adjacent to Jerusalem): Expeditionary Corps AK

Germany (on any German mobilization hex): I Stoss

Ottoman Empire (Constantinople): First

Ottoman Empire (Gallipoli): Fifth

Ottoman Empire (Middle East front, adjacent to the front line with Russia): Second, Third

Ottoman Empire (Gaza): Fourth

Ottoman Empire (on the railroad two hexes north of Baghdad): Sixth

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

Mobilization Points

Austria-Hungary: 10

Bulgaria: 1

Germany: 18

Greece: 0

Ottoman Empire: 5

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

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

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

Railroads: Anatolia Railroad has been built

Forts Destroyed. Erzerum (2238)

3. Allied Set Up

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

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

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

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

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

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

France (in France, west of the front line and on or south of xx06 hexrow):

First, Second, Third, Fourth, Fifth, Sixth, Seventh, Eighth, Tenth

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

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

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

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

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

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

Permanently Eliminated.

British Empire: BEF, Imperial Expeditionary Corps

Romania: Third, Fourth

Russia: Second, Brusilov

Serbia: Second, Third

Mobilization Points

Belgium: 1

British Empire: 15

France: 10

Italy: 10

Romania: 0; Collapsed

Russian Empire: 0; Collapsed

Serbia: 0

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

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

Railheads

Sinai: one hex east of the Suez Canal

Mesopotamia: four hexes from Basrah.

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

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

4. Neutrals Set Up

Set all mobilization points to zero. Greece has been invaded by the Allies. Its units are permanently out of play. Netherlands: Army (use 1914 deployment); MP = 0.

5. Special Rules

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.