THE GREAT WAR 1914-1918

A consolidation of the rules to XTR's *The Great War in Europe* and *The Great War in the Near East*

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Dedication: to Ted Racier, designer of both *The Great War in Europe* and *The Great War in the Near East.*

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[1.0] INTRODUCTION

The Great War is a division level simulation of the First World War, covering operations in Europe, the Near East and the Caucasus. Players take the roles of the political and military leadership of either the Allies or the Central Powers. The playing pieces represent the armed forces of all the actual and potential belligerents.

This rulebook is a compilation of the rules to XTR's *The Great War in Europe* and *The Great War in the Near East.* In addition, all errata published in *Command* magazine have been included.

[2.0] GENERAL COURSE OF PLAY

The Great War is basically a two-player or two -team game. Players represent the political and military leadership of the Central Powers (CP) and the Allies, conducting military operations on the Western, Eastern, Italian, and Near Eastern Fronts. Each Player moves his units and executes attacks on opposing units in turn, attempting to fulfill the conditions of victory. To move from one hex to another on the game map, each unit expends a portion of its Movement Allowance. Combat is resolved by comparing the total Combat Strength points of adjacent opposing units and expressing the comparison as a simplified probability ratio (odds). A die is rolled and the outcome indicated on the Combat Results Table is applied to the units involved.

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP

[3.11] The three game maps represent the militarily significant terrain in Europe and the Near East fought over during the First World War. A grid of hexagons (hexes) has been superimposed upon the game maps to regulate the movement and positioning of the player's units (playing pieces). A unit is considered to be in only one hex at any one time. Each hex contains one or more terrain features that can affect the movement of units, combat between units, and the tracing of lines of supply. Each hex also has a four-digit identification number to aid in locating places on the map and for the recording of unit positions if a match is interrupted. When stated in the rules each hex number is preceded by a letter code **W**est, **E**ast, or **N**ear East, identifying on which map a given hex is located. For example, Antwerp is in hex W6819, while Warsaw is in hex E4816 and Damascus is in hex N1728.

[3.12] The three game maps are the west map (subdivided into separate Western and Italian Front maps); the east map (a front unto itself); and the Near East map (subdivided into separate Caucasus, Egyptian, and Iraqi Front maps). The compass roses on each front map have been adjusted slightly from magnetic north to align with the edges of a particular front map. Whenever a compass direction is given in the rules, use the directions as they are printed. Thus north is always towards the top of each front map.

[3.13] Map, Front & Theater Definitions

Map vs. Front
The **west map** is the map sheet with the **Western** and **Italian Front maps** printed on it. When a rule refers to the west map, it applies to both fronts on that map. A rule that refers to a specific **front** (Western or Italian) on the west map applies to that front only.

Similarly, a rule that refers to the **Near East map** applies to all front maps (Caucasus, Iraq and Egypt) printed on that map sheet. While a rule that refers only to a given front only applies to that front.

Theaters
Each front map is considered to belong to one of two **theaters.** The **Western Theater** consists of the Western, Italian and Egyptian Front maps. The **Eastern Theater** consists of the Eastern, Caucasus and Iraq Front maps. Theaters only effect Operational Movement (8.14) and Initiative Determination (5.8).

The Balkans

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Some rules are said to apply within "The Balkans". The Balkans is defined as all land hexes on the east map outside of Austria-Hungary, Germany, Russia and Russian Poland.

European Turkey
European Turkey is all hexes of the Ottoman Empire on the Eastern Front map only.

Egyptian Front Map Anomalies
Hex N2430 is labeled *To Beirut* although the actual place is off the Egyptian Front map to the north. For all game purposes, assume that Beirut is in hex N2430. Hex N3611 (*Pipeline Station*) and Hex N4208 (*Bitter Lake*) are considered town hexes for the purposes of supply and placing new units although there are no towns present *per se.*

[3.2] THE PLAYING PIECES

There are 1480 die-cut playing pieces (also called units, counters and/or unit counters) included in the game. Units fall into three categories. The predominant category is ground combat units, representing military formations (normally of division size). These units possess combat and movement abilities and are the armies of the various combatants. The second category consists of events. These enter play through random draw from an event pool and represent the many factors, which affected the course and conduct of the war. Finally, there are a variety of informational and mnemonic markers, whose use is explained in the rules.

Many units are printed on both sides. Usually one side will indicate the basic unit, and the reverse side will indicate some sort of changed status of that unit. Both sides of each unit are shown in the summary of unit types (see 3.25). Units are distinguished by various symbols and numbers printed on their faces.

It is strongly recommended that the Players sort the units and markers by type and color and keep them segregated, as this greatly facilitates setting up and playing the game.

[3.22] Sample Combat Units

Front Back

This is the German *8th Bavarian Reserve Division.* It has an attack strength of three, a defense strength of four and a movement allowance of four (doubled to eight on the Western, Italian and Egyptian fronts). The unit enters play on Strategic Turn C and the colored band indicates that it can be converted to a Shock-troop unit (whose factors are printed on the back). The reverse (Shock-troop) side of the unit also has a dot to indicate that replacement of the unit is restricted once it is converted to Shock-troop status.

[3.23] Sample Headquarters Unit

Front Back

This is the German *8th Army HQ.* It has an artillery support factor of one and a movement allowance of three (doubled to six on the Western, Italian and Egyptian Fronts). The circled letter on the right side of the counter indicates that it starts the game set up on the Eastern Front map. The reverse side shows the HQ's depleted status.

[3.24] Sample Event Chit

Front Back

This is the Central Powers *Jutland* event chit. The front of the counter indicates both which side may play the event and the Strategic Turn in which it is placed in that side's event pool. The colored band indicates that the event must be played when drawn from the event pool, it cannot be delayed. The reverse contains the name of the event and a rules reference number (anachronistic to these rules) pertaining to its use.

[3.25] Summary of Unit Types

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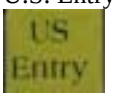
Combat Units & Headquarters

Front	Back
Infantry	Shock-troop (GE only)
Infantry	Reduced Strength
Mountain	Shock-troop (GE only)
Turkish Infantry	Region of Entry
Cavalry	Infantry (GE only)
Anti-Tank (GE only)	
Armored Car (BP only)	
Event	Tank
Arab National Army	Untried
Armenian	Untried
Headquarters	Depleted

Other Counters

Front	Back
Event	Event
Pre-War Event	Pre War Event
Game Turn Record/Initiative	Opposite Initiative
Weather (Wet)	Weather (Snow)
Near East Weather	Near East Weather
U.S. Entry 	U.S. Entry
Fortress Destroyed	Entrenchment Destroyed
Resource Points	Resource Points +20

Other Markers (front only)

Fortress Destroyed	Entrenchment Status
Central Powers Resource Hex	Allied Cities Held
Central Powers VPs	VPs Retaken

Turkish Surrender Points

Turkish Required Reserve

Sinai Pipeline

[3.26] Definition of Terms

Attack Strength is the basic offensive power of a unit quantified in Attack Strength Points.

Defense Strength is the basic defensive power of a unit quantified in Defense Strength Points

Combat Strength is a term used to describe the offensive and defensive power of a unit when both the Attack Strength and Defense Strength of the unit are equal and represented by a single number.

Operational Movement Allowance is the maximum movement ability of a unit quantified in Movement Points. A unit's Movement Allowance is *doubled* on the Western, Italian and Egyptian Front maps. The Movement Allowance does not apply to Strategic or Sea Movement.

Support Factor is a measure of the artillery assets of a given headquarters. Most headquarters units have a Support Factor of one. When used in a given combat, it provides the player with a favorable column shift on the Combat Results Table. After use, the headquarters is flipped to its depleted side until the next Strategic Turn. Note that headquarters do not have a combat strength of their own.

Strength Steps
All US, Bulgarian, and some British units have two steps; all other units have only one step. If a two-step unit takes a loss in combat, it is flipped over to its reduced side. If a one-step (or a reduced two-step) unit takes a loss, it is removed from the map and placed in the dead pile.

Unit Conversions
Many German infantry and mountain divisions and all German cavalry divisions are also printed on the reverse. However, this represents a conversion of the unit(s) in question, and is not a second strength step. See rules 15.4 and 15.5 for more information.

Untried Units
All Arab and Armenian units enter play *untried*. Their combat strengths are unknown (to either player) until they are committed to combat.

Set Up and Reinforcement Codes
These are numbers and letters printed to the right of the unit type symbol to assist the Players in game set up and determining when reinforcements enter the game. A letter or number within a black circle is a Set up Code for units that begin the game on the map (see 19.0). A non-circled letter indicates the Strategic Turn on which the unit is brought into play for the first time. The letters "SE" indicate that the unit is only brought into play by a special event. U.S. units have a "+ #" which indicates the number of Strategic Turns after U.S. Entry that a given unit enters play.

Unit Size Abbreviations
Most units are divisions and hence, have no traditional unit size symbol. Non-divisional units use the following abbreviations: **CO** - Company; **BN** - Battalion; **RGT** - Regiment; **BD** - Brigade; **CRP** - Corps.

Unit Nationality
A unit's nationality (and hence, what side it's on) is indicated by its color scheme and a two letter nationality code.

The Allies
Armenian (ARM) -- gray on dark blue
Arab (AB) -- orange on brown
Belgium (BE) -- black on dark orange
British Europe (BR) -- gray on red
British Iraq (BI) -- red on tan
British Palestine (BP) -- black on gold
British Persia (PN) -- brown on light tan
France (FR) -- white on medium blue
Montenegro (MN) -- black on pale blue
Czarist Russia (RU) -- gold on dark green
Russian Provisional Government (PG) -- black on pink
Serbia (SR) -- black on light blue

The Central Powers
Austria-Hungary (AH) -- black on light gray

Central Powers Persia (PN) -- red on gray
German Regular Army (GE) -- black on gray-green
German Shock-troop units (GE) -- white on black
Ottoman Empire (TU) -- green on white

Neutrals
Bulgaria (BU) -- black on light green
Greece (GK) -- gray on brown
Italy (IT) -- black on gold
Romania (RO) -- black on yellow
United States (US) -- black on olive green

Historical Identification
Each unit is identified by a number and/or an abbreviation of its name. The meanings of the abbreviations are listed below.

AAC - Assault Artillery Corps
AB – Arab
AC - Armored Car
AF – African
AH - Austria-Hungary
AK – Alpenkorps
ALH - Australian Light Horse
ALP – Alpini
ANA - Arab Northern Army
ARM – Armenian
AS – Australian
BE – Belgium
BI - British Iraq
BLW - Bavarian Landwehr
BP - British Palestine
BR – Britain
BU – Bulgaria
BV – Bavarian
CAU – Caucasus
CD - Canal Defense
CH – Chasseurs
CND – Canadian
COL – Colonial
CZK – Czech
DC - Don Cossack
DFPS - Division Francaise Palestine et Syrie
DON – Donau
DRN – Drina
ER – Ersatz
F – Frontier
FN – Finnish
FR – France
GD – Guard
GDRF - Guard Rifle
GE – Germany
GK – Greece
GNDM – Gendarmerie
GR – Grenadier
H-L - Hindenburg Line
HLW - Hungarian Landwehr
IC - Imperial Camel
IN – Indian
IT – Italy
ITL - Italian Legion
JGR – Jager
K – Kaiser
KUB – Kuban
LFD - Lille Fortress Division
LV - Latvian Volunteer
LW – Landwehr
MN – Montenegro
MRC – Moroccan
MOR – Morava
MTD – Mounted
N – Naval
NA - New Army
NE - Near East
NW - Northwest Front
NZ - New Zealand
PC - Persian Cossacks
PG - Provisional Government
PL - Polish Legion
PN/PR – Persian
PO – Polish
POV - Polish Volunteer
PT – Portugal
PZ – Panzer
R – Reserve
RN - Royal Navy
RO – Romania
RTC - Royal Tank Corps
RU – Russia
SB – Siberian
SCH – Schutzen
SND – Sandzak
SE – Serbia
SPR - South Persian Rifles
SS – Sharpshooters
SUD - Sud (South)
SUM – Sumadja
SV - Serbian Volunteer
SW - Southwest Front
T – Territorial
TA – Trans-Amur
TC - Tank Corps
TCC – Trans-Caucasus Cossacks

TIM – Timok
TKS – Turkestani
TU – Turkey
US - United States
WF - West Front
Y – Yeoman
YAG - Yilderim (Lightning) Army Group
YUG - Yugoslavian

Other Abbreviation (Used through these rules):
CRT: Combat Results Table
DRM: Die Roll Modifier
SP: Turkish Surrender Points
TEC: Terrain Effects Chart
TRT: Turn Record Track
VP: Victory Points

Events
These markers are printed with a letter indicating the Strategic Turn that they are added to a given side's event pool and several symbols to indicate additional information. These symbols are listed below:

No diagonal mark -- event from *TGWiE*.
Red diagonal mark -- additional *TGWiE* event.
White diagonal mark -- event from *TGWiNE*.
Yellow horizontal band -- Mandatory event (see 6.12).

The reverse of each event contains its identity and a rules reference number. **Note:** as this rulebook is numbered differently than the original rulebooks, players should consult the following sections of this rulebook for the relevant event rules.

1) Rules for most events are covered in section 6.0
2) Strategic Warfare Events are covered in rules 5.22 – 5.24.
3) Rules covering Air units, Aces, Tanks, Anti-Tank units and Shock-troop units are covered in rules 15.1-15.4.
4) Pre-War events are covered in section 20.0.

[3.3] GAME CHARTS AND TABLES

Various visual aids are provided for the Players to simplify and illustrate certain game functions. These can be found either printed on the map sheets or on the Charts and Tables Card. Their use is explained in the text of the rules.

[3.4] GAME SCALE

Each Operational Turn generally represent one or two months, depending on the time of year. However, to represent the accelerated pace of events in August and September 1914, the time scale per turn has been telescoped to seven and fifteen days respectively.

Map Scale varies depending on the front in question. The Western, Italian, and Egyptian Front maps are scaled at 9.5 miles per hex. The Eastern and Caucasus Front maps are scaled at 22.5 miles per hex. The Iraqi Front map is scaled at 20 miles per hex. The only effect these differences have on play is the doubling of printed movement allowances of units operating on the Western, Italian and Egyptian Front maps.

Units represent divisions (about 10,000 to 18,000 men) unless otherwise noted. Headquarters units represent artillery, logistical and communications assets deployed at the army level.

[4.0] SEQUENCE OF PLAY

[4.1] OPERATIONAL & STRATEGIC TURNS

The Great War is played in sequential turns called **Operational Turns** (wherein the majority of both players' activities take place). After every two or three Operational Turns, a **Strategic Turn** occurs, in which players bring in reinforcements, rebuild destroyed units, conduct Strategic Warfare, and determine the initiative for the next set of Operational Turns.

Each Strategic and Operational Turn is divided into phases during which the players perform various game functions. All actions conducted by the players must be carried out in the order of the sequences listed below. Once a player finishes his activities for a given phase, he may not go back to perform some forgotten action or redo a poorly executed one without his opponent's permission.

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[4.2] OPERATIONAL TURN SEQUENCE

1. **Event Phase:** both players may draw events from their respective event pools. Any mandatory events must be played immediately (6.0).
2. **New Units Phase:** the players (Allied player first) remove any available units from their respective Available Units Boxes and deploy them on the map (13.0).
3. **Weather Determination Phase:** the players check the Turn Record Tracks to see what weather conditions are present on each individual front map. Any variable Western/Italian front weather is determined at this time (12.0).
4. **First Mutual Movement Phase:** the player with the initiative moves his units in one Theater while the non-initiative player moves his units in the other. Units may be moved in any combination of directions up to the limit of their Movement Allowance and within the restrictions outlined in the Movement and Supply rules (8.0, 11.0).
5. **First Combat Phase:** the players resolve all combats in their respective Theaters at their option. All combats in the Western Theater are resolved first, followed by all combats in the Eastern Theater. Combat is resolved as outlined in the combat rules (10.0). After all regular combat in a given Theater is concluded, any additional combats generated by the *OHL*, *OberOst*, *Foch*, or *Allenby* markers/events are resolved (10.8). After all combats in both Theaters are resolved, all units of both players that are Out of Supply are eliminated.
6. **Second Mutual Movement Phase:** the players move their units again, switching Theaters. The player who moved first in one Theater during the First Mutual Movement Phase now moves first in the other Theater and vice-versa.
7. **Second Combat Phase:** same as the First Combat Phase, except that again, the player who attacked in one Theater during the First Combat Phase now attacks in the other and vice-versa.
8. **Strategic Movement Phase:** both players conduct any Strategic Movement. The Allied player moving first, followed by the Central Powers player. The Allied player also conducts any Sea Movement during his half of this phase (9.0).
9. **Turn Record Phase:** the Turn Markers are advanced one space on the Turn Record Tracks. If the next space is another Operational Turn, begin that sequence over from step one, above. If the next space is a lettered Strategic Turn, conduct all activities listed in the Strategic Turn Sequence (rules 4.3 and 5.0).

[4.21] Movement Elaboration and Example
Unlike most war games, movement for both sides occur at the same time (albeit in different theaters). A player moves his units in the theater where he possesses the initiative while his opponent moves his units in the other theater. A Player never possesses the initiative in both theaters at the same time.

Example: The Central Powers player has the initiative in the Western Theater, while the Allied player has the initiative in the Eastern. After determining the weather, the Central Powers player moves his units on the Western, Italian and Egyptian fronts; while the Allied player moves his units on the Eastern, Caucasus, and Iraqi fronts. (First Mutual Movement Phase).

When both players have finished moving, they attend to the Western Theater maps, where the Central Powers player conducts his attacks (including any special *OHL* attacks). Then, both attend to the Eastern Theater maps, where the Allied player conducts his attacks (the Allied Player has no special attacks as neither *Allenby* nor *Foch* may be used in the Eastern Theater). After all combats are resolved, supply attrition is checked for all units on all maps (First Combat Phase).

In the Second Mutual Movement Phase, the Allied player makes his moves on the Western Theater maps, while the Central Powers player makes his on the Eastern Theater maps (Second Mutual Movement Phase). After movement is completed, once again, both players attend the Western Theater Maps, this time for the Allied attacks (including any special *Allenby* or *Foch* attacks). They then return to the Eastern Theater maps, for the Central Powers attacks (including any *OberOst* attacks). Than a second attrition check is made for all units on both maps (Second Combat Phase).

Finally, the Allied player conducts any Sea and Strategic Movement, followed by the Central Powers player.

[4.3] STRATEGIC TURN SEQUENCE

1) **Victory Check Phase:** The Central Powers player tallies the number of victory hexes he has captured. If the result (after modifiers) is twenty or more the game is over and the Central Powers player has won (see rule 18.1).
2) **Resource Phase:** players remove any reinforcements from the Reinforcement Holding Boxes and place them in their respective Available Units Boxes. Events scheduled to appear this Strategic Turn are placed in each side's respective event pool. Any resource points due a given country on the Resource Point Charts are recorded on the General Records Tracks. Finally, all depleted Headquarters units are flipped back to their support sides (5.1).
3) **Strategic Warfare Phase:** first, the Central Powers player determines the effects of any U-boat Warfare and German Bombing and deducts the appropriate number of Allied Resource Points. The Allied player than determines the effect of any Strategic Bombing and deducts the appropriate number of German Resource Points (5.2).
4) **Replacement Phase:** the players may now spend Resource Points to replace units from the dead piles or to rebuild certain reduced units back up to full strength. Replaced units are placed in their respective Available Units Boxes while reduced units are simply rebuilt in place on the map (5.3). The Central Powers player also determines the Turkish Required Reserve for the next set of Operational Turns (5.38).
5) **Russian Revolutions Phase:** players determine if the Czar has Fallen, or, if that has already occurred, if the Bolshevik Revolution has occurred. The players than implement the appropriate results (5.4).
6) **Fortress Surrender Phase:** players check to see if units on Fortress Supply surrender (14.15).
7) **Turkish Surrender Phase:** the Allied player determines if Turkey has surrendered (5.6).
8) **Initiative Determination Phase:** players determine which side will have the initiative in which theater for the upcoming Operational turns (5.8).
9) **Turn Record Phase:** advance the Game-Turn marker to the next Operational turn and return to the Operational sequence of play.

[5.0] THE STRATEGIC TURN

In General: Strategic Turns are lettered "A" through "U" on the Turn Record Tracks printed on the west and Near East maps. During these turns the players first check for regular victory as described in rule 18.1. They then collect and transfer resources; conduct Strategic Warfare and rebuild destroyed units. These units are then placed in the Available Units Boxes along with new units entering the game for the first time.

Next, the players determine if certain events have occurred. These include Russian Revolutions, fortress surrender, Turkish surrender and U.S. Entry. Finally, the players determine the initiative for the following set of Operational Turns.

[5.1] RESOURCE PHASE

[5.11] During this phase both players add any new units scheduled to arrive during this Strategic Turn to their Available Units Boxes. Units entering play on the European Front maps are placed in the Available Units Boxes on the west map. Units that enter play in the Near East are placed in the Available Units Boxes on the Near East map.

[5.12] All events labeled to enter play during the current Strategic Turn are placed in their respective side's event pool and all Resource Points (RPs) due this turn for the various non-neutral countries are added to their respective totals recorded on the General Records Track. The number of RPs a country receives is listed on the Resource Point Chart printed on the Player Aid Card. In addition, Britain, Russia and Turkey receive additional RPs from the Resource Point Chart on the Near East map and Germany may receive additional RPs for resource hexes controlled by the Central Powers (5.16). No country receives RPs while neutral.

[5.13] If the total number of RPs available to a given country goes above 19, flip the nation's RP marker to its "+20" side on the track. No nation may *end* any Strategic Turn with more than 10 Resource Points on the track -- any unspent excess is lost. Some nations may transfer RPs to other nations at this time (see 5.17).

[5.14] Finally, all supplied depleted headquarters units on the map are flipped back to their support sides. **Exception:** due to the universal shell shortages experienced in late 1914, no depleted HQ units are flipped on Strategic Turns B or C. See optional rule 21.1 for additional restrictions on Russian HQ units.

[5.15] Near East Resource Points
Britain, Russia and Turkey receive additional Resource Points from the Near East. These Resource Points are found on the Resource Point Track printed on the Near East map. Simply add them to their respective country's RP totals.

[5.16] Resource Hexes
Germany receives Resource Points each Strategic Turn for control of resource hexes on the Western and Eastern Front maps. Mons (W6316), Lens (W6312), Bethune (W6310), Longwy (W5425) and Polesti (E2623) are worth one RP each per Strategic Turn. Kiev (E4129) is worth two.

- A given resource hex begins contributing to Germany's RP total *four* Strategic Turns after its capture (or recapture) by any Central Powers unit. Place the Resource Marker corresponding to the captured resource hex on the Turn Record Track as a reminder.
- To provide Germany with its RPs, a resource hex on the east map must trace a supply line to Berlin, while a west map resource hex must trace a supply line to any Ruhr hex. This supply line must also be open for the entire four-turn waiting period. If the supply line is broken, or the resource hex is lost to the Allies and subsequently recaptured the four-turn procedure must be restarted.
- If Romania joins the Central Power's side, Germany receives the RP for Polesti starting on the Strategic Turn immediately following Romania's entry.

[5.17] Resource Point Transfers
In general, most nations may only spend their own Resource Points, but during the Resource Phase certain countries may give RPs to others.

- The Allied player may transfer one British *or* one French Resource Point to Russia during each Resource Phase. The Allied player may transfer up to six British *and/or* French Resource Points to Russia during every Resource Phase in which Constantinople (E1328) is Allied controlled or Turkey has surrendered.
- The Allied player may transfer up to six French *or* six British Resource Points to Serbia during every Resource Phase, provided that Salonika (E1116) is Allied controlled and there is a line of hexes through Greece and Serbia (only) free of Central Powers units between Salonika and the Serbian HQ unit. No other Allied RP transfers to Serbia are possible.
- Up to six German Resource Points may be transferred to any other Central Powers nation(s) each Resource Phase. That's a *total* of six, *not* six per recipient nation. To make a transfer, there must be a line of hexes traced through Central Powers controlled hexes between Berlin and a city in the recipient nation.

[5.2] STRATEGIC WARFARE

[5.21] During the Strategic Warfare Phase players resolve U-boat warfare and strategic bombing provided the requisite event(s) are currently in the Strategic Warfare Box on the west map. If a given Strategic Warfare event is not currently in the box, simply skip the relevant step.

[5.22] U-boat Warfare
Whenever a U-boat event is brought into play, the Central Powers player must place the event into the Strategic Warfare Box, provided there isn't a U-boat event already present in the box. If there is, place the newly drawn U-boat event in the Central Powers Available Units Box until a Strategic Turn begins with no U-boat event in the Strategic Warfare Box.

- Every Strategic Warfare Phase that begins with a U-boat event in the Strategic Warfare Box, the Central Powers player *must* roll one die and immediately subtracts the result from the current total of British Resource Points. Regardless of the result, the number of British Resource Points can never be reduced to less than zero.
- If the Central Powers U-boat die roll is four or greater, the U.S. Entry Marker is moved one Strategic Turn forward on the Turn Record Track (for example, from Strategic Turn O to Strategic Turn N).
- The first time (and only the first time) that the Central Powers player rolls a four or greater on U-boat warfare, he may remove the current *U-boat* event from the Strategic Warfare Box and place it permanently out of the game. U-boat warfare then ceases until another *U-boat* event occupies the Strategic Warfare Box, either drawn directly from the CP event pool or already present in the Central Powers Available Units Box. The second *U-boat* event remains in play until the *Convoy* event is played (see 6.49).
- If a *U-boat* event occupies the Strategic Warfare Box after the U.S. has entered the war, the Central Powers player should roll a die every Strategic Warfare Phase for each U.S. **non-headquarters** unit that occupies the Allied Available Units Box. On a die roll of one, the unit is eliminated.
- Once the Allied player has played the *Convoy* event, all effects of U-boat warfare immediately cease for the remainder of the game.

[5.23] German Strategic Bombing

- ♦ If the *Air Raid: London* event is in the Strategic Warfare Box, subtract two from the current total of British Resource Points. Never reduce British RP losses to less than zero. After this reduction, remove the event permanently from play.
- ♦ The *Air Raid: Paris* event is treated exactly like its London counterpart. In this case, of course, only French Resource Points are lost.

[5.24] Allied Strategic Bombing

- ♦ If the *Independent Air Force* event is in the Strategic Warfare Box, the Central Powers player must first announce if he is committing any of his available **West Front** air units (including Aces) to home defense. If so, any committed air units are immediately placed in the Strategic Warfare Box, where they remain until the next Strategic Turn.

- ♦ The Allied player then rolls a die, subtracting two from the result if the **west map** weather from the immediately preceding Operational turn was Wet or Snow, and subtracting one for each German air unit assigned to home defense. The modified result is the number German Resource Points that are immediately lost. Never reduce the current German RP total to less than zero.

- ♦ After the Allied Strategic Bombing die roll results are implemented, the Central Powers player must check for Ace mortality (15.15) for any Aces committed to home defense. The *Independent Air Force* is never removed from the Strategic Warfare Box once it is played.

[5.3] THE REPLACEMENT PHASE

[5.31] During this phase, both players may now return previously eliminated ground units to play by purchasing them from the dead pile with Resource Points. They may also spend RPs to bring certain reduced two step units on the map back up to full strength, provided that such units are in supply at that instant. In addition, the Central Powers player rolls to determine the Turkish Required Reserve for the following operational turns (5.38).

[5.32] A unit or step with a dot may not be replaced. This includes the full strength sides of all British units. German Shock-troop divisions may only be replaced as regular infantry divisions. Shock-troop divisions created with the first *Shock-troop* event and subsequently eliminated are replaced as regular infantry divisions and may be converted again with the second *Shock-troop* event (see 15.4). German cavalry divisions that have been converted to infantry divisions may only be replaced as infantry.

[5.33] It costs one resource point to rebuild each strength step. Units rebuilt from the dead pile are placed in the Available Units Box.

[5.34] Headquarters units may be rebuilt like other units, but are placed in the Available Units Box depleted side up. If the player desires, he may spend two RPs and place the HQ in the Box support side up. **Exception:** HQ units may not be rebuilt on their support sides during Strategic Turns B and C.

[5.35] Restrictions
Units that were eliminated on the Near East map *must* be placed in the Near East Available Units Boxes when rebuilt. Units that were eliminated on the east and west maps *must* be placed in the European Available Units Boxes when rebuilt. **Exception:** *German* units eliminated in the Near East are rebuilt in Europe (5.37).

Both the European and Near East maps have their own Available Units Boxes to assist the players in keeping track of what was rebuilt where. The Near East map also has its own boxes for units destroyed on that map. Units destroyed in Europe can simply be placed to one side off-map.

A given country's units may only be replaced or rebuilt either with its own Resource Points or those transferred from another power. For example, Germany may not use German Resource Points to rebuild Austro-Hungarian units directly. However, Germany could give RPs to the Austrians during the Resource Point Transfer Phase and those (now Austrian) Resource Points can be used for rebuilding Austro-Hungarian units.

[5.36] British Replacement Restrictions
- British units destroyed in the Near East must re-enter the game on the Front map corresponding to their color. That is, the red British units must re-enter the game in Europe; the tan (BI) units in Iraq; and the orange (BP) units in Egypt (see 13.24).
- No more than one step of Canadian units may be rebuilt in any given Replacement Phase. No more than one step of Australian or New Zealand units (total) may be rebuilt during any given Replacement Phase.

[5.37] German Replacement Restrictions
- All replaced German units re-enter play in Europe, regardless of where they were destroyed.

[5.38] The Turkish Required Reserve:
Starting with Strategic Turn C and continuing for the remainder of the game, the Central Powers player must roll a die (or dice) at the end of the Replacement Phase of every Strategic Turn to determine the Turkish Required Reserve for the following Operational Turns. The result is the minimum number of **Turkish Infantry Divisions** that the CP player must have in the Turkish Required Reserve Holding Box in order to avoid modifiers to the Turkish Surrender die roll.
- If the number of units in the Turkish Required Reserve Holding Box is less than the die/dice result, the CP player may immediately transfer sufficient units from the map to make up the difference. Simply pick up the units from either: 1) the map, 2) the Strategic Movement Transit Box, or 3) the Available Units Box and place them in the Required Reserve Box, no actual movement is involved.
- If the number of units in the Required Reserve box is greater than the die/dice result, the CP player may transfer the number in reserve over the required limit into the Strategic Movement Transit Box. This does not count against CP strategic movement limits; however, subsequent strategic movement from the Transit Box to the map does count.
- The die roll used to determine the Turkish Required Reserve varies. On Strategic Turns C and O, roll one die. On Strategic Turns D through N, roll two dice.

[5.4] RUSSIAN REVOLUTIONS PHASE

[5.41] Two Russian Revolutions may occur during the course of the game. The first is the Fall of the Czar; the second is the Bolshevik Revolution. The Bolshevik Revolution can only occur after the Fall of the Czar, never before.

[5.42] During the Russian Revolutions Phase of every Strategic Turn, the Central Powers player

rolls a die. To this number he adds the number of cities (victory and non-victory) under his control in Russia and Russian Poland (including the Caucasus). If the final total is eleven or greater, a revolution has occurred.

[5.43] The die roll used to determine the Fall of the Czar is modified as follows:
+2 if the *Czar Takes Command* event (6.41) has been played.
+1 if the *Brusilov Offensive* event (6.27) has been played.
+3 if the Central Powers control Petrograd (E7030).
+1 if the Allies have declared a Polish restoration (see optional rule 21.2).
-2 on Strategic Turns A-G.
-1 on Strategic Turns H-K.
-1 for each Central Powers city under Russian control.

[5.44] The die roll used to determine the Bolshevik Revolution is modified as follows:
+1 for each Operational Turn since the last Russian Revolutions Phase during which one or more Russian units made an attack.
+1 for each Operational Turn since the last Russian Revolutions Phase during which no Russian units were attacked. **Exception:** Russian units outside of Russia on the Near East map (only) may be attacked without losing this modifier.
-1 for each Central Powers city under Russian control.

[5.45] Revolution Effects
The Fall of the Czar has two effects:
1) The Russian Player must immediately replace all Czarist Russian infantry divisions with Russian Provisional Government units (15.9).
2) Depleted Russian headquarters may never be flipped back to their support sides.

The Bolshevik Revolution instantly triggers Russian collapse (16.1).

[5.46] Treaty of Brest-Litovsk
During any Russian Revolutions Phase after the Bolshevik Revolution has taken place, the Central Powers player may declare the war in Russia to be over. Thereafter, Russian units may no longer move nor attack nor be attacked. Further, both players may no longer move their units adjacent to any Russian units within Russia proper. **Exception:** Turkish units (only) may continue to move adjacent to and attack Russian units on the Near East Front maps.

[5.47] For the Central Powers player to count Victory hexes in Russia proper towards his Victory point total, he must have each Victory hex occupied by at least three *German* divisions and he must have at least four *German* headquarters units in Russia proper. These restrictions apply only after the war in Russia is declared over, never before.

[5.5] FORTRESS SURRENDER PHASE

The players now check to see if any units solely on Fortress Supply surrender (see 14.15).

[5.6] TURKISH SURRENDER PHASE

[5.61] During this phase, the Allied player rolls one die, adding any of the relevant modifiers listed below. If the modified die roll is 11 or greater, Turkey surrenders and all Turkish units are immediately removed from play. In addition, all city and town hexes on the Egyptian and Iraqi Front maps not occupied by a non-Turkish Central Powers unit immediately become Allied controlled.

[5.62] The Turkish Surrender (TS) die roll is modified as follows:

+1 For each Allied-controlled supplied Turkish Surrender hex. This modifier is lost to the Allied player if the hex is recaptured by the CP player.

+1 If the number of Turkish units in the Arabia Holding Box has dropped below four (five after the *58th Division* enters play).

+1 If the CP player has entered the *Alpenkorps Division* onto any Near East Front map after Strategic turn K.

+3 If the Allied player has occupied Baghdad (N1540) at any time during 1915*****.

+1 If the Allied player occupies Jerusalem (N2416) before the start of 1918*****

*****Once earned, these two modifiers are never lost, even if the city in question reverts to CP control.

+4 If there are no Turkish units occupying Baku (N3653) and the *Army of Islam* event (6.44) is in play.

+n If the number of Turkish units in the Required reserve Box is less than the current Turkish Reserve die roll, The Allied player adds this difference to the TS die roll (see 17.43).

[5.63] Turkey also surrenders if the Allies capture Constantinople (E1328) (17.43) or, in the 1918 Scenario only, when the *Turkish Surrender* event (6.59) is played. See also 22.4.

[5.7] U.S. ENTRY

[5.71] The United States will join the Allies on Strategic Turn O, unless events (*U-boat Warfare; The Zimmerman Telegram)* cause that date to be moved forward. See rules 5.22 and 6.53 regarding these events.

[5.72] U.S. units do not have a turn of entry letter. Instead, each unit has a "+#" printed on the counter just to the right of the unit type symbol. The "#" is the number of *Strategic* Turns after U.S. entry that a given U.S. unit is placed in the Allied Available Units Box. For example, if the U.S. entered the war on Strategic Turn H, any U.S. units marked "+5" would enter the Allied Available Units Box on Strategic Turn M. Remember that U.S. units in the box are subject to U-boat Warfare every Strategic Turn that the *Convoy* event is not in effect (see 5.22).

[5.8] INITIATIVE DETERMINATION PHASE

[5.81] During this phase, the players determine which side will have the initiative in each theater during the coming Operational Turns. This decision remains in effect until the next Initiative Determination Phase.

[5.82] For most of the game, the Central Powers player simply declares in which theater he will have the initiative for the next sequence of Operational Turns. However, once there are six or more full strength U.S. divisions in France at the start of any Strategic Turn, the Allied player determines the initiative for the rest of the game, even if the number of full strength U.S. divisions in France should subsequently fall below six.

[5.83] Whoever can declare initiative simply indicates which theater he will possess the initiative. The opposing player automatically has the initiative in the other theater. For example, if the Central Powers player declares the initiative in the Western theater, the Allied player automatically has it in the Eastern theater.

[5.84] The player with the initiative in a given theater moves and conducts combat first in that theater while his opponent does so in the other. A player may never have the initiative in both theaters at the same time.

[5.85] For initiative purposes, the Western Theater is the Western, Italian and Egyptian Front maps while the Eastern Theater is the Eastern, Caucasus and Iraqi Front maps.

[5.86] *OHL* & *OberOst*
Immediately after initiative is determined, the Central Powers player decides in which theater he will use the *OHL* or *OberOst* marker, indicating his choice by placing the marker with its *OHL* or *OberOst* side up on the current Strategic Turn on the Turn Record Track. If the *OHL* side is used, the Central Powers player must have declared initiative in the Western Theater in the immediately preceding Initiative Determination Phase. The *OberOst* may be used in the Eastern Theater regardless of initiative.

[6.0] EVENTS

In General: Events enter play starting on Strategic Turn C. Each side has its own set of events that enter the game on the Strategic Turn indicated on the events. When an event is brought into the game, it is placed in an opaque container (a coffee mug, *sans* coffee, is nice) called the event pool. Each side has an event

pool in which all of its events remain until purchased and brought into play.

Note: Players reading these rules for the first time might want to skip this section and read the rest of the rules first. As the events significantly alter the basic play of the game, reading this section after reading the other rules will help you put the events within the proper context of the rest of the game.

[6.1] DRAWING EVENTS

[6.11] During every Events Phase of the Operational turn, both players decide whether or not to spend a Resource Point to purchase two events from their respective event pools. If so, each player draws and examines two events, one at a time from his event pool. No side may purchase more than two events per Operational Turn. (Exception, see 6.14). However, there is no limit to the number of events that may be played in a given Operational Turn.

[6.12] All mandatory events (those marked with a yellow stripe) must be played immediately when drawn. Any *No Event* markers are returned to the event pool. All other events may be played at any time at the owning player's option.

[6.13] Events should be drawn and played, held, or returned to the event pool one at a time. Thus if the first marker a player draws is a *No Event*, he should return it to the event pool before drawing his second event of the turn.

[6.14] If one player decides to purchase events and the other does not, the purchasing player may immediately spend another resource point and draw two events from the *other player's* event pool. This is the only exception to the two events per turn limit. Mandatory events are drawn and played normally, discretionary events are first revealed to both sides and then permanently removed unplayed from the game.

[6.15] Unless specified by the rules that follow, only *No Event* markers are returned to the event pool. When such an event is drawn, it *does* count towards the two events per turn limit. If the player is unfortunate enough to draw a *No Event* marker twice in the turn, he has spent a resource point to no purpose.

[6.16] Central Powers events may only be purchased with German Resource Points. Allied events may only be purchased with British, French, or U.S. Resource Points. A player who purchases another player's events (see 6.14, above) uses his own Resource Points.

[6.17] Some events must be played immediately upon being drawn. These events are marked by a yellow stripe. Other events may be played at the discretion of the player. If they wish, the players may agree that all discretionary events can be held out of view by the owning player until played. Once played, however, such events remain in full view at all times.

[6.2] EVENT TYPES

[6.21] Events come in several types. Some are additional combat units that, once brought into play, function like other combat units. Other events represent weapon or doctrinal advances that have an effect on combat resolution and may be of limited duration. Still other events represent diplomatic activity, or individuals of particular merit or infamy. The following rules cover the effects of events in detail. **NOTE:** the rules references printed on the events are anachronistic, being coded to two separate rules books. Players can check the table of contents and rule 3.2 to find the rules for a particular event.

[6.3] AIR ASSETS

These events include Aircraft Formations (which include Aces), *New Air Tactics*, *Italian Aircraft*, Strategic Bombing events and *Allied Air Interdiction*.

Aircraft Formations and Aces
Once drawn, these events are used as units to support ground combat (15.1) or, by the CP player, for home defense against Allied Strategic Bombing (5.24).

New Air Tactics

These events represent the development of new air combat tactics or the introduction of a new fighter model. They are used like air units, but only to cancel an opponent's air units or New Air Tactics events. They generate no die roll modifier for combat in and of themselves and are removed from the game after use. The CP player may not use them to modify the Allied Strategic Bombing die roll.

Italian Aircraft
The Allied *Italian Aircraft* unit may be used to support one combat on the Italian Front map per game. Once used in this capacity, it is permanently removed from play.

Strategic Bombing Events
These three events (*Air Raid: London*, *Air Raid: Paris* and the *Independent Air Force*) are all used in conjunction with the Strategic Warfare rules. See rules 5.23 and 5.24 for their use and effects.

Allied Air Interdiction
The *Air Interdiction* event may be used once per game on the Egyptian Front map only. Play during the Events Phase. For the remainder of that turn all Central Powers units on the Egyptian map adjacent to a British unit must stop upon entering a Difficult terrain hex and move no further that Operational Turn. Remove from the game after use.

[6.4] TANK & ANTI-TANK UNITS

Tank and Anti-Tank units are placed in the Available Units Boxes when they are drawn from the event pool. They may be placed on the map during any following New Units Phase. See (15.2) and (15.3) for rules regarding their use.

[6.5] SHOCK-TROOP CONVERSION

Allows the Central Powers player to convert certain German Infantry and Mountain divisions into Shock-troop divisions, see (15.4) for details.

[6.6] AUSTRIAN *POLISH DIVISION*

This unit may be placed on the map during any New Units Phase. It is treated as an Austro-Hungarian unit in all respects except it may only operate on the Eastern Front map outside the Balkans and cannot be replaced if eliminated. **Exception:** If the optional Polish restoration rule (21.2) is being used this unit may be replaced (with Austrian RPs) if the Central Powers player has declared Polish restoration. If the Allies have declared Polish restoration either remove the unit from the game if in play or discard the event when drawn.

[6.7] *ARAB NORTHEN ARMY*

This event must be played when drawn. When played, the Allied player randomly picks an untried Arab Northern Army unit and places it (untried side up) in any desert hex in Palestine. If the *Lawrence of Arabia* event is already in play, place that marker with the ANA unit as well. The ANA is always in supply and if eliminated in combat, is replaced (draw another ANA unit randomly) during the Replacement Phase of the next Strategic Turn.

[6.8] ARMENIAN MASSACRES

This event must be played when drawn. The Allied player randomly picks one untried Armenian unit and places it (untried side up) in the town of Van (N3378). If Van is occupied by Central Powers units at the time of placement, the CP units *must* immediately attack the Armenian unit. Normal combat rules apply. Armenian units are treated as Russian units for all purposes, including replacement.

[6.9] ARMENIAN REPUBLIC

This event must be played when drawn. If the Bolshevik Revolution has occurred, the Allied player randomly picks one untried Armenian unit and places it (untried side up) in any town (not city) hex in Russia on the Caucasus map. The town may not be occupied by any Russian or Central Powers unit. If no town hex is available, or the Bolshevik Revolution has not occurred, treat as a *No Event* and return it to the Allied player's Event Pool.

[6.10] THE PARIS GUN

Once drawn from the event pool, the Central Powers player may place the Paris Gun on the

map during any following New Units Phase. The Paris Gun may only be placed in a supplied and friendly controlled hex within eight hexes of any Paris hex. The Paris Gun may not move; does not count against stacking limits; does not engage in combat and is permanently eliminated the instant any Allied ground unit enters its hex. While on the map, the Paris Gun counts as a Central Powers victory point hex.

[6.11] REMOVE *10IN, 11IN*

This event may not be delayed. When drawn, the Allied player must immediately remove these divisions from wherever they are (even the dead pile) and place them permanently out of play.

[6.12] GAS

Both sides have three different types of *Poison Gas* events: *Chlorine, Phosgene* and *Mustard*.

- Gas may be used to support any one attack; one gas marker per attack. Announce the use of gas before rolling the die to resolve the combat, then permanently remove the gas marker from play. Gas provides a +2 modifier to the combat die roll.
- Only the player who uses a given gas type **first** will benefit from that gas. **Example:** If the Central Powers player uses Phosgene gas first. The Allied player may not subsequently play Phosgene. If a player draws a gas type that has been used, simply treat it as a *No Event* and remove it from the game.
- The Allied player may only use gas in support of attacks containing British (any sub-nationality) and/or French and/or Belgian units.

[6.13] FLAME-THROWER & MINE ATTACKS

These two events are similar to poison gas events. Each may be used to support one attack, generating a +2 die roll modifier. They may not be used in conjunction with any gas and are removed from play after use.

[6.14] HURRICANE BOMBARDMENT*

When played, the Allied player adds +1 to the combat die roll of any one attack involving British units (any sub-nationalities) on the Western Front map for that turn only. Remove from play after use.

[6.15] THE SYSTEM*

New French tactics are introduced. Once per Operational Turn, the Allied player may add +1 to the combat die roll of any one supplied attack on the Western Front map by French units in which a French headquarters provides support.

[6.16] BRUCHMULLER*

Master German artillerist. Once per Operational turn, the Central Powers player may add +1 to the combat die roll of any one supplied attack by German units in which a German headquarters provide support. *Bruchmuller* may be used on any European map.

[6.17] TURKISH DETERMINATION*

Provides a –1 combat die roll modifier for any one combat involving defending Turkish units on any map. Remove from play after use.

Note: the preceding four events may be used in multi-national combats provided at least one combat unit of the "beneficiary" nationality is involved. Any HQ support must come from the beneficiary nationality. However, as most multi-national attacks involve a negative column shift, the expenditure of an event would probably be counterproductive.

[6.18] MEINERTZHAGEN

Provides a +2 combat die roll modifier for any one Allied attack on the Egyptian Front map. Remove from play after use.

[6.19] PALESTINIAN NAVAL BOMBARDMENT

Provides a +1 combat die roll modifier for any one Allied attack on a coastal hex on the Egyptian Front map. Remove from play after use.

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[6.20] TOWNSEND

Provides a +2 combat die roll modifier for any one Allied attack on the Iraqi Front map. Remove from play after use. This Event may only be played before the *Maude* Event has been played. If *Maude* is already in play when *Townshend* is drawn, treat the latter as *No Event* and remove from play.

[6.21] KEMAL

Provides a –1 combat die roll modifier to any one defending hex containing Central Powers units within any hex of Turkey on any front map. Remove from play after use.

[6.22] VON DER GOLTZ

Provides a –2 combat die roll modifier for any one combat involving defending CP units on the Iraqi Front map. Remove from play after use.

[6.23] YUDENICH

Provides a +2 combat die roll modifier for any one Russian attack on the Caucasus Front map. Remove from play after use.

[6.24] LAWRENCE OF ARABIA

The effects of this event depend on whether the *Arab National Army* event has been played.

- Before the play of the *ANA* event, Lawrence may perform one "raid" between each Strategic Turn. At the beginning of the Central Powers Strategic Movement Phase, the Allied player may place the Lawrence event in any town (not city) hex within Palestine regardless of the presence of CP units. No Strategic Movement is allowed into or out of that town until the following Operational Turn. After conducting the raid, the Allied player must wait until after the next Strategic Turn before using Lawrence again. Place the Lawrence event on the Turn Record Track as a reminder.
- After the *ANA* event is in play, place the Lawrence event with whatever ANA unit is currently in play. Lawrence remains with the ANA for the remainder of the game and provides the ANA with a +1 combat die roll modifier. If the ANA counter is destroyed, simply place Lawrence off-map until a new ANA counter is placed, then place him with the unit. Regardless of the presence of an actual ANA unit, Lawrence may no longer conduct raids after the *ANA* event has been played.

[6.25] TURKISH ATROCITY

This event must be played when drawn. If the ANA is in play, it receives a +1 combat die roll modifier during any attack made during the turn the *Turkish Atrocity* event is in play. Remove from play after use. If the ANA is not in play when this event is drawn, treat as *No Event* and return it to the CP event pool.

[6.26] LAWRENCE CAPTURED

This event may be played only when the Lawrence event is used for a raid. Play of the event immediately cancels the effects of the raid and another raid may not be performed until after the next Strategic Turn. In addition, the Central Powers player rolls a die: on a roll of 1-4, Lawrence is unharmed. On a roll of 5-6, Lawrence is permanently removed from the game. Regardless of the die roll result, remove the event from play after use. This event may not be used after the *ANA* event is in play. If drawn from the Event Pool after the *ANA* event has been played, treat as *No Event* and remove from play.

[6.27] THE BRUSILOV OFFENSIVE

On any Operational Turn after this event has been played, all Russian *attacks* upon *non-German* Central Powers units that are supported by an HQ unit receive a +3 combat die roll modifier. After the combat is resolved, the HQ unit used to provide support is then immediately and permanently removed from the game. Only Russian units may benefit from this event.

Note that the Allied player is not obligated to use the Russian HQs to support a given attack on a non-German CP hex. However, if he elects to do so, the attack is then considered a Brusilov attack and the HQ is subject to elimination. Russian attacks against German units are resolved normally (i.e., no +3 modifier, no HQ removal). Remove this event from play once Russia has collapsed. If drawn after Russian collapse, treat as *No Event* and remove from play.

[6.28] RUSSIAN WINTER OFFENSIVE

This event may be played during any Allied Combat Phase during Nov/Dec or Jan/Feb turns. Russian units on the Caucasus Front map are **not** subject to the regular -2 to the combat die roll for attacking in winter.

[6.29] MANDATED OFFENSIVES

There are three Mandated Offensive events: *Enver Offensive, Conrad Offensive,* and *Haig Offensive*. None of these events may be delayed and failure to comply with their instructions results in a forfeiture of the game by the affected player.

Enver Offensive
When drawn, the Central Powers player *must* make at least one attack involving at least three units on the Caucasus map if at all possible. If there are not three CP units able to reach an Allied unit(s) and attack, then the three CP units closest to an Allied unit or units must move their full movement allowance directly towards those Allied units.

Conrad Offensive
When drawn, Austro-Hungarian units (only) on the Italian front map must make at least one attack per turn during the immediately following three Operational Turns. Place the event on the Turn Record Track as a reminder. There is a +2 combat die roll modifier on the first attack on the first turn of this three-turn offensive. Remove from play after use. If drawn while Italy is still neutral, treat as a *No Event* and return to the CP event pool.

Haig Offensive
When drawn, British units (only) on the Western Front map must make at least two attacks per turn during the immediately following three Operational Turns. Place the event on the Turn Record Track as a reminder. To be considered a Haig attack, a given attack must have a basic odds ratio (before any column shifts) of at least 1:1.

[6.30] GENERALISSIMO FOCH

Once played, the Allied player may use this marker to add an additional Allied Combat Phase on the Western Front map during every Operational Turn. The *Foch* marker is used just like the German *OHL/OberOst* marker, except that it benefits Allied units (obviously) and can be used every Operational Turn regardless of initiative (see 10.8).

[6.31] ALLENBY

This marker is identical in effects to the *Foch* and *OHL/OberOst* markers. However, it may only be used on the Egyptian Front map regardless of initiative. *Allenby* may only be used once, remove from play after use (see 10.8).

[6.32] MAUDE

Once in play, the *Maude* Event allows the Allied player to move British units on the Iraqi Front map by Strategic Movement. This event has no effect on Sea Movement (see 9.2).

[6.33] THE TIGER

Clemenceau becomes French premier. Once this event is in play, subtract one from all future Central Powers Sudden Death Victory die rolls (see 18.2).

[6.34] KRESS VON KRESSENSTEIN

Play of this event activates the trench hexes of the Gaza Line printed on the Egyptian Front map (N2712 and N2813). Thereafter, Central Powers units defending in these hexes gain a -1 combat die roll modifier. These trench hexes are eliminated whenever an Allied unit enters them. If an Allied unit enters either trench hex before

the *Kress* event is played, neither trench hex may ever be activated.

[6.35] NEAR EAST TRENCHES

Along with the Gaza line mentioned above (6.34), these are the only trenches that may exist on the Near East maps. When drawn, they may be placed in any hex containing a supplied Turkish unit, except city, mountain, swamp or alpine hexes. They are permanently destroyed whenever an Allied unit enters their hex. Central Powers units defending in an Entrenchment hex gain a -1 combat die roll modifier. Trenches on the European maps are handled differently (see 14.4).

[6.36] IRAQ NAVAL FLOTILLA

Once per game, this event may be used to negate the defensive river benefits against any Allied attack on the Iraq Front map south of hexrow xx44. Remove from play after use.

[6.37] RUSSIAN AMPHIBIOUS CAMPAIGN

This event allows the Allied player to move one Russian unit per Operational Turn from the Available Units Box to any unoccupied Black Sea coastal hex east of Trebizond (N4332). This ability is lost after the Fall of the Czar.

[6.38] BRITISH RIGID PLANNING

This event may be played after any attack involving British units on the Western Front map that does not involve tanks or U.S. units. Play of the event prohibits any Allied units from advancing after combat. Remove from play after use.

[6.39] THEY SHALL NOT PASS!

This is similar to the *British Rigid Planning* event. However, may only be played against any non-Shock-troop CP attack against a Western Front hex defended solely by French units. Remove from play after use.

[6.40] GERMAN LOOTING

Again, similar to 6.38 above. May only be played against a **Shock-troop**-led attack on the Western Front map. Prevents Shock-troop units from advancing an additional hex. They may only advance into the defender's hex. Remove from play after use.

[6.41] THE CZAR TAKES COMMAND

This event may not be delayed. Adds two to all future Fall of the Czar die rolls (see 5.43).

[6.42] RUSSIAN COMMAND PARALYSIS

This event may not be delayed. No Russian unit may attack that turn except under the aegis of the *Brusilov Offensive* event. Remove from play after use.

[6.43] TURKISH HQ BOMBED

Play this event during the events phase. If the *Yilderim HQ* is on the Egyptian Front map flip it immediately to its depleted side. It may be flipped back normally during the next Strategic Turn. Remove this event from play after use.

[6.44] *ARMY OF ISLAM*

This event may not be delayed. If played before the end of 1918, Baku (N3653) must be controlled by a Turkish unit or units (only) or the Turkish Surrender die roll (see 5.6) is increased by four. Turkish units (only) must continuously occupy Baku to avoid this negative DRM. Further, while Turkish units solely occupy Baku, it no longer counts as a Central Powers Victory hex. If this event is drawn after Nov/Dec 1918, treat as *No Event* and remove from the game.

[6.45] LIBYAN REVOLT

This event may not be delayed. When played, the Allied player must remove British units totaling three attack factors from the Egyptian Front map, the Near East Available Unit Box, or Iraqi Front map (in that order of priority) and place them on the Near East Game Turn Record track for return three Strategic Turns later. Withdrawn units reenter the game like any other

new unit. No unit liable for withdrawal under (6.11) may be used to satisfy this condition.

[6.46] FRENCH ARMY MUTINY

This event may not be delayed. French units may not attack on the Western Front map for three consecutive Operational Turns. If both players agree beforehand, the Allied player need not reveal the event until after the Mutiny has ended. this event effects Central Powers sudden death victory conditions (see 18.24).

[6.47] RUSSIAN CIVIL WAR

This event may not be delayed, provided that the Bolshevik Revolution has occurred. Russian units may no longer stack or attack in conjunction with one another. Russian stacks at the start of the turn this event is played must unstack by the end of the following Mutual Movement Phase, with any excess units in each hex being eliminated. If the Bolshevik Revolution has not occurred, treat as *No Event* and return to the Central Powers event pool.

[6.48] U-BOAT WARFARE & CONVOY

Use of these events is explained under the Strategic Warfare rules (see 5.22). If a *U-boat* event is drawn after the *Convoy* event has been played, simply treat as *No Event* and remove from play.

[6.49] JUTLAND

This event may not be delayed. The Central Powers player rolls one die to determine the result of the battle of Jutland. On a result of one, the Germans win. Add two points to the CP victory point total. On a result of five or six, the British win. Subtract one point from the CP VP total. Any other result is a draw, with no change to the CP VP total. Remove the event from play after use.

[6.50] GERMAN NAVAL MUTINY

This event may not be delayed. Unless the Central Powers won at Jutland (see 6.49 above), the High Seas Fleet revolts. Subtract one from the current CP victory point total.

[6.51] GALLIPOLI

Once drawn, this event can be played at the start of any New Units Phase, provided that the *Salonika* event has not been played.

- When *Gallipoli* is played, the Allied player may move up to four British (any sub-nationality) and one French divisions from his Available Units Box to Suvla Bay (E1122) and/or Cape Hellas (E1022). No regular Allied Sea Movement **on the East/West Front maps** is allowed during the Operational Turn that this event is played.
- Turkish units that set up in *European* Turkey are now deployed (if not already) according to the hex numbers printed on their reverse. Both the Allied units deployed in the two landing hexes and the Turkish units just set up may move, attack and defend normally that turn.
- Both landing hexes are considered Allied Ultimate Supply Sources and Ports (see 11.23). Allied units may move and attack normally between the landing hexes and hex E1023. Central Powers units may attack either landing hex from hex E1023, but may never enter them. No combat or regular movement is allowed between the two landing hexes (sea movement is allowed).
- There may only be one Gallipoli landing per game. If, at any time after the initial landing there is not at least one Allied unit on *both* landing hexes *and* hex E1023 is occupied by Central Powers units, Allied units may not be entered again through either landing hex.
- If the *Gallipoli* event is drawn after the *Salonika* event has been played, simply treat it as *No Event* and remove from play.

[6.52] SALONIKA

Once drawn, the *Salonika* event may be played during any New Units Phase *provided that Greece is still neutral.*

- When played, the Allied player may move up to three French and one British (any sub-

nationality) divisions into Salonika (E1116). These units may come from the Allied Available Units Box and/or either Gallipoli landing hex. No regular Allied Sea Movement **on the East/West Front Maps** is allowed during the Operational Turn that this event is played.

- When this event is played, Salonika becomes an Ultimate Allied Supply Source hex provided the Allied player maintains at least one Allied combat unit in Salonika at all times or Greece joins the Allies. Further, both Allied and Central Powers units may operate normally in Greece even if that country is still neutral. The Greek army still does not appear until Greece enters the war. Finally, if not already deployed, set up the European Turkish forces as above.
- If this event is drawn after Greece has entered the war, treat it as *No Event* and remove from play.
- Once the *Salonika* event is played, both sides may operate normally in Albania. There are no Albanian units. Italian units (only) may use Valona (E1210) as an Ultimate Supply Source and port provided that it is not Central Powers controlled.

[6.53] NEUTRAL ENTRY

Italy, Bulgaria, Romania and Greece all begin the game neutral and enter the war through the drawing of events. These events may not be delayed and must be played during the New Units Phase of the Operational Turn in which they are drawn. Italy and Greece join the Allies, Bulgaria joins the Central Powers and Romania joins whatever side plays its entry event first. If both Romanian entry events are played during the same turn, Romania never enters the war. If the *Bulgaria Collapses* event is played before the *Bulgarian Entry* event, that country never enters the war.

[6.54] BULGARIAN COLLAPSE

This event may not be delayed. Bulgaria collapses immediately if it has not already done so. If Bulgaria has already collapsed, treat as *No Event* and remove from play.

[6.55] THE ZIMMERMAN TELEGRAM

This event may not be delayed. If the U.S. is still neutral when this event is played, it joins the Allies at the start of the next Strategic Turn. Otherwise, treat as a *No Event* and remove from play.

[6.56] SERB TYPHUS

This event may not be delayed. Serbia loses all accumulated Resource Points and no units may move or attack into or out of Serbia for the next three Operational Turns. Place the event marker on the Turn Record Track as a reminder. Units inside Serbia during this period may move normally, but may not attack at all. Remove the event from play after the Typhus has run its course.

[6.57] INFLUENZA

This event may not be delayed.

- During the New Units Phase of the turn in which *Influenza* is played, neither player may move units from the Available Units Boxes nor use Resource Points to rebuild reduced units on the map.
- In addition, the Central Powers player rolls two dice, the result is the number of Shock-troop units that are immediately and permanently flipped back to non-Shock-troop status.
- If there are not enough Shock-troop units available ignore any excess result. If *Influenza* is played before any *Shock-troop* event has been played, implement all non-Shock-troop effects and then remove the event from play.
- Remove the event from play after use.

[6.58] TURKEY SURRENDERS

Used only in the 1918 scenario (see 22.4). Turkey surrenders and all Turkish units are removed from the map.

[7.0] HEX CONTROL & STACKING

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[7.1] HEX CONTROL

Except for hexes in neutral countries (**exception:** see Greece, rule 17.2) not yet in play; one side or the other always controls every playable land hex.

[7.11] Control at Start: August, 1914.
On the first turn of the game, the Central Powers control all hexes in Germany, Austria-Hungary, Luxembourg, and all hexes in Belgium occupied by German units. The Allies control the remainder of the Belgian hexes, plus all hexes in France, Russia, Russian Poland, Serbia and Montenegro. Neither side controls all other hexes at start.

[7.12] Near East Control
Since the war did not commence in the Near East until late 1914, units of either side may not enter any Near East Front map until the Nov/Dec 1914 game turn. At the start of that turn, the Central Powers control all hexes within the Ottoman Empire **except** for Basra (N2252) and all hexes adjacent to Basra and Abadan (N2552). The Central Powers also control all town hexes in Persia marked "CP". The Allies control all hexes in Egypt, Russia, all other cities and towns in Persia, Basra and all hexes adjacent to Basra and Abadan.

[7.13] Control of a given hex changes **the instant** a unit of the opposing side enters the hex. **Exception:** The Arab Northern Army only controls the hex it physically occupies. Once the ANA leaves the hex, the hex reverts to the last side to control the hex. Control of a given hex can switch between sides throughout the course of the game.

[7.14] When a neutral country joins a given side; all hexes within that country instantly become controlled by that side. **Exception:** Greece (see 6.52 and 17.21).

[7.2] STACKING

[7.21] Each Player is restricted as to the number of units that can physically occupy a hex at certain points during the Operational Turn.

[7.22] Stacking limits are enforced during the New Units Phase; the Combat Phase; the Strategic Movement Phase and at the end of the Mutual Movement Phase. As long as stacking limits are observed at these times, there is no limit to the number of units that may enter or pass through a given hex. Units found to be in excess of the stacking limits at these times must be eliminated by the owning player.

[7.23] Stacking Limitations
In general, a hex may contain up to **six** units of any one side. There are some exceptions, however:

1) German Battalions and British Canal Defense Companies do not count against stacking limits.
2) Headquarters, tank, and anti-tank units do not count against stacking, however, only **one** of **each** type of these units may be present in a hex.
3) No more than **four** U.S. infantry divisions may stack in a single hex, with or without other Allied units.
4) No more than **four** Bulgarian infantry divisions may stack in a single hex, with or without other CP units.
5) Fortifications, Heavy Fortifications and all informational markers do not count against stacking limits.

[7.24] National Cooperation
Units belonging to different nationalities of the same side may stack and move together. However, units of different nationalities of the same side suffer a disadvantageous column shift if involved in the same combat.

Exceptions:

1) U.S. divisions may stack with any allied units without suffering this penalty **prior** to the entry of the U.S. *1st Army HQ* into play (its scheduled entry may not be delayed).
2) German units stacked with or adjacent to the *Sud Army HQ* may stack with other Central Powers units without penalty.
3) All nationalities of the British Empire may stack with one another with no penalty. **Exception:** After Strategic turn F, **Canadian** units may not stack with any other British Empire units without penalty **except** the British *Royal Tank Corps*.

4) The French *DFPS* and *South Persian Rifles* Divisions may stack with British units without penalty.
5) The *Persian Cossack* Division may stack with Russian units without penalty.
6) The *Persian Gendarmerie* Division and all German **battalion** and **brigade** sized units (only) may stack with Turkish units without penalty.

[7.25] Fog of War
Neither player may look beneath the top unit of any opposing stack until the time comes to resolve a given combat. Once such units are examined, the attacking player may not call off the attack. **Exception:** The Central Powers Player may examine Allied stacks inside Germany, Austria-Hungary and Russian Poland at all times.

[8.0] OPERATIONAL MOVEMENT

In General: Every combat and headquarters unit has a Movement Allowance printed in the bottom-right corner. This is the number of movement points available to a given unit for movement during each Operational Turn. During the Mutual Movement Phases of the Operational Turn; the Players may move any, all or none of their units within their respective theaters as determined by initiative and within the restrictions of these rules. A unit expends a portion of its total Movement Allowance to enter each hex. The cost to enter each hex is dependent upon the terrain in and along the sides of the hex, the current weather, and the presence of enemy units. Unused Movement Points may not be accumulated from turn to turn or transferred from unit to unit.

Procedure: Move each unit or stack of units individually, tracing the path of its movement through contiguous hexes on the hexagonal grid. Once a unit or stack has been moved, the Player may not move the unit(s) again, or alter their move without his opponent's permission.

[8.1] HOW TO MOVE UNITS

[8.11] During the Mutual Movement Phases of each Operational Turn the players move their units in their respective theaters as determined by initiative. Both players may never move their units in the same Theater at the same time. No combat occurs during the Mutual Movement Phases.

[8.12] Movement is calculated in terms of Movement Points. In general, each unit expends one Movement Point of its total Movement Allowance for each clear hex it enters. Some hexes, however, cost a unit more movement points to enter depending on the terrain within, and on the sides of the hex being entered. Weather conditions can also increase the cost to enter a hex.

[8.13] Regardless of the restrictions imposed in rule 8.12, a unit with a movement allowance of greater than zero may always move at least one hex during the Operational Turn **except** across terrain types that would be prohibited to them and into hexes occupied by enemy units. For example, a cavalry unit could not enter an Alpine hex regardless of how many movement points it had.

[8.14] All units moving in the Western Theater maps have their printed Movement Allowances **doubled** to reflect the difference in map scale between theaters. This is their normal movement allowance within the Western Theater, and any movement costs should be made against this doubled amount.

[8.15] Units may freely enter and move through hexes containing other Friendly units, regardless of stacking restrictions provided that those restrictions are met at the end of the Mutual Movement Phase.

[8.16] Units may move together as a stack provided they began the Mutual Movement Phase stacked together. All stacks move at the Movement Allowance of the slowest unit in the stack. As slower units exhaust their Movement Factors, they may be dropped off in their last hex of movement, and the faster units may continue to move.

[8.17] When moving a stack, the player may halt it temporarily to allow a unit or units to split off

and move away on a separate course. The units that remain of the original stack may then resume their original movement, splitting off more units as desired. However, once the Player begins to move a unit or stack that began the Mutual Movement Phase in a different hex, he may not return to the previously moved units without his opponent's permission.

[8.2] MOVMENT LIMITATIONS & PROHIBITIONS

[8.21] A unit may not enter a given hex unless it has sufficient Movement Points to enter that hex (**exception:** see 8.13).

[8.22] A unit may never enter a hex occupied by an enemy **combat** unit or intact Fortification or Heavy Fortification. **Note:** Headquarters are not considered combat units and are immediately eliminated if any enemy combat unit enters a hex solely occupied by a Headquarters unit.

[8.23] A unit may not **end** the Mutual Movement Phase in violation of the stacking restrictions (see 7.2).

[8.24] Units may not enter an all-Sea hex, nor cross an all-Sea or Impassable hexside nor may they move off the map edge using Operational Movement (see 9.0 below, for moving between the maps via Strategic and Sea Movement).

[8.25] All movement costs for terrain and weather are cumulative. For example, a unit crossing a river hexside into a mountain hex in Wet weather would pay three movement points.

[8.26] Important: Units may never voluntarily end their move in a hex that would put them Out of Supply (see 11.0).

[8.3] TERRAIN EFFECTS ON MOVEMENT

[8.31] The cost in Movement Points to enter a given hex will vary according to the type of terrain in the hex, the type of terrain along the sides of the hex and the type of unit entering the hex.

[8.32] Most hexes on the map may be entered at the cost of one movement point each. However, Forest, Marsh, Desert, Difficult, Mountain, and Devastated hexes cost most units two movement points each to enter. Mountain units only pay one movement point to enter a mountain hex and are the only units that may enter Alpine hexes (at a cost of two MP per hex). A complete list of terrain types and movement costs is summarized on the Terrain Keys and Terrain Effects Charts.

[8.33] Mountain Passes
Mountain pass hexes exist only on the Eastern Front map and may be used to ease movement through mountain hexes during non-Snow weather. In order to gain the benefits of a given Mountain pass, units must follow the course of the pass while moving. For example, a unit in hex E2717 could move along the pass to E2618 for only one movement point (assuming the weather isn't Snow). However, a unit in E2617 moving to E2618 would pay two movement points, because the pass does not run through the E2617/E2618 hexside.
During Snow turns, mountain passes are treated like mountain (non-pass) hexes and cost all non-mountain units two movement points.

[8.34] Rivers and Lakes
Rivers run between hexes, along hexsides rather than within the hexes like other terrain types. All units pay an extra movement point to enter a hex across a river hexside during Wet weather, paying the crossing cost in addition to the movement point cost for entering the hex. Rivers have no effect on movement in Fair, Hot, or Snow weather.
Normally, units may not cross lake hexsides. However, during Snow weather, all lake hexes and hexsides on the Western, Italian, Eastern and Caucasus Front maps freeze and may be entered and crossed as if they were clear terrain. However, units may not end their movement in such frozen lake hexes.

[8.35] *Haff* Movement
Units may cross the *haffs* (bays) near Stettin (E5205) and Konigsberg (E5514) by Operational Movement, regardless of weather. That is units may move from E5304 or E5404 to E5405 and on to E5406 and vice-versa. Likewise, units may move from E5615 to E5715 to E5816 and vice-versa. There is no extra movement cost to cross

a *haff* hexside and they give no defensive benefit. Also, the E5512/E5413 hexside is **not** a *haff* and may not be crossed in this manner.

[8.36] Terrain Keys
See the map sheets. Note that some terrain types do not exist on all maps. Refer to the Terrain Key on the map sheet that you're moving units on.

[8.37] Terrain Effects Charts:
For terrain on the West and East map sheets, consult the TEC printed on the Charts and Tables Card. The TEC for the Near East map sheet is printed on that map.

[8.4] WEATHER EFFECTS ON MOVEMENT

The weather during certain turns affects the Movement Allowances of various units on various maps. These effects are summarized on the Terrain Effects Charts on the Near East map sheet and on the Charts and Tables Card. See also rule 12.0.

[9.0] STRATEGIC & SEA MOVEMENT

In General: Strategic Movement represents the use of rail or river transport to move units long distances. The Allied player (only) may also use Sea Movement during the Strategic Movement Phase. The Allied Player performs all his Strategic and Sea Movement first, followed by the Central Powers player. Strategic and Sea Movement is the only way units may move between the various front maps.

Procedure: In order to use Strategic Movement, a unit must start the Strategic Movement Phase in a supplied and friendly-controlled city or town hex. The unit may then be moved to any other city or town hex, tracing a path of any length between its starting and destination hexes.

When using Strategic Movement between different front maps, units must trace a movement path off the starting map through a friendly controlled map edge supply source hex. The units may then enter any other front map through another friendly controlled map edge supply source hex. Some inter-front Strategic Movement must pass through certain transit boxes before being completed.

[9.1] CENTRAL POWERS STRATEGIC MOVEMENT

[9.11] The Central Powers player may move a maximum of **twenty-four** units by Strategic Movement on and between the Western, Eastern, and Italian Front maps per Strategic Movement Phase. Any CP unit on these maps that begin or end its Strategic Movement outside Germany count double against Strategic Movement Limits.

[9.12] The Central Powers player may also move a maximum of **four** units on or between the Near East Front maps. These units do not count double for moving outside of Germany.

[9.13] CP units that use Strategic Movement between the East Front map and any Near Eastern Front map or among the Near Eastern Front maps must be placed in the Central Powers Strategic Movement Transit Box. Simply move the units into the Box via Strategic Movement during any Strategic Movement Phase. On any subsequent Strategic Movement Phase, the units may then be moved to any Near East Front map or back to the Eastern Front map.

[9.14] Units in the transit box count against the CP Strategic Movement capacity. Units that also move between the East Front map and the Near East Front maps count against the CP Strategic Movement capacity for both Europe and the Near East.

[9.15] Until the European Turkish units are set up (see 17.13), no German *divisions* may strategic move to the Near East Front maps.

[9.16] Strategic Movement is also the only way that CP units in the Arabia Box may leave that box. The transit box is not used, simply place the moving units in any eligible town or city within the Ottoman Empire on the Egyptian Front map. Once a unit is moved out of Arabia, it may never return.

[9.2] ALLIED STRATEGIC MOVEMENT

[9.21] The Allied player may move a maximum of **twelve** units by Strategic Movement on the Western and Italian Front maps per Strategic Movement Phase. Any units that begin or end strategic movement outside of France or Italy count double against this limit.

[9.22] A maximum of **eight** Russian (only) units may use Strategic Movement on the Eastern Front map per Strategic Movement Phase. These units may never move outside of Russia or Russian Poland. In addition, the Allied player may also move up to **two** Russian (only) units on the Caucasus Front map per Strategic Movement Phase. These units may not enter any hex outside of Russia.

[9.23] A maximum of **four** Allied units may use Strategic Movement on the Egyptian Front map per Strategic Movement Phase. These units may only be moved within Egypt. The Allied Player may also move a maximum of **four** units on the Iraqi Front map per Strategic Movement Phase. These units may only be moved within Iraq south of the xx44 hexrow and outside of Persia. **Exception:** Allied units may move into and out of Abadan (N2552) via Strategic Movement. No Allied Strategic Movement is permitted on the Iraqi Front map until the *Maude* Event Chit has been played (see 6.32).

[9.24] With the exception of Allied Sea Movement, only Russian units may use Strategic Movement between Europe and the Near East. Such movement may only occur between the East Front map (within Russia or Russian Poland only) and the Caucasus front map (within Russia only). Russian units that move between the Front maps must be placed in the Russian Caucasus/East Front Transfer Box.

[9.25] Russian units within the transit box count against the Russian Strategic Movement limits. Units that move between the East and Caucasus Front maps count against the Russian Strategic Movement Capacity on both front maps. Russian units may no longer transfer between fronts after the Fall of the Czar.

[9.3] GENERAL STRATEGIC MOVEMENT LIMITATIONS

[9.31] In order to move by Strategic Movement, units must start and end the Strategic Movement Phase in a friendly controlled town or city hex that is in supply. During the course of Strategic Movement, units may not enter hexes occupied by an enemy units or an undestroyed enemy fortification or heavy fortification, nor may they enter neutral, all-Sea, or Alpine hexes nor cross all-Sea or Impassable hexsides.

[9.32] Units may start, but may not end Strategic Movement adjacent to enemy units or any type of intact enemy fortification. Units may not enter such hexes during the course of Strategic Movement unless a friendly unit or any type of intact friendly fortification occupies the hex.

Exception: on the turn a neutral has entered the war **only;** units using Strategic Movement may end their move in supplied friendly controlled town and city hexes adjacent to the newly deployed units of the former neutral.

[9.33] Within these restrictions, a unit may use Operational Movement and engage in combat during the same turn that it moves by Strategic Movement.

[9.4] HEADQUARTERS AND STRATEGIC MOVEMENT

[9.41] All headquarters units (regardless of support status) count double for Strategic Movement purposes. This cost is cumulative with other capacity costs listed above. For example, a Central Powers headquarters unit using strategic movement to move from Breslau to Budapest would count as four units towards the CP Strategic Movement Capacity because it ended its strategic move outside of Germany. However, a Turkish headquarters unit using Strategic Movement on the Near East Front maps would only count as two units because there is no additional doubling on those maps.

[9.42] A headquarters unit that begins or enters play on the Western, Italian and Eastern Fronts may never move onto any Near Eastern Front by

any form of movement. Conversely, HQ units that begin or enter play on the Near East Front maps may not move onto any European Front. This restriction is in force at all times.

[9.5] ALLIED SEA MOVEMENT

[9.51] During his half of the Strategic Movement Phase, the Allied Player may move some of his units by sea. In order to move by sea, the unit must begin the Strategic Movement Phase in a supplied, Allied-controlled port. The Allied player then simply places the unit in any other supplied, Allied-controlled port within the limitations listed below.

[9.52] The Allies may move up to **six** units by sea on the European Front maps, and up to **three** units by sea on the Near East Front maps per Strategic Movement Phase. Units using Sea Movement between Europe and the Near East count towards both limits.

[9.53] A port is any city or town hex printed with an anchor symbol. In addition, all coastal hexes west of the Suez Canal on the Egyptian Front map are considered ports. Finally, the two Gallipoli landing hexes (E1022 and E1122) are considered ports only after the *Gallipoli* event has been played (see 6.51).

[9.54] No Sea Movement is allowed in the Baltic Sea. **Exception:** Allied PWE #7, see rule 20.1. The only Sea Movement on the Caucasus Front map is the *Russian Amphibious Campaign* event (6.37). This does not constitute regular Allied Sea Movement. Normal Allied Sea Movement may only occur on the Black Sea if the Allies control Constantinople (E1328). Within these restrictions; Allied units may sea move between any Allied controlled ports (but see 9.55 below).

[9.55] When using Sea Movement between any European Front and the Near East. Allied units must first be moved to an Allied controlled port on the Egyptian Front map. On any subsequent Strategic Movement Phase, the Allied player may then sea move units from the Egyptian Front either to an Allied controlled Iraqi port, or back to Europe, paying all capacity costs.

[9.56] Allied units that move by sea may not use regular Strategic Movement in the same Strategic Movement Phase. Also, no Allied Sea Movement is allowed **on the East/West Front maps** during the same turn that the *Gallipoli* or *Salonika* events are played (6.51, 6.52).

[10.0] COMBAT

In General: Combat may occur between adjacent opposing units at the option of the player who possesses the initiative in a given theater. The player who has the initiative in a given theater is the Attacker, the non-initiative player is the Defender, regardless of the overall strategic position.

Procedure: Total the Combat Strengths of all attacking units involved in a specific attack and divide that total by the total Combat Strength in the hex under attack. State this comparison as an odds ratio: Attacker's Strength to Defender's Strength. Round off the ratio in favor of the defender to conform to one of the odds columns on one of the Combat Results Tables. Apply any applicable column shifts until the final odds column is found. Roll the die and apply any applicable die roll modifiers. Locate the modified die roll result on the final odds column and apply any result immediately before resolving any other attacks being made during that Combat Phase.

[10.1] WHICH UNITS MAY ATTACK

[10.11] During the Combat Phase in any theater where he has the initiative, a player may attack any and all Enemy units adjacent to Friendly units. Only those Friendly units directly adjacent to Enemy units may participate in an attack.

[10.12] Attacking is completely voluntary; units are never compelled to attack, and not every unit adjacent to an Enemy unit need participate in any given attack. Friendly units that are not participating in an attack are never affected by the results of that attack.

[10.13] As many units as can be brought to bear in the six surrounding hexes may attack a given hex.

[10.14] No unit may attack more than once per Combat Phase and no Enemy unit may be attacked more than once per Combat Phase. **Exception:** OHL/OberOst, Foch and Allenby Combats. (10.8).

[10.15] Units may never attack into all-Sea and all-Lake hexes or across all-Sea, all-Lake, or impassable hexsides. Units may not attack into or out of Alpine hexes on a given front map experiencing Snow weather conditions

[10.2] MULTI-UNIT AND MULTI-HEX COMBAT

[10.21] All units defending in a given hex must be involved in the combat, and they must all be attacked as a combined strength. The defender may not voluntarily withhold any units in a hex under attack. Different units in a given hex may not be attacked separately.

[10.22] Units in a hex that contains an attacking unit or units need not participate in the same attack or in any attack. Thus, when one unit in a stack is attacking a given hex, another could attack a different hex or not attack at all.

[10.23] No more than one hex may be the object of a single attack. A given attack may only be directed against a single defending hex.

[10.24] An individual unit's Combat Strength is always unitary, it may not be divided up for more than one attack or defense.

[10.3] COMBAT RESOLUTION PROCEDURE

[10.31] The attacker chooses which hex he wishes to attack and totals up the attack factors of all adjacent units he wishes to commit to that attack. The defender totals up all the defense factors of his units in the hex under attack.

Next divide the total attack strength by the total defense strength and express the result as a probability ratio, attacker versus defender. Round any fractions down in the defender's favor. For example, 21 factors attacking 6 factors is a 3:1 attack. Conversely, four factors attacking five factors would yield a ratio of 1:2.

Locate the ratio on the columns of the Combat Results Table. This is the **initial** odds column.

[10.32] Determine if any **column shifts** (10.4) are available for either side in the combat. Those column shifts that benefit the defender shift the initial odds column to the left. Those benefiting the attacker shift it to the right. Terrain and Headquarters units all provide column shifts and all such shifts are cumulative. This will give the **final** odds column.

[10.33] Next, determine what Combat Results Table (CRT) to use. **The Great War** uses two CRTs. Which table is used depends on how many units are present in the defending hex. If there are three or less defending combat units, players must use Table A. If there are more than three defending combat units in the hex, players must use Table B. Fortresses and Heavy Fortresses count as units for CRT determination. Headquarters units do not.

[10.34] The attacking player then rolls a die and adds (or subtracts) any relevant die roll modifiers (DRMs, see 10.5). These may come from a variety of sources: air units, tanks, Shock-troop units, gas, etc. Positive DRMs aid the attacker, negative ones aid the defender, and each cancels the other out on a one for one basis. Once a final DRM has been reached, apply it to the die roll result, and find the final combat result by cross-indexing the modified die roll with the final odds column.

[10.36] The combat result is in the form of two numbers separated by a slash. The left number applies to the attacker, the right number to the defender. All combat results are taken in step losses, with the attacker allocating his combat result first, followed by the defender. If the defending hex is vacated by the combat result, any surviving attacking units may advance into the hex.

[10.4] COLUMN SHIFTS

[10.41] Certain factors will shift the initial odds ratio one or more columns to the left or the right. A left column shift favors the defender, while a right column shift favors the attacker. All column shifts are cumulative for a given combat. Thus, an attack with an initial odds ratio of 4-1 against a unit defending in a rough terrain hex would gain a one column shift to the left (1L), making the final combat odds ratio 3-1. If the attacker had committed a headquarters unit with a support value of two, he would gain two column shifts to the right (2R), bringing the final cumulative ratio to 5-1.

[10.42] Units defending in Difficult, Rough, Marsh, Alpine, Mountain, Mountain Pass, City, or regular Fortification hexes receive a one left column shift on the defense. Units defending in Forest or Flood Plain hexes on Wet weather turns (only) also receive a one left column shift. Units *attacking* out of a Devastated hex suffer a one left column shift (see 14.6).

[10.43] Units defending in heavy Fortifications (including the Hindenburg Line, see 14.3) receive two left column shifts on the defense. Units defending in Mountain or Mountain Pass hexes in Snow or Wet weather also receive a 2L column shift.

[10.44] Units attacked solely across river hexsides receive a one left column shift. However, if even one unit is attacking across a non-river hexside, the defender does not get this benefit.

[10.45] Units of two or more allied nationalities participating in the same combat receive a one column shift against them (left if attacking, right if defending) unless the units in question can co-operate (see 7.23).

[10.46] Headquarters units can provide column shifts for either the attacker or defender. In order to provide support, the Headquarters unit must be either stacked with or adjacent to the units involved in the combat. The HQ must be in supply and have a support factor greater than zero. Depleted Headquarters units may not provide support. **Important:** the German *11th Army* headquarters unit may only provide support on the Eastern Front map.

[10.47] No more than one HQ per side may support a given combat. A HQ unit may support a given combat only if there is at least one combat units of the same nationality as the HQ involved in the battle. The attacker first announces which HQ (if any) he will use to support the attack, followed by the defender.

[10.48] A Supporting Headquarters unit shifts the odds ratio of a given combat a number of columns equal to the support value of the HQ. Headquarters providing offensive support shift the odds ratio to the right, those providing defensive support shift the odds ratio to the left. These shifts are cumulative with one another and any other column shifts. After a given Headquarters unit has provided support for a particular combat (attack or defense) flip it over to its **depleted** side. Depleted Headquarters units may not provide support again until after the following Strategic Turn.

[10.49] Once all column shifts are applied, players should locate the **final** odds ratio on the Combat Results Table. A final odds ratio of less than 1:2 is an automatic 2/0 result on CRT A or an automatic 4/0 result on CRT B (Don't bother to roll the die, folks, just give the attacker his lumps and move on). A final odds ratio of greater than 5:1 is resolved on the 5:1 column with additional positive die roll modifiers (see 10.5).

[10.5] DIE ROLL MODIFIERS

[10.51] Die roll modifiers (DRMs) increase or decrease the final combat die roll. Negative die roll modifiers favor the defender, positive die roll modifiers favor the attacker. Unless otherwise indicated, all DRMs are cumulative. When determining the final die roll modifier for a given combat, total all attacker modifiers and defender modifiers separately than deduct whichever is less. The remainder is the final DRM, which may be a positive or negative number.

Example: It is the first Mutual Combat Phase of the May 1915 game turn. The Central Powers

player is conducting an attack on a hex occupied by several British units. He decides to commit a Gas Event and one air unit to support this particular attack. This gives the CP player a total DRM of +3. The Allied player decides not to commit any air units for the defense, but he has a -1 modifier for being entrenched. The final DRM for this combat would be +2.

[10.52] DRMs come from a variety of sources. These are found in the rules on Events (6.0), Trenches (14.0) and Special Units (15.0) and in the following cases.

[10.53] Concentric Attacks. A concentric attack occurs when a given hex is either:

1) attacked by units from two hexes directly on either side of the defending hex
2) attacked by units from three hexes with one vacant hex between each; or
3) attacked by units occupying four or more hexes.

Units that achieve a concentric attack against a given hex may add +1 to the combat die roll. Concentric attacks against units occupying any type of intact fortifications do not receive this bonus. **Exception:** units in the forts of Gaza (N2913) and Bersheeba (N2711) may be concentrically attacked.

[10.54] Super High Odds Attacks. The attacker receives a +1 modifier for every final odds ratio column above 5-1 in a given attack. **Example:** an attack with a final odds ratio of 7:1 would be resolved on the 5:1 column with a +2 DRM.

[10.55] All DRMs are cumulative. There is no maximum limit to the attacker modifier, however, the maximum possible defensive modifier is -3.

[10.56] Regardless of the final DRM, a die roll result modified to greater than six is treated as a six, and any result modified to less than zero is treated as a zero.

[10.6] IMPLEMENTING COMBAT RESULTS

[10.61] Most combat results are taken in **loss points**. The two numbers of a given combat result are the numbers of steps involved in a given combat that must be lost. Numbers to the left of the slash apply to the attacker, those to the right apply to the defender.

[10.62] When implementing a combat result, the attacker always takes his losses first, followed by the defender. If there are more losses in the result than there are steps available, ignore the excess, do not carry losses over to another combat.

[10.63] To satisfy a loss point, a player may either reduce a two-step unit (flip it over to its reduced size) or remove a one step or reduced two step unit from the map. Most destroyed units are placed in the dead pile and are eligible for replacement.

[10.64] The first attacker loss point of a given result must be taken from any involved tank, Shock-troop, two-step British, ANZAC or Canadian unit in that order of priority. **Exception:** On the Near Eastern Maps **only** the **Allied** player may apportion his losses as he sees fit. The first defender loss point of a given result must be taken from any anti-tank unit in the defender's hex. A fortification may not be taken as a loss point until after all combat units in the hex have been lost. Other than these restrictions, players may apportion loss points as they see fit.

[10.65] Combats Results Table A has a Defender Eliminated (0/E) result at odds of 3:1 or better. All defending units (including headquarters) and fortifications are immediately eliminated.

[10.7] ADVANCE AFTER COMBAT

[10.71] Whenever a defending hex is completely vacated as a result of combat, some or all of the surviving attacking units may advance into the hex up to the stacking limit. The decision to advance must be made immediately, before any other combat is resolved. The defender may never advance after combat. Units may not advance into any terrain type that would be prohibited to them during Operational Movement.

[10.72] Attacking Shock-troop units; and Allied tank units attacking after the March 1919 game turn may advance up to two hexes after combat. The first hex of the advance must be hex just vacated by the defender. If the first hex is either a Marsh or Mountain/Mountain Pass hex, or Flood Plain hex in Wet weather, the advance ends there. If not, the advance may be continued into any other adjacent and empty non-Alpine hex.

[10.8] *OHL/OBEROST*, FOCH AND ALLENBY COMBATS

[10.81] *OHL/OberOst* Combat
During the Initiative Determination Segment of Each Strategic Turn, the Central Powers Player chooses whether he will use the *OHL* or *OberOst* marker during the next sequence of Operational Turns. The *OHL* marker is used in the Western Theater provided that the CP player has the initiative in that theater. The *OberOst* marker can be used in the Eastern Theater regardless of initiative. Only one use of the *OHL/OberOst* marker is allowed between each Strategic Turn.

[10.82] To use the *OHL/OberOst* marker, place it in any hex containing one or more supplied German units (only) at the end of the Mutual Movement Phase in the chosen Theater. All German units in regular supply that are within two hexes (one intervening hex) of the marker at the end of the immediately following Mutual Combat Phase may attack again (including any advance after combat). After all such special combats have been resolved, remove the *OHL/OberOst* marker from play until the next Initiative Determination Phase.

[10.83] The activation range between *OHL/OberOst* and any units is traced exactly like a supply line with identical restrictions due to enemy units, fortresses, and terrain. All normal column shifts and die roll modifiers apply to any *OHL/OberOst* combats.

[10.84] Foch and Allenby
These two events are identical in function to *OHL/OberOst* except that Foch may be used with any Allied units on the Western Front map and may be used during every Operational turn. The Allenby marker may only be used with British units on the Egyptian Front map. Both markers may be used regardless of initiative. *Allenby* is immediately and permanently removed from play after use.

[11.0] SUPPLY

In General: Supply affects the ability of units to move by Strategic Movement, engage in combat, and, ultimately, their very survival. The supply status of a given hex is important for a variety of game functions, including Strategic Movement and the placement of new units. A unit or hex is considered to be either in supply (supplied) or out of supply (OOS). Units are supplied either by tracing a line of supply to a supply source or by directly certain hexes (see 11.4 and 11.5).

[11.1] JUDGING SUPPLY

[11.11] Supply status is determined for all units of both sides at the start of the Strategic Movement Phase of every game turn. Units out of supply or on Fortress Supply (see 11.51 below) may not use Strategic Movement. They may use Operational Movement normally.

[11.12] Supply is also checked at the instant of every combat. Units determined to be out of supply at that point have their appropriate combat factor halved (attack strength if attacking, etc., round any fractions up). If more than one OOS unit is attacking or defending, total the strengths of all OOS units and make one grand division. No unit's combat factor may ever be reduced to less than one.

[11.13] Units of both sides found OOS during an Attrition Phase are eliminated.

[11.2] TRACING A LINE OF SUPPLY

Units either trace supply directly to an appropriate Ultimate Supply Source hex or via a Secondary Supply Source that in turn can trace supply back to an Ultimate Supply Source hex.

[11.21] Directly to an Ultimate Supply Source

Units may trace supply to any friendly Ultimate Supply Source within **four** hexes (three intervening hexes) of the unit. Headquarters units (only) on the Near East Front maps (only) may trace a line of supply to any friendly Ultimate Supply Source within **six** hexes (five intervening hexes) of the HQ unit.

[11.22] Via a Secondary Supply Source
Units may also trace supply to a Secondary Supply Source. These are either friendly controlled town or city hexes or HQ units of the same nationality as the units tracing supply.

Town or City Hex
Friendly controlled Town and City hexes serve to lengthen supply lines. Units are in supply if they can trace a line of supply to any friendly controlled town or city hex within four (or six for HQs in the Near East) hexes of the unit. The player then traces a supply line of *any length* back to an Ultimate Supply Source. **Exception:** no Allied unit may use any town or city Secondary Supply Source on the Egyptian Front north of hexrow xx13 until the Allies control either Gaza (N2913) or Bersheeba (N2711).

Headquarters Unit
HQ units are also Secondary Supply Sources for their respective nations. However, only units stacked with or adjacent to a HQ unit of the same nationality may use that HQ unit as a Secondary Supply Source. The HQ unit then traces a supply line of any length back to a friendly Ultimate Supply Source.

[11.24] Limits
Beyond the strictures given below, there is no limit to the number of units and Secondary Supply Sources that may trace supply to an Ultimate Supply Source hex. Likewise, unless restricted in the rules that follow, there is no limit to the number of units that may trace supply to a given Secondary Supply Source.

[11.3] ULTIMATE SUPPLY SOURCES

[11.31] An Ultimate Supply Source is either a city or town hex printed with the appropriate supply symbol for a given side (blue for the Central Powers, red for the Allies) or map edge hexes of certain countries. Only units on the same front map as an Ultimate Supply Source may use that source.

[11.32] CP Ultimate Supply Sources

Western Front
The Ultimate Supply Sources for the Central Powers on the Western Front map are any and all map edge hexes in Germany from W3833 to W7034 (inclusive) and all four Ruhr city hexes (W6830, W6831, W6729. W6730).

Italian Front
The Ultimate Supply Sources for the Central Powers on the Italian Front map are any and all *non-Alpine* map edge hexes in Austria-Hungary.

Eastern Front
Any and all Eastern Front map board edge hexes from E3501 to E5701 (inclusive) are Central Powers Ultimate Supply Source hexes. In addition, Berlin (E5102), Prague (E4304), Vienna (E3606) and Budapest (E3310) are also CP Ultimate Supply Sources. Finally, Constantinople (E1328), Sofia (E1819) and Bucharest (E2423) become CP Ultimate Supply Sources if and when their respective countries join the Central Powers.

Near East
Any and all map edge hexes marked with the Central Powers supply symbol is an Ultimate Supply Source for all CP units on that map. All CP units in the Arabia, Turkish Required Reserve, and Strategic Transfer Boxes are automatically in supply. The *Persian Gendarmerie* unit is always in supply within Persia.

[11.33] Allied Ultimate Supply Sources

Western Front
Allied Ultimate Supply Sources on the Western Front map are any and all map edge hexes in France from W5701 to W3629 (inclusive).

Italian Front
Allied Ultimate Supply Sources on the Italian Front map are any and all *non-Alpine* map edge hexes in Italy.

Eastern Front

Allied Ultimate Supply Source hexes on the Eastern Front map are:

- For Russian and Romanian units (only): any east map edge hex from E3034 to E7034 (inclusive) and the city of Bucharest (E2423) if and when Romania joins the Allies.
- For Greek units (only): any east map edge hex from E1012 to E1016 (inclusive).
- For Serbian units (only): any town or city within Serbia is an Ultimate Supply Source. In addition, Serbian units may use Salonika (E1116) as an Ultimate Supply Source once the *Salonika* event (6.52) has been played.
- Montenegran units are automatically in supply within Montenegro.
- Italian units (only): Valona (E1210) is an Ultimate Supply Source.
- Allied units of nationalities other than those described above: either Salonika (E1116) or either of the two Gallipoli landing hexes (E1022, E1122) may be used as Ultimate Supply Sources. These hexes only become Ultimate Supply Sources once their respective events are played (see 6.51, 6.52). They lose this status permanently when either the Allies completely abandon the hex in question (Salonika or the Gallipoli hexes), or it comes under Central Power's control (Salonika only).

The Near East

Allied Ultimate Supply Sources on the Near East Front maps are:

- Any and all map edge hexes on the Caucasus Front map from N4836 to N4849 (inclusive).
- On the Iraqi Front, Basra (N2252) and/or Abadan (N2552) for the British (only) and Hamadan (N2436) for the Russians (only). Hamadan becomes a Russian Ultimate Supply Source only when the Persian Expeditionary Force enters play (see 17.21).
- On the Egyptian Front map, all hexes west of the Suez Canal are Allied Ultimate Supply Source hexes.

Armenian units and the *Persian Cossack* unit are considered Russian units for supply purposes. The *Arab Northern Army* is always in supply in Palestine. Russian units in the Caucasus Front Transit Box are always in supply. The *South Persian Rifles* unit is always in supply within Persia.

[11.4] PORT SUPPLY

Most ports on the map provide supply to units of certain nationalities that physically occupy them. In addition, units of certain nationalities may trace supply to certain ports as if they were Ultimate Supply Sources. Units tracing supply to these ports may **not** do so via a Secondary Supply Source. All ports may still be used as Secondary Supply Sources regardless of any special supply attributes.

[11.41] German Baltic Ports

German units occupying the following Baltic Sea ports are considered to be in supply: Stettin (E5205), Danzig (E5412), Konigsberg (E5414), Libau (E6116), Riga (E6120), Talinin (E6921), Narva (E6924), Kronstadt (E7028) and Petrograd (E7030).

In addition, German units within four hexes (three intervening hexes) of Konigsburg are automatically in supply. German units tracing supply to Konigsburg in this manner may not do so via any Secondary Supply Sources

[11.42] Allied Black Sea Ports

Allied units of all nationalities occupying any or all of the following Black Sea ports are in supply **Provided that Constantinople (E1328) is under Allied control:** Burgas (E1726), Varna (E2027), Constanta (E2328), and Odessa (E3031).

[11.43] Allied Adriatic Ports

Allied units of all nationalities occupying either Venice (W2022), and/or Trieste (W2230) are in supply.

[11.44] Allied Channel Ports

All Allied units occupying any port on the Western Front map are automatically in supply.

In addition, all *British* (any sub-nationality) and/or *Belgian* units within four hexes (three intervening hexes) of any port on the Western Front map are automatically in supply. In order for the ports of Rouen (W5603) and Antwerp (W6819) to function in this capacity, the Allied player must control all the marked hexes for the

respective port (The "R" or "A" marked hexes). Anglo-Belgian units tracing supply to these ports may not do so via any Secondary Supply Sources.

[11.45] Caucasus Ports
Russian and Turkish units occupying any Black Sea coastal hex on the Caucasus Front map are automatically in supply. All Russian units occupying any Caspian Sea coastal hex on the Caucasus Front map are automatically in supply.

[11.5] SPECIAL SUPPLY RULES

[11.51] Fortress Supply
Units that occupy an intact fortification or heavy fortification of the same nationality are said to be on "Fortress Supply". Units on Fortress Supply are considered to be in supply for defense and attrition purposes. The intrinsic defense strength of a fortress is always in supply. Units on Fortress Supply are subject to Fortress Surrender (14.15).

[11.52] Antwerp
Belgian units (only) in Antwerp (W6819) are considered to be in supply for purposes of **avoiding attrition removal only**. This capability is lost the instant Antwerp falls to the Central Powers.

[11.53] The Sinai Pipeline
Allied units may not use the coastal towns in the Sinai (N4011, N3611, N3311, and N3112) as Secondary Supply Sources until the Sinai Pipeline is constructed. **Exception:** Allied units physically occupying these hexes may use them as Secondary Supply Sources before the pipeline marker enters the hexes. Central Powers units are not affected by these restrictions.

Whenever an Allied unit occupies a Sinai coastal town at the end of a Strategic Turn, the Allied player may place the Sinai Pipeline marker in that hex provided that:

- Only one such hex may have the pipeline marker placed in it each Strategic Turn.
- The pipeline marker must have occupied all Sinai coastal towns to the west of the town currently occupied by the pipeline marker on previous Strategic Turns.

In other words, the pipeline must be "built" from west to east in sequence. For example, the pipeline must have been completed in hexes N4011 and N3611, in that order, before it could be placed in N3311.

If a CP unit enters any hex containing, or west of the pipeline marker, the marker is placed in the nearest coastal town hex to the west of the CP unit. This hex becomes the new western limit of the pipeline, and all Sinai coastal towns east of that hex must be occupied anew. The process of (re)building the pipeline may take place any number of times during the game.

[11.54] Kut
CP units occupying any of the "K" hexes on the Iraq Front map may use them as Secondary Supply Sources at any time, regardless of the presence of Allied units in Kut. CP units outside these hexes and all Allied units may not use them as Secondary Supply Sources (see 14.2).

[11.6] BLOCKING SUPPLY LINES

No supply line (either direct or via a Secondary Supply Source) may be traced into any hex containing enemy units or intact enemy fortifications; into or through all-Sea hexes, or across all-Sea or Impassable hexsides. Supply lines may be traced through all-Lake hexsides. Only Mountain units may trace supply lines into and/or through Alpine hexes. **Exception:** Italian Mountain units may trace supply lines into, but not through, Alpine hexes in Austria-Hungary.

[11.7] CAPTURING SUPPLY SOURCES

[11.71] An Ultimate Supply Source of a given side may only act in that capacity for units of that side. If a given Ultimate Supply Source is a city or town hex, it may be used by the opposing side as a Secondary Supply Source upon capture. If a map-edge or port Ultimate Supply Source hex is captured, it immediately reverts to an Ultimate Supply Source upon recapture. Other Ultimate Supply Sources however, permanently cease being such. They can be used as Secondary

Supply Sources for the original side following recapture.

[11.72] Secondary Supply Sources can change hands any number of times during the game and still be used by either side in that capacity. **Exception:** Sinai Pipeline, (see 11.53).

[11.8] EFFECTS OF BEING UNSUPPLIED

[11.81] Units found to be OOS during the Strategic Movement Phase may not use either Strategic or Sea Movement that phase.

[11.82] Units that are out of supply during the Operational Movement Phase may move normally. Remember, however, **that no unit may ever voluntarily end its move in a hex where it would be OOS.**

[11.83] Units that are out of supply at the instant of combat have their combat factors halved for both attack and defense (round any fractions up). In multi-unit situations, total all factors to be halved, then make one grand division.

[11.84] Units of both players found to be out of supply during the Supply Attrition Phase of any Operational Turn are eliminated. Such units are available for replacement.

[11.85] A **hex** that is found to be out of supply may not be used for Strategic Movement or for placing new units or unit conversions. Basically, if a given game function requires the presence of a "supplied hex" it cannot be preformed by a hex that is OOS.

[12.0] WEATHER

In General: Weather has an important influence on the play of the game. Many of the rules of the game are modified to account for the effects of changing weather conditions on Movement, Combat, Terrain, etc.
There are four kinds of weather in the game: Fair, Wet, Snow and Hot. **Fair** weather has no effect on normal play, the rules are written with this weather as the standard. **Wet** and **Snow** weather affect movement and combat in certain terrain types as well as Allied Strategic Bombing. **Hot** weather affects supply in all desert hexes and combat on the Egyptian and Iraqi Front maps.

[12.1] WEATHER DETERMINATION

[12.11] Weather conditions for a given map on a given turn are found on the Turn Record Tracks. The European Turn Record Track contains weather conditions for the Western/Italian and Eastern Front maps. The Near East Turn Record Track contains weather conditions for the Caucasus, Iraqi, and Egyptian Front maps.

[12.12] Two letters divided by a slash indicate weather conditions. On the **European** Turn Record Track, the letter to the left of the slash refers to weather conditions on the Western and Italian Front maps. The letter to the right refers to weather conditions on the Eastern Front map. On the **Near East** Turn Record Track, the letter to the left refers to weather conditions on the Iraq and Egyptian Front maps, while the right side letter refers to weather conditions on the Caucasus Front map. In addition, the Western and Italian Front maps may experience variable weather on all March and October game turns.

Example: It is Nov/Dec 1914. The weather for the turn is Wet on the Western and Italian Fronts; Snow on the Eastern and Caucasus Fronts; and Fair on the Egyptian and Iraqi Fronts.

[12.13] To determine variable weather on the Western and Italian Front maps, roll a die. If the result is even, the weather is Fair; odd, the weather is Wet.

[12.2] WEATHER EFFECTS

Fair: no change.

Wet: no effect on the Egyptian and Iraq Front maps. On all other maps: add one (+1) to the movement cost for crossing rivers. Flood plain hexes are treated as marsh hexes for all purposes; units defending in forest hexes gain a 1L column shift on the Combat Results Table; units defending in mountain and/or mountain pass

hexes gain a 2L shift. Subtract two (-2) from the die roll for Allied Strategic Bombing if the weather on the west map for the **last Operational Turn** before the current Strategic Warfare Phase was Wet.

Snow: no effect on the Egyptian and Iraq Front maps. On all other maps: mountain pass hexes cost two movement points to enter; lake hexsides may be crossed during snow turns; units in Alpine hexes may neither attack nor be attacked; units defending in forest, mountain and mountain pass hexes gain the same column shifts as for Wet weather. Units attacking on the Caucasus Front map (only) suffer a -2 die roll modifier in addition to all other modifiers. **Exception:** Russian units ignore this modifier when the *Russian Winter Offensive* event (6.28) is in play. Subtract two (-2) from the Allied Strategic Bombing die roll if the west map weather for the **last Operational Turn** before the current Strategic Warfare Phase was Snow.

Hot: no effect on the Western, Eastern and Italian Front maps. Supply lines may be traced into but not through or out of any desert hex on **all** Near East Front maps during Hot weather. Further, all attacks on the Egypt and Iraq Front maps during Hot weather suffer a -2 die roll modifier in addition to all other modifiers.

[13.0] NEW UNITS

In General: During the New Units Phase of every Operational Turn, the players may bring new units into the game from their respective Available Units Boxes. Most units in a given box need not be entered immediately; however, once deployed on the map, a unit may not return to the Available Units Boxes unless it is first destroyed and subsequently rebuilt.

[13.1] PLACING NEW UNITS

[13.11] In general, new units may be placed in any friendly-controlled, supplied city hex within a unit's home country (e.g. French units in France, etc.). Stacking limits apply during placement. Regardless of their hex of entry, all newly arriving units have their full movement and combat abilities available on the turn of placement.

[13.2] RESTRICTIONS & EXCEPTIONS

[13.21] Stacking limits must be observed during unit placement.

[13.22] The Allied player places all his new units before the Central Powers player.

[13.23] Units in the European Available Units Boxes must be placed on the European Front maps and units in the Near East Available Unit Boxes must be placed on the Near East Front maps. **Exceptions:** the British *1AS. NZ* and *42T* Divisions may enter play in Egypt. See 5.35-5.37 on placement restrictions for rebuilt units.

[13.24] British units may be placed in any Allied controlled port on the Western and Italian Front maps. This is in addition to any placement due to Allied Sea Movement [9.5].

[13.25] American units enter the Western Front map via any Allied controlled hexes along its west or south edge. They enter the Italian Front map via any Allied controlled hex along its south edge. Simply place such units off to the side of the map during the New Units Phase and enter them during the following Movement Phase or Strategic Movement Phase. American units along the map edge are considered to occupy a city hex for Strategic Movement purposes.

[13.26] Russian units may not be placed in any cities in Russian Poland. **Exception:** Russian units placed in the Allied Available Units Box during Strategic Turn A, may be placed in cities in Russian Poland. Also Russian units may be placed in Russian Poland via headquarters units as mentioned in 13.3, below.

[13.27] German Baltic Port Placement
In addition to regular placement, up to one stack of **German** units may appear per New Units Phase in every Central Powers controlled coastal town or city on the Baltic coast. For a list of these, see 11.41.

[13.28] Allied Near East Restrictions

- British units entering play from the Near East Available Units Box must be placed on their respective Front: Iraqi or Egyptian.
- British units placed in Egypt may be placed in any Allied controlled hex west of the Suez Canal. Treat the French *DFPS* Division as a British Egyptian Front unit for this purpose.
- British units placed on the Iraqi Front map may be placed in Basra (N2252) and/or Abadan (N2552). If these cities are CP controlled, new units may be placed via HQ as per 13.12. If a HQ unit is not available, the units must remain in the Available Unit Box.
- Arab and Armenian units enter play through the play of certain events, see 6.7, 6.8, and 6.9.
- The *Persian Cossack* unit enters through any non-CP-controlled town in Persia in the Caucasus Front map. The *South Persian Rifles* unit enters through any non-CP-controlled town in Persia on the Iraq Front map.

[13.29] CP Near East Restrictions
Turkish units entering play for the first time must be placed in the areas listed on the back of the counters:

- **Arabia:** place the unit in the Arabia Holding Box.
- **Caucasus:** place the unit in any Central Powers city in regular supply on the Caucasus Front map, or any CP Ultimate Supply Source hex on that Front map.
- **Iraq:** place the unit in any Central Powers city in regular supply on the Iraq Front map, or any CP Ultimate Supply Source hex on that Front map.
- **Syria:** place the unit in Damascus (if in supply) or any CP Ultimate Supply Source hexes on the Egyptian Front map.
- **Turkey:** place the unit in the Required Turkish Reserve Box.
- The *Yilderim Army Group Headquarters* unit may be entered in any of these locations.
- **German** non-divisional units and previously destroyed Turkish units may be placed as if they were entering the Caucasus, Iraq, or Syria as above, or they may be placed via headquarters units as mentioned in 13.3.
- The *Persian Gendarmerie* unit enters through any CP controlled town in Persia on the Iraq Front map.

[13.3] PLACEMENT VIA HEADQUARTERS

New units may be placed outside their home country provided that they are placed in a **friendly controlled, supplied** hex occupied or adjacent to a supplied headquarters unit of the same nationality. Up to one stack may be placed adjacent to each such HQ unit. The HQ may be in either support or depleted state.

HQ Placement Limitations -- Europe

- British Empire sub-nationalities are considered 'British' for purposes of HQ placement.
- No more than six British and/or French and/or Italian units may be placed on the Eastern Front map in this way per Operational Turn. This placement counts towards Allied Sea Movement capacity (see 9.5).

HQ Placement Limitations -- Near East

- No more than three units may be placed adjacent to an eligible HQ unit on the Near East Front maps. Further, all units must be placed in the same hex.
- Newly arrived (not rebuilt) Turkish units may **not** enter play via HQ placement. They must enter play according to 13.25 above.

[14.0] FORTS & TRENCHS

In General: Fortifications (Forts) impart defensive and supply benefits to units occupying them. Trenches first appear on Strategic Turn B and their effects increase incrementally as the game progresses.

[14.1] FORTIFICATIONS

[14.11] Each intact fort or heavy fort possesses an intrinsic unit with a defense strength of one (**Exception:** Kut (14.2) below). The intrinsic unit cannot attack, does not count against stacking and blocks enemy supply lines. The intrinsic unit does count as a unit when determining which Combat Results Table is to be

used and may only be destroyed in combat after all other units stacked in the hex have been destroyed.

[14.12] Intact forts and heavy forts provide leftward column shifts (1L and 2L, respectively) for all friendly units in the same hex as the fort. Units defending in a fort hex also receive any current die roll modifier for trenches. In addition, attacking units never receive a concentric attack bonus when attacking a fortification hex. **Exception:** Gaza (N2913) and Bersheeba (N2711) may be concentrically attacked.

[14.13] Units in an intact fortification may receive fortress supply (See 11.51).

[14.14] Once an enemy unit has occupied a friendly fort; the fort is destroyed and the intrinsic unit may not be rebuilt. Use the Destroyed Fortress markers to keep track of all destroyed forts.

[14.15] Forts and any units in them on Fortress Supply **only** may surrender under certain circumstances. Roll a die during the Fortress Surrender Phase of every Strategic Turn after Strategic Turn C for each Fortification hex on Fortress Supply that has at least as many enemy units (not steps) adjacent to it as there are friendly units in the fortress hex (including the intrinsic unit). On a result of 4, 5, or 6, the fortress surrenders and all defending units (plus the intrinsic unit) are destroyed.

[14.2] KUT

[14.21] Until an Allied unit occupies Kut (N1845), the fort in the hex does not exist. Once this occurs, Kut provides a 1L column shift like a normal fortification, but does **not** possess an intrinsic unit. Units in Kut are also eligible for Fortress Supply. These benefits are in effect for Allied units no matter how many times Kut changes hands. Central Powers units never receive these benefits.

[14.22] While occupied by Allied units, Kut may be besieged. Whenever a Central Powers unit occupies any one of the three "K" hexes marked on the map, regardless of the presence of other Allied units in hexes adjacent to Kut, the Allied units in Kut are under siege.

[14.23] While under siege, Allied units in Kut may not leave or attack out of Kut, are automatically on Fortress Supply and must check for surrender (14.15). In addition, other Allied units may not enter Kut, until all CP units have been removed from any or all "K" hexes.

[14.24] Central Powers units in any of the three "K" hexes are considered to be in supply. CP units outside those hexes, and all Allied units may not use the "K" hexes as supply sources.

[14.3] THE HINDENBURG LINE

[14.31] The Central Powers Player receives four Hindenburg Line markers on Strategic Turn K. During any New Units Phase after that, he may place them on the Western Front map in any supplied hexes not adjacent to any Allied unit or intact fortification. The markers must be placed at the same time in a contiguous line of hexes (crooked or straight). Once placed, they act as CP heavy fortification hexes until destroyed, except that they never provide fortress supply to units stacked with them.

[14.4] TRENCHES -- EUROPE

[14.41] Starting on Strategic Turn B, trenches on the European Front maps provide a variable combat die roll modifier for units defending in combat. Which modifier is used depends on the nationality of the defending units and the position of that nation's Trench Status marker on the Trench Status Track.

[14.42] At the start of the game, all Trench Status markers should be in the "No effect" box on the Trench Status Track. Beginning on Strategic Turn B, some of these markers will be moved into the "-1" box of the Track. As the game progresses, Trench Status Markers will be moved into more effective defensive DRM boxes on the track. Once a given Trench Status Marker occupies a given modifier box, it may not be moved back to a previous box.

[14.43] The Central Powers player has two Trench Status Markers, one to record the trench status of German units, the other to record that of all other Central Powers units. On Strategic Turn B, the German Trench Status Marker is moved into the "-1" box of the Trench Status Track. On Strategic Turn D, the marker is moved into the "-2" box, where it remains for the duration of the game. The Trench Status Marker for other Central Powers units advances into the "-1" box on Strategic Turn F, where it remains for the duration of the game.

[14.44] Hexes that contain a mix of German and non-German units use the non-German defensive modifier. **Exception:** Non-German CP units stacked with or adjacent to the German *Sud Army* HQ use the German trench die roll modifier.

[14.45] The Allied player has three Trench Status Markers, one records the trench status of all British (any sub-nationality) and Belgian units, another records the trench status of all French units, the third records the trench status of all other Allied units. On Strategic Turn B, the Anglo-Belgian Trench Status Marker is moved into the "-1" box of the Trench Status Track. On Strategic Turn "E" it is moved into the "-2" box, where it remains for the duration of the game. On Strategic Turn C, the French Trench Status Marker is moved into the "-1" box. It is moved into the "-2" box on Strategic Turn F where it remains. The Other Allied Trench Status Marker is moved into the "-1" box of the Trench Status Track on Strategic Turn F where it remains for the duration of the game.

[14.46] Defending Allied stacks of different nationalities use the least advantageous Trench Status die roll modifier.

[14.47] The Trench Status Markers and Track are only used for units on the Western, Italian, and Eastern Front maps. See 14.5 for rules on trenches on the Near Eastern Front maps.

[14.5] TRENCHES -- NEAR EAST

[14.51] With the following exceptions, CP units on the Near East Front maps never receive any benefits from trenches. Allied units never receive any benefit from trenches in the Near East under any circumstances.

[14.52] The *Kress Von Kressenstein* event activates the two Entrenchment hexes between Gaza and Bersheeba on the Egyptian Front map. The Central Powers player may also receive *Near East Trench* events through the course of the game (see 6.34 and 6.35).

[14.53] Near East trenches provide a -1 defensive die roll modifier only. Also when an Allied unit occupies any CP trench hex, the trenches are destroyed and permanently out of play.

[14.6] DEVASTATED HEXES

[14.61] At the start of his movement phase, the Central Powers player may opt to devastate any clear (including Flood Plain) terrain hexes in France and Belgium.

[14.62] To devastate a hex, the CP player must have a supplied infantry or mountain unit in the hex at the start of his half of the Mutual Movement Phase on the Western Front map. Place a devastated zone (DZ) marker atop the selected unit(s); these units may not move or attack during the turn the DZ marker is placed. At the end of the CP combat phase in the Western Theater, all units assigned to devastate hexes must be moved one hex towards the east, northeast, or southeast. Leave the devastated marker in the just vacated hex.

[14.63] All units attacking *out* of a devastated hex suffer a 1L column shift. The operational movement cost for entering a devastated hex permanently increases to 2 movement points. Cities and towns in the devastated hex can no longer be used for Strategic Movement, though they still may be used as a supply source. Cities in a devastated hex no longer generate any column shift for units defending in the hex. Finally, a devastated hex can no longer be counted as a CP victory hex, if applicable.

[14.64] The number of DZ markers provided in the counter mix is an absolute limit. Once all

have been placed, no further devastation may occur

[15.0] SPECIAL UNITS

[15.1] AIRCRAFT UNITS

[15.11] Air Units enter the game when they are drawn from the event pools. Air units are divided into two types, Aircraft Formations and Aces. Air units are not kept on the map, nor do they move on the map from hex to hex. They may support any combat on their map of operation, have no combat strength or step value, and can never be used to satisfy combat losses. They are always considered to be in supply.

[15.12] Each air unit may be used to support one attack or defense between each Strategic Turn. Once an air unit has been used, it may not be committed again until after the next Strategic Turn.

[15.13] Air units may be used to support any combat, either on the attack or the defense. The attacker first announces how many air units he is committing to support a given attack, then the defender announces his air unit commitment. Any number of air units may be committed to a given battle by either attacker or defender. Each air unit committed by a player cancels out an air unit played by his opponent on a one for one basis. After all canceling has been resolved. The player with any remaining air units may add one to the combat resolution die roll if he is the attacker, or subtract one if he is the defender. No more than one is ever added or subtracted to a die roll, no matter how many air units remain after mutual cancellation.

[15.14] German air units on the Western Front only may also be committed to home defense during the Strategic Turn (see 5.24). Any air units committed to home defense remain in the Strategic Warfare Box until the following Strategic Turn and may not be used to support combats.

[15.15] Aces

Aces function identically to other air units except that they are liable for elimination whenever they are used in combat. After being used to support a given combat roll a die for each involved ace. If the result is one of the KIA numbers printed on the counter, the ace is permanently removed from the game. German aces committed to home defense are also subject to a KIA die roll.

[15.16] Deployment Restrictions
With the following exceptions, all air units must operate on the Western Front map:

1) The German *East Air* unit may only operate on the Eastern Front map.
2) The Allied *Italian Aircraft* unit may only be used on the Italian Front map.
3) The Three Allied and one German Near East Air units may only be used on the Egyptian Front map.

[15.17] *East Air* & *Italian Aircraft*
The German *East Air* unit is treated like any other air unit except that it can only be used to support combats on the Eastern Front map. The Allied *Italian Aircraft* unit may be used to support one combat on the Italian Front map per game, after which it is permanently removed from play.

[15.2] TANKS

[15.21] Tank units enter the game when they are drawn from the Event Pool. Only the British, French, U.S., and Germans have tank units. When a tank unit is drawn from the Event Pool, it is placed in the Available Units Box and may be placed on the map during the New Units Phase, like any other unit.

[15.22] Tank units have normal attack, defense, and movement factors. However, tank units may only attack when stacked with another non-tank ground combat unit of the same nationality. All British sub-nationalities are considered British for purposes of this rule.

[15.23] To the right of the unit symbol is a DRM of +1 or +2 that is added to the combat resolution die roll, provided that the attacking tank unit is in supply. If several tank units are involved in the

same attack, all contribute their attack factors normally, but only the largest of the available DRMs is used.

[15.24] Tank units may never attack alone, nor may they attack into marsh, mountain, alpine or forest hexes. Treat flood plain hexes as marsh in Wet weather. Tanks must always take the first step loss in any attack in which they are involved. Tank units attacking while out of supply contribute their (halved) combat strength without the die roll modifier. On the defense, they contribute their defense strength normally.

[15.25] Tank units do not count against stacking limits, but only one tank unit may be placed within a given hex. All Allied tank units must operate on the Western Front map, the German tank unit may operate on either the Western or Eastern Front maps.

[15.26] The British *Experimental* tank battalion and the German tank regiment may not be replaced once destroyed.

[15.3] ANTI-TANK UNITS

[15.31] German anti-tank regiments enter play through the *Anti-Tank Regiments* event (see 6.4). The Central Powers player may place the three anti-tank units on the Western Front map during any New Units Phase following the play of the event.

[15.32] Anti-tank (A-T) units have no attack factor and a defense factor of one. Anti-tank units do not count against stacking limits but only one A-T unit may be placed within a given hex.

[15.33] When defending in a given hex, a supplied anti-tank unit cancels any tank die roll modifier. In such a combat, the A-T unit must be the first step lost by the defending force. A-T units may be replaced normally. When defending while out of supply, anti-tank units do not cancel any tank die roll modifiers.

[15.4] SHOCKTROOP UNITS

[15.41] Certain German Infantry and Mountain units (those marked with a yellow band), may be converted into Shock-troop units when the *Shock-troop* events (6.5) are played. When the first event is played, the CP player may convert up to six eligible divisions into Shock-troop divisions at a cost of one Resource Point (total). When the second event is played, the CP player may convert all eligible divisions into Shock-troop divisions at a cost of seven resource points.

[15.42] To convert eligible units into Shock-troop units, the units in question must be able to trace a supply line (either direct or via a Secondary Supply Source) to Berlin or any Ruhr hex during any New Units Phase. If this restriction is met, simply flip all eligible units to their Shock-troop side. The units may move and fight normally the turn of their conversion.

[15.43] Shock-troop units must be used to satisfy the first attacker loss in implementing any combat result. Shock-troop units may only be replaced as normal units. Shock-troop units destroyed after the first *Shock-troop* event was played but before the second event may be converted to Shock-troop units when the second event is played. Shock-troop units destroyed after the second *Shock-troop* event may not be converted again (they may be replaced normally).

[15.44] In any single attack involving one to three attacking Shock-troop units, the CP player may add +1 to his combat die roll. In any single attack involving four or more Shock-troop units, the CP player may add +2. These modifiers are cumulative to any DRMs gained by aircraft, concentricity, etc.

[15.45] On the turn that the second *Shock-troop* event is played (only), the first four attacks on any one European Front map involving four or more Shock-troop units may be declared *Kaiserschlact* attacks. Such attacks gain a +3 DRM,(instead of the usual +2, and in addition to any other applicable modifiers. *Kaiserschlact* attacks must be the first four attacks made on the declared front that turn. This benefit may not be saved beyond the turn the second *Shock-troop* event is played and is lost if less than four 4+ Shock-troop unit attacks are made.

[15.46] The German *Alpenkorps* unit is always treated as a Shock-troop unit on the Eastern Front map. It does not gain these attributes on any other Front map until after the first *Shock-troop* event has been played. When this event has been played, the *Alpenkorps* gains all Shock-troop benefits on all maps without counting against the conversion limit. Unlike other Shock-troop units, the *Alpenkorps* may always be replaced as such.

[15.5] CAVALRY

[15.51] Cavalry units have the ability to retreat before combat provided that only cavalry units occupy the defending hex and there are no cavalry units among the attacking units. The decision to retreat before combat must be made before the combat resolution die roll is made.

[15.52] To retreat before combat, the defender simply retreats all defending cavalry units one hex. If possible, the hex must be closer to the nearest friendly controlled supply source (any type).

[15.53] The attacking units may then advance into the vacated hex or stay where they are or both. After conducting any advance (or not), the attacking player may announce another attack with these units either against the just retreated cavalry units (which may retreat before combat again and again if need be, setting off a chain of such moves); or against any other adjacent enemy occupied hex.

[15.54] All non-British cavalry units suffer from several restrictions. Non-British cavalry units may never attack hexes containing enemy infantry or intact fortifications (either type) unless stacked with a friendly infantry unit that is taking part in the same attack. Non-British cavalry units not stacked with an infantry unit may not receive HQ support. Non-British cavalry units may not benefit from trenches nor may other units stacked with them. British cavalry units on the European Front maps do not suffer from these restrictions until the start of Strategic Turn D. British cavalry units on the Near East Front maps never suffer from these restrictions.

[15.55] German cavalry divisions on the map (not the dead pile) may be converted to infantry divisions during any New Units Phase that these units can trace a line of supply (either direct or via a Secondary Supply Source) to either Berlin or any Ruhr hex. There is no Resource Point cost for these conversions, simply flip as many desired supplied cavalry divisions over to their infantry sides. Once converted, a given division remains converted for the duration of the game, including for replacement purposes. Place the appropriate Cavalry Conversion Markers on the Turn Record Track as reminders.

[15.6] HEADQUARTERS UNITS

[15.61] Headquarters units represent army level artillery and logistical assets. Headquarters units provide artillery support in combat, can act as Secondary Supply Sources, and are foci for placing new units (see 10.45, 11.23, and 13.12, respectively).

[15.62] Some minor country HQ units have a support factor of zero on their support sides. Such units can never provide support. They may be used as Secondary Supply Sources and for new unit placement however.

[15.63] Headquarters units are not combat units. They do not have any combat factors and can never be taken to satisfy loss points. They do control hexes like normal combat units however. Headquarters units alone in a hex that becomes occupied by enemy combat units, either through movement or advance after combat, are automatically destroyed, with no combat die roll necessary. Headquarters units may never enter an enemy occupied hex, even one occupied solely by enemy headquarters units.

[15.7] MOUNTAIN UNITS

[15.71] Mountain units are the only units that may attack or move into Alpine hexes. Also, only mountain units may trace supply into and/or through such hexes. **Exception:** Italian mountain units may trace supply into, but not through Alpine hexes in Austria-Hungary.

[15.8] ARAB AND ARMENIAN UNITS

[15.81] Arab and Armenian units enter play through the play of certain events (see 6.7, 6.8, 6.9). Armenian units are treated as Russian units for all purposes, including supply and replacement. The Arab unit is always considered to be in supply. The Arab unit only controls the hex it physically occupies. Control of a given hex reverts automatically to the side who last controlled the hex when the Arab unit vacates it.

[15.82] Arab and Armenian units always enter the game with their untried side face up. Neither player may know the actual combat strength of the unit until it is committed to combat, either on the attack or defense. Once committed and the unit's combat strength revealed, the combat cannot be called off. Once revealed, a unit's combat strength is known to both sides.

[15.83] If the Arab unit is destroyed, it is placed, untried side up, with the other Arab units off map. During the next Strategic Turn, another Arab unit is drawn randomly and placed in any desert hex within Palestine. Destroyed Armenian units are placed in the Russian dead pile tried side up and are replaced normally, (i.e. don't draw new untried Armenian units).

[15.9] RUSSIAN PROVISIONAL GOVERNMENT UNITS

[15.91] Immediately upon the Fall of the Czar, the Allied player must replace all Czarist Russian infantry units (except the *Serbian Volunteer* Division) with a 1-2-3 Provisional Government division.

[15.92] Replacement occurs for all affected units, regardless of location, on the map, in the dead pile, etc. All replaced Czarist units are permanently removed from play (exception, The Red Army, see optional rule 20.8). Any Provisional Government units remaining after conversion are placed in the Allied Available Units Box for later entry.

[16.0] NATIONAL COLLAPSE

In General: Austria-Hungary, Belgium, Bulgaria, France, Romania, Russia and Turkey are susceptible to national collapse during the course of the game. Units of collapsed nations are severely restricted in their ability to operate effectively. The circumstances that trigger national collapse are covered in the rules for the individual nations below.

[16.1] EFFECTS OF NATIONAL COLLAPSE

[16.11] A collapsed nation immediately loses all accumulated Resource Points and may not acquire any more RPs by any means. All headquarters units of a collapsed nation are immediately and permanently removed from play. All other combat units of a collapsed nation have their combat strength reduced to **one** for both attack and defense. Units of a collapsed nation may no longer stack or attack with the units of any other nation. Any such stacks at the instant of collapse must be un-stacked at the first opportunity.

[16.2] France

France collapses the instant every Paris hex (W5008, W5009 and W4908) becomes controlled by the Central Powers, provided that there are less than **six** full-strength U.S. divisions in France. If there are six or more full strength U.S. divisions in France when Paris falls, France does not collapse, even if the number of full-strength U.S. divisions should subsequently fall below six. Note this collapse rule is different from the CP player fulfilling a Sudden Death Victory although Paris hexes do count towards determining such a victory (see 18.2).

[16.3] Russia

Russia collapses the instant the Bolshevik Revolution occurs during any Strategic Turn after the Fall of the Czar.

[16.31] Russian Civil War

In addition to collapsing, Russia may also be affected by the *Russian Civil War* event. See 6.47 for Civil War effects.

[16.4] Belgium

Belgium collapses the instant every hex containing any part of Belgium (no matter how small) comes under Central Powers control.

[16.5] Austria-Hungary

Austria-Hungary collapses the instant any **one** of the following occur:

1) The Allies control either Vienna (E3606) or Budapest (E3310).
2) The Allies control both Trent (W2615) and Trieste (W2230).
3) Three or more supplied Allied units occupy any non-Alpine board edge hex on the Italian Front map within Austria-Hungary.
4) Either both Bulgaria and Turkey have collapsed, or Bulgaria has collapsed and Turkey has surrendered.

[16.6] Turkey

Turkey collapses the instant any Allied units occupy hex E1124.

[16.61] Turkish Surrender

In addition to or instead of collapsing, Turkey may also surrender. Turkey either surrenders the instant the Allies occupy Constantinople (E1328) or through the Turkish Surrender (TS) die roll. See 5.6 for the TS die roll rules and the effects of Turkish surrender. In the 1918 Scenario (only), Turkey also surrenders when the *Turkish Surrender* event is played (6.59).

[16.7] Bulgaria

Bulgaria collapses the instant that Sofia (E1819) comes under Allied control or when the *Bulgaria Collapses* (6.58) event is played.

[16.8] Romania

If Allied Controlled, Romanian collapses the instant Bucharest (E2423) comes under Central Powers control on any turn after the Fall of the Czar. If Romanian is CP controlled, the country collapses the instant that Bucharest is under Allied control or when either Austria-Hungary or Bulgaria collapse, whichever occurs first.

[17.0] SPECIAL NATIONAL RULES

[17.1] NEUTRAL ENTRY

Italy, Greece, Romania and Bulgaria enter the war when their respective entry events are played. The United States enters the war on Strategic Turn O unless brought in earlier by an event. Turkey automatically enters the war on the October 1914 Operational Turn but does not deploy its European units until triggered by Allied action or event play.

[17.11] Entry by Event

A given nation's entry event may not be delayed and must be played during the New Units Phase of the Operational Turn in which the entry event is drawn.

- Italy and Greece join the Allies while Bulgaria joins the Central Powers. Romania joins whichever side plays their respective *Romanian Entry* event first. If both sides play their respective events in the same Events Phase, Romania never enters the war. Similarly, if the *Bulgaria Collapses* event is played before the *Bulgarian Entry* event, Bulgaria never enters the war.
- When a given neutral enters the war, the controlling player sets up all of its units -- excluding reinforcements that arrive on a Strategic Turn after entry – anywhere inside the neutral's borders during the New Units Phase. **Exception:** Greek units entering play after the *Salonika* Event has been played may only be placed in *non-CP occupied* hexes within Greece, see 6.52.
- The units of the newly belligerent neutral may not move or attack during the Operational Turn following their deployment. Likewise, no units of either side may enter or attack into any hex of the newly belligerent neutral. **Exception:** Gallipoli, see 6.51. Starting with the following Operational Turn, the new belligerent is treated as a normal member of its respective side for all purposes.

[17.12] United States
U.S. units enter the game beginning several Strategic Turns after U.S. entry. Simply place any newly entering U.S. units in the Allied European Available Units Box after checking for the effects of U-boats (see rule 5.7).

[17.13] European Turkey
These are Turkish units with set-up numbers printed on their reverse. They are set up in their respective hexes when any one of the following occurs:

- The instant either the *Gallipoli*, *Salonika* or *Greek Entry* events have been played.
- The instant that an Allied unit first enters any hex in European Turkey.
- Whenever the Allies control five or more Turkish Surrender hexes on the Near East maps.

[17.2] THE ALLIED NATIONS

The Allied nations as of August 1914 are France, Britain, Czarist Russia, Serbia, Montenegro and Belgium. The United States automatically joins the Allies during Strategic Turn O (unless brought in earlier by an event), and Italy, Greece and Romania may join the Allied side when their respective Entry events are played. Finally, the Allied player may also control Arab, Armenian, and Russian Provisional Government units.

[17.21] Allied National Restrictions

Britain: British units may not operate on the Caucasus Front map. British Brigade and Company sized units and hash-marked HQ units may only operate on the Near East Front maps. The Suez Canal Defense Companies may only operate west of the Suez Canal. Non-marked British HQ units may only operate on the European Front maps. Within these restrictions, British units may operate on any map.

France: Only the French *DFPS* Division may operate outside Europe and only on the Egyptian Front map. Once destroyed, it may not be replaced.

Russia: With the exception of the Persian Expeditionary Force (see below), Russian units may only operate on the East and Caucasus Front maps. Russian Brigade and Company sized units and hash-marked HQ units may only operate on the Near East Front maps.

Russian Persian Expeditionary Force.
Once per game, between Jan/Feb 1916 and the Fall of the Czar; the Allied player may move up to three Russian units from the Caucasus Front map and place them in Hamadan (N2436) on the Iraq Front map. This may be done only if Tabriz (N3045) is Allied controlled at the time the transfer is made.

- Hamadan then becomes the ultimate supply source for these units (the PEF) while on the Iraqi Front map. The PEF are the only Russian units that may operate on the Iraqi Front map. No additional Russian units may be sent and, if any PEF units are eliminated, may not be replaced on, or return to the Iraqi Front map (They may be replaced on the Caucasus Front map normally).

- At the end of any turn supplied PEF units may be withdrawn to the Allied Near East Available Units Box and may reenter the Caucasus Front map on any subsequent New Units Phase. This is an all or nothing proposition: all surviving PEF units must be withdrawn or none. Once the PEF is withdrawn, Russian units may not enter the Iraqi Front map again.

United States. Only one U.S. unit may operate outside of the Western Front map. No U.S. units may operate on the Near East Front maps.

Italy: Italian units are the only Allied units that can operate on the Italian Front map before 1917. No more than six Italian units may operate outside the Italian Front map prior to Austro-Hungarian collapse. After Austro-Hungarian collapse, this restriction is lifted, but for the Eastern Front map only. In addition, Italian units may never operate on the Near East Front maps.

Belgium: Belgian units may only operate on the Western Front map.

Serbia: Serbian units may only operate on the Eastern Front map.

Greece: Greek units may not move and attack outside the Balkans (see 3.13 above, for definition). Although units of both sides may enter Albania and Greece once the *Salonika* event has been played, Greece is still a neutral state until the *Greek Entry* event has been played. See 6.52.

Montenegro: Montenegran units may not move (but may attack out of) Montenegro.

Arab and Armenia: *Arab Northern Army* (ANA) units — and the *Lawrence of Arabia* event — may only operate on the Egyptian Front map within the Ottoman Empire. Armenian units may only operate on the Caucasus Front map outside of Persia.

[17.3] THE CENTRAL POWERS

The Central Powers as of August, 1914 are Germany and Austria-Hungary. Turkey automatically enters the game as a CP controlled country on the October 1914 Game Turn. Finally, Bulgaria and Romania may enter as CP allies if their entry events are played.

[17.31] CP National Restrictions

Germany: For the most part, German units may operate on any Front map. German HQ units, however, may not operate on any Near East Front map. German divisions may not use Strategic Movement into or between any Near East Front map until after the European Turkish units are set up (see 17.13). German brigade and battalion sized units may however.

Austria – Hungary: Austro-Hungarian (A-H) units are the only CP units that may operate on the Italian Front map before 1917. No more than four A-H units may operate on the Western Front map, and never before 1917.

On the Eastern Front map, no more than four A-H units may operate north of hexrow E48xx. However, whenever the CP player controls both Kiev (E4129) and Odessa (E3031) prior to the Bolshevik Revolution this restriction is lifted outside Germany only.

- If the Allies retake either city, Only four A-H units north of the E48xx hexrow may attack and no additional A-H units may be sent north of hexrow E48xx. Units already to the north of the E48xx hexrow do not have to move south, however. If the CP player again controls both Odessa and Kiev, A-H units may operate freely again.
- After the Bolshevik Revolution, the CP player is again limited to no more than four A-H units north of hexrow E48xx. A-H units in excess of this limit must move south of the E48xx hexrow as quickly as possible, using either Operational or Strategic Movement. The CP player is not obligated to use Strategic Movement to achieve this restriction, however.

Turkey: No more than four Turkish units may operate outside the Balkans on the European maps, and then only on the Eastern Front map. Turkish units may operate freely on any of the Near East maps, except that no more than three Turkish units may operate in Egypt, including the Sinai, at any one time.

No Turkish units that start the game on the Near East Front maps may enter European Turkey until the European Turkish divisions are deployed (see 17.13). **Exception:** The Turkish *3rd* Division may enter play via the Turkish Required Reserve Box if, by Strategic Turn E, the European Turkish units have not been deployed. Finally, no CP units may enter any hex of the Ottoman Empire until the European Turkish units have been deployed. **Exception:** German Brigade and Battalion sized units.

Turkish *19th* Division: On Strategic Turn N, the Turkish 3-4-4 *19th* Division is permanently replaced by the 2-4 *19th* Division, where it is located, either on or off map.

Bulgaria: Bulgarian units may not move or attack outside the Balkans.

[17.4] OTHER NATIONS

Romania: Romanian units may only operate on the East Front map.

Albania: Units of either side may not enter Albania until either the *Salonika* event is played or Greece enters the war, whichever comes first. Once either event has occurred, both sides may enter Albania freely. In addition, Valona (E1210) becomes a supply source for Italian units (only) provided that it is not under CP control.

Persia: Persian units, regardless of their allegiance, may only operate within Persia. The *Persian Cossack* unit may only operate within Persia on the Caucasus map. The *Persian Gendarmerie* and the *South Persian Rifles* units may only operate within Persia on the Iraq Front map.
No unit may enter Hamadan (N2436) until after the Russian Persian Expeditionary Force (see 17.23) has entered play.

Holland & Switzerland: Holland and Switzerland never enter the war and may not be entered by units of either side. **Exception:** CP Pre-War Event #5 below.

[18.0] VICTORY CONDITIONS

In General: The game is won by one player gaining control of enough key hexes controlled by his opponent, thus breaking his will to fight. Victory is checked once at the beginning of every Strategic Turn (except Strategic Turns A and B). Each side also has the potential to win a Sudden Death victory at any point in the game.

[18.1] REGULAR VICTORY

[18.11] The Central Powers player is declared the winner if, during a Victory Check Phase of any Strategic Turn after Turn B, he has 20 or more Victory Points (VPs). The Central Powers player receives one VP for each victory hex he controls on all maps. **Exception:** Scutari (E1709) counts as a Victory Point hex only prior to Austro-Hungarian collapse.

[18.12] All map edge hexes in France are considered VP hexes for purposes of 18.11. On the Near East Front maps, CP Victory hexes are indicated differently than those on the European maps. Also, all hexes west of the Suez Canal are Central Powers VP hexes.

[18.13] Subtract one from the Central Powers VP total for each city hex in Germany, Austria-Hungary, Bulgaria, Luxembourg and the Ottoman Empire that is currently controlled by the Allies.

[18.14] All map edge hexes in Germany (on both maps) are considered to be city hexes for purposes of 18.13. If, during the Victory Check Phase of *any* Strategic turn, the final number of Central Powers VPs (Victory Hexes minus Captured Central Powers cities) is less than zero, the Allies win. Use the *Central Powers Victory Point* marker and the *Allied Cities Controlled* marker to keep track of the two numbers.

[18.15] Either player may concede defeat (accept an armistice) at any time he feels his side's position has become hopeless. If neither player has won by the end of June 1919 (the Victory Check Phase of Strategic Turn U), the game is declared a draw.

[18.2] CENTRAL POWERS SUDDEN DEATH VICTORY

[18.21] During any turn *after* the *French Mutiny* event has been played *and* Russia has collapsed, the Central Powers player rolls a die whenever he captures a VP hex in France (only). He adds this die roll to his current VP total (CP victory points minus Allied controlled CP cities, determined in 18.13 above). If the final total is 20 or greater, French national morale has been shattered and the Central Powers immediately win.

[18.22] Such a die roll is only made once for each VP hex in France taken in a given turn. If the hex is subsequently lost and recaptured by the Central Powers player, he does not roll again for the hex. Players should make a written note of all such hexes.

[18.23] If the Central Powers player captures more than one VP hex in France in a given turn, he makes one die roll for each such hex, adding an additional one to the die roll for each roll after the first.

[18.24] The Sudden Death Victory die roll is modified by the following (cumulative) DRMs:

+1 If the U.S. has entered the war, but there are fewer than six full strength U.S. divisions in France.
-1 If *the Tiger* event is in play.
-1 For every Central Powers victory hex in France *and Belgium* that the Allies have recaptured after Game Turn 28 (March 1917). Use the *Victory Points Retaken* marker to keep track of this on the General Records Track. This number is never lowered, even if the Central Powers player later retakes the captured victory point hex. However, each Franco-Belgian victory hex is only counted the first time it is retaken by the Allies. Do not count such hexes that are subsequently recaptured by the Central Powers then again retaken by the Allies.

Example: The Central Powers player captures Verdun in July 1917 and the Allies subsequently retake it. The Victory Points Retaken marker is placed on the one space on the General Records Track. The Central Powers player must subtract one from any subsequent Sudden Death Victory die roll, even if he subsequently retakes Verdun. Likewise, if the Allies retake Verdun yet again, the Victory Points Retaken number does not go up. If however, the Allies then retook Arras, the Central Powers player would have to start subtracting two from his Sudden Death Victory die rolls.

[18.25] If playing with the option that allows the Allied player to conceal the *French Mutiny* event, the Central Powers player will not know when he is eligible for a Sudden Death victory. He should roll the die as if he is eligible on any turn after 1916, and the Allied player must inform him if a Central Powers Sudden Death Victory has been achieved (try to be honest here folks, it's only a game). If the French Mutiny has not taken place, such "false" Sudden Death die rolls *do count* for the French Victory Point hexes in question. In other words, once the Central Powers player has rolled for a given victory point hex, the roll has been made for that hex, regardless of the existence (or not) of a French Mutiny.

[18.26] Although victory point hexes in France can only be rolled for a sudden death victory once, they still count for determining a regular victory (see 18.1 above). Also, the Victory Points Retaken marker has no effect on determining regular victory.

[18.3] ALLIED SUDDEN DEATH VICTORY

The Allies win a Sudden Death Victory the instant they control either Berlin or any two hexes of the Ruhr.

[19.0] CAMPAIGN SET-UP

[19.1] CHOOSE SIDES & SET UP

[19.11] Choose which side each player will command. The Central Powers player initially controls all German and Austro-Hungarian units; as the game progresses, he will also command Bulgarian and Turkish units and possibly Romanian units as well. The Allied player initially controls the forces of Belgium, Britain, France, Montenegro, Czarist Russia and Serbia. Later, he will also control the forces of Greece, Italy, the United States, the Russian Provisional Government, and possibly Romania. Armenian and Arab units which enter the game via events are also controlled by the Allied player.

[19.12] To begin, players must construct a combined game counter mix. In general, all units of both games are used with the following exceptions:
1) All *TGWiNE* units marked with an "X" EXCEPT the Turkish *46th* and *50th Divisions*.
2) All *TGWiNE* Event Chits marked with an asterisk.
3) The Turkish *46th* and *50th Divisions* the *Indian Corps Withdrawal* event and the*Turkish Surrender* event from *TGWiE.*

Set these units aside, they never enter the combined game under any circumstances.

Players may also opt to include the Pre-War Event chits and should add the supplemental *TGWiE* event chits from *The Great War in the Near East.* The combined game starts on the

European Front maps on the August I 1914 game turn. It starts on the Near East Front maps on the Nov/Dec 1914 game turn.

[19.2] ALLIED SET UP

[19.21] The Allied player sets up first on all maps. Stacking limits must be observed during set up. Place Allied units with the following set up code/nationality as follows:

Belgium: all Belgian units are set up in hex W6819 (Antwerp), except for the *4th* Division, which is placed in W6221.

Britain:
B (the *B.E.F.*): set up in and/or adjacent to hex W6316 (Mons).

France:
F: set up in France in hexes adjacent to the Belgian, Luxembourg and German borders between hexes W5622 and W3830 inclusive. No more than 10 units may begin north of hexrow W53xx.
G: set up in any hex in France or Belgium west of the Meuse river, except for hexes W6424 and W6524. For set up purposes, consider the Meuse to keep running towards the southwest along the hexsides of W4323, W4223, W4122, W4022, etc., to the south map edge.
L: the *Lille Fortress Division* is placed in Lille (W6413).
V: set up in any fortifications and/or heavy fortifications in France, no more than two units per hex.

Montenegro: all Montenegran units are set up anywhere within Montenegro.

Russia (All are Czarist units):
1 (*1st Army*): set up in and/or adjacent to hex E5620 (Kovno).
2 (*2nd Army*): set up in and/or adjacent to hex E4816 (Warsaw).
S (*Southwest Front*): set up in any hexes in Russia and Russian Poland, adjacent to the Austro-Hungarian border between hexes E4216 and E3524 inclusive.
V: set up in any fortification or heavy fortification within Russia or Russian Poland, no more than two units per hex.

Serbia: all Serbian units are set up anywhere within Serbia.

[19.22] Allied Near East Set Up

Place the Allied *Near East* units on the Near East Front maps according to the following set up codes:

C: set up on the Caucasus Front Map anywhere within Russia.
E: set up anywhere in Egypt west of the Suez Canal.
I: set up in Basra (Hex N2252).

[19.3] CENTRAL POWERS SET UP

[19.31] The Central Powers player sets up second on all maps. Stacking limits must be observed during set up. Place all units with a set up code as follows:

Austria-Hungary:
A: set up in Austria-Hungary within three hexes (two intervening hexes) of any **SW** Russian units.
B: set up within Austria-Hungary within six hexes of Budapest (E3310).
M: set up within Austria-Hungary in any hexes adjacent to the Serbian and/or Montenegran border.

Germany:
E: set up anywhere in Germany on the east map.
W: set up in any hexes in Germany and/or within Belgium (only) within three hexes of W6526 (Aachen) on the west map. **Do not trace the three hex radii through any hexes in Holland!** At least 30 German infantry divisions must be set up north of hexrow W59xx.
X: set up in any heavy fortification hex in Germany on the west map, no more than two units per hex.
Y: set up in any fortification or heavy fortification in Germany on the east map. ***OberOst*** is available for use on turn one.

[19.32] Central Powers Near East Set-Up

Place the CP *Near East* units on the Near East Front maps according to the following set up codes. All units are Turkish:

A: in the Arabia Holding Box.
C: in Turkey on the Caucasus Front map east of hexrow Nxx35.
I: in any town in Iraq except Basra.
P: in Gaza (N2913).
S: in Damascus (N1728).
T: in the Turkish Required Reserve Holding Box.

[19.4] REINFORCEMENT PLACEMENT

[19.41] After all starting units are set up, both players should sort their remaining units by nationality and Strategic Turn. These units should be kept segregated until they enter the game as reinforcements. In addition to sorting units by Strategic Turn, Units that enter the game in Europe should be kept separated from those that enter in the Near East.

[19.5] AUGUST 1914 SPECIAL RULES -- EUROPE

[19.51] The Central Powers begin the game with the initiative on the Western Theater maps, the Allies have it on the Eastern Theater maps. This initiative sequence remains in effect for the first two game-turns. Afterwards, determine initiative normally.

[19.52] French and Russian units — unless defending in friendly fortifications or heavy fortifications — suffer a one column shift to the right when defending and a one column shift to the left when attacking anytime during game turns one and two.

[19.53] No units with a "V", "X" or "Y" set up code may move or attack during game turns one and two.

[19.54] Russian "1" and "2" units may not stack or attack together during game turns one and two.

[19.55] No Strategic Movement occurs during game turn one. No Belgian units may move on game turn one.

[19.6] NOV/DEC 1914 SPECIAL RULES -- NEAR EAST

[19.61] There is no Strategic or Sea Movement during this game-turn for units on the Near East Front maps only. Russian units do not suffer from the –2 DRM for Snow weather on the Caucasus map.

[19.62] As hostilities do not begin on the Near East Front maps until the Nov/Dec 1914 game turn, units on those maps may not move until the Nov/Dec 1914 turn. Furthermore, additional units may not be moved to those maps from the European Front maps prior to that turn.

[20.0] PRE - WAR EVENTS (Optional)

In General: Pre-War Events (PWEs) allow players the option of changing certain pre-war planning and force structures for the various armies in the game. As such, their play may be added as a preliminary only in the full campaign scenario by mutual agreement of all players beforehand.

[20.1] Before setting up the game, each player should randomly draw three Pre-War Events from his PWE pool. Each player then decides if he wishes to play one or two of his selected Pre-War Events. Each side must play at least one PWE. After choosing which Pre-War Events to play, both sides reveal their choices simultaneously.

[20.11] Players should note that certain Pre-War Events are incompatible with one another. Such PWEs may not be played in combination with other PWE events, either before or after Pre-War Events are revealed. This may result in one or both sides having no PWEs to play.

[20.2] ALLIED PRE-WAR EVENTS

No. 1: Czar Michael
Nicholas II is forced to abdicate during the 1905 Revolution, and the throne passes to his brother, Michael, who proves more willing to share power with the Duma. Treat the *Czar Takes Command* event as *No Event* and remove from play when drawn.

No. 2: Russian Plan 19
Eliminate all Russian fortifications (heavy fortifications are not affected). Russian Headquarters units may be flipped to their support side normally on Strategic Turns B, C and D.

No. 3: French Plan Michel
French **F** at start units may be set up on any border hexes with Belgium, Luxembourg and/or Germany.

No. 4: Defense to the Limit
Better French defensive tactics in 1914. The French do not suffer a one right column shift when attacked on Turns 1 and 2. They still suffer a one left shift on the attack.

No. 5: Alternative BEF Deployment
At-start BEF units may be deployed within one hex of Ostend (W6912), Dunkirk (W6709), Calais (W6707) or Boulogne (W6606), or arrive on Strategic Turn A (Allied player's choice).

No. 6: Larger BEF
Historically the British held back units in England in 1914 to guard against an improbable German invasion. In this variant all British B and C units arrive on Turn A. This PWE is not compatible with Allied PWE #5.

No. 7: Fisher's Gambit
British Admiral Sir John Fisher proposed using the Grand Fleet to force the Baltic and land the BEF on the German coast. British at-start units are now placed in hex E5403 and the following rules now come into play.

- British units may not move or attack on turn 1.
- Hex E5403 is an Allied port and Ultimate Supply Source. Allied units can move freely into and out of this hex via Sea Movement. Once this hex comes under Central Powers control it may no longer be used as an Ultimate Supply Source.
- In an exception to rule 19.55, the Central Powers player may use Strategic Movement to move up to a dozen units into Berlin (E5102) and/or Stettin (E5205) on Turn 1.
- Allied units may never enter or control map edge hexes in Germany on the East Map (they may attack into them, however).
- Since the British now control the Baltic Sea, German units lose any special supply and unit placement benefits from ports on the Baltic Sea (see 11.41 and 13.13). The Central Powers player may, of course, use any friendly controlled Baltic ports as normal Secondary Supply Sources and friendly controlled German port *cities* to place units normally as stated in rule 13.11.
- Allied (including Russian) units may freely use Sea Movement in the Baltic Sea and may use all friendly controlled Baltic ports as Ultimate Supply Sources. The Baltic ports are defined in Rule 11.41. **Note:** Danzig and Stettin are inland ports; control of hex E5512 is required to use Danzig as an Ultimate Supply Source; control of hexes E5406, E5306, E5305, and E5206 are required to use Stettin as such.
- Treat the *Jutland* event as *No Event* and discard when drawn.
- The Allies may transfer up to six RPs to Russia per turn, in addition to any transfers allowed for controlling Constantinople.
- When this PWE is played, the Allied player rolls one die. Treat a result of 1, 2 or 3 as a roll of 3, otherwise use the number rolled. The Central Powers side gains this number of victory points, which represents British naval losses incurred in gaining control of the Baltic.
- This PWE is not compatible with Allied PWEs #5 or 6.

No. 8: Turkey Hesitates

The Ottoman Empire joins the Central Powers only when that side's victory point total, minus any Allied Cities Held, is 10 or more. Before then the Allies may ship RPs to Russia as if Constantinople were Allied controlled.

No. 9 : Automatic Italian Entry
If Italy isn't bribed (see optional rule 21.4 below), the Allied player may chose the *Italian Entry* event as their first chit pick in Jan/Feb 1915.

No. 10: T.R. in the White House
Theodore Roosevelt wins the 1912 election. The United States enters the war on the Allied side on the first Strategic Turn following a roll of 4 or higher for U-boat warfare before Strategic Turn K (the 1916 election). Under this rule, the Allies must win the game by the ninth Strategic Turn following U.S. entry or forfeit the game.

[20.3] CENTRAL POWERS PRE-WAR EVENTS

No. 1: Austrian Plan R
All Austro-Hungarian at-start **B** units set up as if they were at-start **A** units. No Serbian units may enter Austria-Hungary on Turn 1.

No. 2: Less German Naval Construction
A smaller navy allows Germany a larger army. German Strategic Turn A and B units are now available at-start as either **W** or **E** units (player's choice). The British always win at Jutland (see rule 6.49). This PWE is not compatible with Central Powers PWEs #3 or 4.
If the CP player decides to play this PWE, he must immediately announce this decision to the Allied player before that player has made his PWE commitment choices. Further, if this PWE is played and the Allied player plays Fisher's Gambit (Allied PWE #7), the die roll for Royal Navy losses is altered. A roll of 1 or 2 yields one VP to the Central Powers; a roll of 3 or 4 yields two VPs, and a roll of 5 or 6 yields three VPs.

No. 3: More German Naval Construction
Subtract 16 attack factors from the German at-start **W** or **E** units. These units now begin in the dead pile and may be replaced normally.
Subtract 2 from the *Jutland* die roll. This PWE is not compatible with Central Powers PWEs #2 or 4.
If the Central Powers player decides to play this PWE, he must announce this decision to the Allied player before that player has made his PWE commitment choices. Further, if this PWE is played and the Allied player plays Fisher's Gambit (Allied PWE #7), the CP player automatically receives six VPs.

No. 4: More U-boats
The Germans put more emphasis on constructing U-boats than on battleships. The Central Powers player now rolls two dice to determine the effects of U-boat warfare. A roll of 4 or more still moves up U.S. entry. Further, once a *U-boat* event is in play, it may never be cancelled. Play of the *Convoy* event ends all U-boat warfare effects as before. Add one to the *Jutland* die roll. This PWE is not compatible with Central Powers PWEs # 2 or 3.
If the Central Powers player decides to play this PWE, he must announce this decision to the Allied player before that player has made his PWE commitment choices. Further, if this PWE is played and the Allied player plays Fisher's Gambit (Allied PWE #7), the CP player automatically receives six VPs.

No. 5: Germany Invades Holland
Remove units totaling twelve attack factors from German **W** at-start units and all Strategic Turn A units permanently from the game. Both sides may freely enter Holland. German units may now set up anywhere in Holland or Belgium within three hexes of Aachen (W6526).

No. 6: Albert Caves In
The Belgian Government gives in to German demands. Remove all Belgian units permanently from play. Treat all Belgian fortifications and heavy fortifications as destroyed. Move the U.S. Entry marker to Strategic Turn P. The Central Powers player may not count Belgian victory cities towards a win, including Sudden Death victory, but he may count them to avoid a loss.

No. 7: Aggressive German Navy
The High Seas Fleet interferes with the transport of the BEF. All at-start British units either arrive on Strategic Turn A at Le Harve (W5801), or on Strategic Turn B at any Allied controlled port on the Western Front map. Play of this PWE

cancels Allied PWEs #5 and 6, but is itself cancelled by Allied PWE #7.

No. 8: The *Goeben*
The *Goeben* interferes with the transfer of the French North African Army. All French 3-4-4 units slated to arrive on Strategic Turn A arrive on Strategic Turn B instead.

No. 9: Romanian Treaty
Place the Central Powers *Romanian Entry* event into that side's Event Pool on Strategic Turn C.

No. 10: Von Moltke the Elder
The CP player must set up at-start German **W** combat units totaling at least 100 attack factors as at-start **E** units. The CP player may also set up as many at-start **W** headquarters on the Eastern Front Map as he desires. Belgium and Luxembourg are now neutral and may never be entered by units of either side. The British enter the war on Strategic Turn B. and the British at-start and Strategic Turn A reinforcements arrive on that turn. The British Strategic Turn A Resource Point is lost. Place the U.S. Entry marker on Strategic Turn P. Normal victory conditions are not used. The Central Powers win if they have eight or more victory points (after Allied subtractions) and have concluded the Brest-Litovsk Treaty (5.46) by the time the United States enters the war. Any other result is an Allied victory. This PWE is not compatible with Central Powers PWEs # 5,6 and 7, and cancels Allied PWEs # 5,6,7 and 10.

[21.0] ADDITIONAL OPTIONAL RULES

The following rules are optional, and all players before each game should agree upon their use or omission. They may be used separately or in conjunction with one another.

[21.1] RUSSIAN SHELL SHORTAGES

Delaying the entry of several Russian headquarters units primarily represents the Russian shell shortage of mid-1915. Under this rule, the Russians suffer additional penalties.

- No Russian headquarters unit may be flipped to its support side on Strategic Turns B, C and D. Any destroyed headquarters unit replaced during this period is replaced in its depleted state.
- Once the Russian *GD HQ* is used to support an attack (not defense), it may never be flipped back to its support side.

[21.2] POLISH RESTORATION

Both sides used the promise of Polish independence in an attempt to gain military advantage. However, neither side proved willing to pay the real political cost entailed in granting the Poles autonomy. The following allows the players to experiment with the Polish option.

- Only one side may attempt to court the Poles. The Allied player may declare the restoration of Poland at the end of any resource phase in which both Lodz (E4613) and Warsaw (E4816) are Allied controlled.
- The effects of an Allied restoration are:
  1) +1 is added to all subsequent Fall of the Czar die rolls. **Note:** Warsaw and Lodz still count as "Russian" cities for that die roll.
  2) The Allies receive two additional RPs every Resource Phase after declaring restoration. Britain, France, Italy, or Russia may spend these RPs. These RPs are never lost regardless of the fate of Polish territory on the map.
  3) The Austro-Hungarian *Polish* Division is permanently removed from play (see 6.6).
- The CP player may declare the restoration of Poland at the end of any Resource Phase in which both Lodz and Warsaw are CP controlled.
- The effects of a CP restoration are:
  1) Warsaw and Lodz are no longer considered CP victory hexes for the remainder of the game. They still count against the Fall of the Czar, however.
  2) The Allied *Polish Legion* and *Polish Volunteer* units never enter the game. Any units already in play remain in play and may be replaced normally.
  3) The CP player receives two German and two Austro-Hungarian RPs every Resource Phase subsequent to Polish restoration provided both Warsaw and Lodz remain under CP control. If

Austria-Hungary collapses, the bonus Austro-Hungarian RPs are lost.

- Only one Polish restoration may be made per game based solely on which player declares it first (if at all). Once declared, Polish restoration cannot be retracted.

[21.3] FIRST USE OF GAS

The first side to use any form of gas may suffer as a result of adverse world public opinion. The first time either player uses any type of gas, roll one die. If the Allies used gas first, a die roll of six gains the Central Powers one Victory Point. If the CP used gas first, a die roll of six costs them one victory point. Results of one through five are always no effect.

[21.4] BRIBING ITALY

Italy entered the war out of a desire to acquire Trent and Trieste. The Germans tried to convince Vienna to give up those Italian-populated areas in order to keep Italy neutral, but the Austro-Hungarian offer came too late. With this option the Central Powers player may delay the placement of the *Italian Entry* event into the Allied event pool at a cost in victory points.

- At the start of Strategic Turn C (only!), the Central Powers player must announce if he will attempt to "bribe" Italy and, if so, the size of the bribe. At the cost of two CP victory points, place the *Italian Entry* event in the Allied event pool on Strategic Turn G. For three CP victory points, place the event in the Allied event pool on Strategic Turn K. Finally, for four CP victory points, place the event in the Allied event pool on Strategic Turn O. Italian entry may never be delayed past Strategic Turn O.

[21.5] SCHEFFER-BOYADEL

Only once during the war, at Lodz in late 1914, did any sizable body of troops survive encirclement. The German *25th Reserve Corps*, commanded by General Scheffer-Boyadel, broke out of a Russian trap, destroying the *6th Siberian Division* in the process. This rule allows players to recreate that exceptional event.

- Once per game during any Attrition Phase, the Central Powers player may choose any one out-of-supply German (only!) stack of up to four divisions (any excess remain OOS) on the east map outside the Balkans, declaring it to be commanded by Scheffer-Boyadel. The stack is considered in supply for that Attrition Phase and the immediately following Combat Phase. If it is still OOS in the next Attrition Phase it is eliminated.

[21.6] WESTERN FRONT TRENCH WARFARE

This rule recreates the "trench warfare" mentality of Western Front high commands. Starting on the Jan/Feb 1915 Operational Turn, all combat units on the Western Front map (only) that start their Movement Phase adjacent to an enemy unit have their movement factors halved (used the printed allowance). Headquarters units moving anywhere on the Western Front map that exceed their printed movement factors are immediately flipped to their depleted sides. These restrictions end for both sides immediately following the play of the first *Shock-troop Conversion* event, or the entry of any *replaceable* Allied tank unit onto the map, whichever occurs first.

[21.7] THE RED ARMY

If no Brest-Litovsk Treaty has been declared (5.46), the Allied player may begin forming the Red Army on the second Strategic Turn following the Bolshevik Revolution.

- Each eligible Strategic Turn, provided the CP player has yet to declare a treaty, roll one die. The result is the number of on-board Provisional Government divisions (in regular supply) that are immediately converted into Russian 3-4-4 divisions (use the old Czarist Russian units). These new "Red Army" units have their full printed combat factors available.
- The Allied player also receives one 0-2 Russian headquarters unit per Strategic Turn that Red Army units are created. (Again, use the old Czarist HQ units). These HQ units never provide support, only supply.
- The Russians still suffer from all other effects of collapse. Red Army units may not stack, move through, or attack in conjunction with any other Allied units. Further, if there are not enough Provisional

Government divisions available on the map to be replaced, the excess Red Army divisions called for by the die roll are lost.

- The Central Powers player may still declare the Brest-Litovsk Treaty on any Strategic Turn after the Bolshevik Revolution, regardless of the existence of the Red Army. This option may be used in any scenario.

[21.8] WEST FRONT DOUBLE TURN RESTRICTION

If the player currently holding the initiative wishes to change the initiative from the East Front maps to the West Front maps (i.e. take a double turn in the west), he must, during the Initiative Determination Phase, have a continuous line of friendly units (combat units or HQs) on the Western Front map (not Italy or Egypt) from the Channel coast or Holland or the Northern map edge to Switzerland or the Southern map edge. For example, an Allied line running from W5701 to W3621 would allow an Allied double turn. A line from W5601 to W3621 would not.

[22.0] SCENARIOS

In General: The following scenarios are provided for players who wish to start the game at a later point. Remember to construct a combined game counter mix before beginning any scenario (see 19.12).

[22.1] GENERAL SET-UP RULES FOR ALL SCENARIOS

[22.11] Start Lines. All Scenarios contain a list of the **Allied** front line hexes. The Central Powers front line is those hexes directly adjacent to the Allied front line. This is usually to the east or north on the Western and Italian Front maps; to the west on the Eastern and Caucasus Front maps and to the north in the case of the Salonika front. The CP start line is generally to the east on the Egyptian Front map and to the north on the Iraq Front map. Fortifications and Heavy Fortifications of a given side that begin play behind the front lines of the opposing side are considered to have been destroyed.

[22.12] Allied Set Up. In all scenarios, the Allied player sets up first on all front maps anywhere on or behind the Allied front line within the restrictions of a given scenario. Units listed as set up in a particular hex must begin in that hex. Stacking restrictions must be observed during set up.

[22.13] Central Powers Set Up. In all scenarios, the CP player sets up second on all front maps anywhere on the CP side of the Allied front line within the restrictions of a given scenario. Units listed as set up in a particular hex must begin in that hex. Stacking restrictions must be observed during set up.

[22.2] 1915 SCENARIO

[22.21] In General: This Scenario begins with the New Units Phase of the May 1915 Operational Turn and ends no later than the end of the June 1919 Operational Turn. All applicable rules apply. The Allies possess the Initiative in the Western Theater and the Central Powers possess it in the Eastern Theater.

[22.22] Sides: The Central Powers side consists of Austria-Hungary, Germany and the Ottoman Empire. The Allied side consists of Belgium, the British Empire, France, Italy, Montenegro, Czarist Russia and Serbia. **Note:** the *Italian Entry* event is considered to have been played during the May 1915 Events Phase. Italian units are deployed in Italy, but may not move nor attack (nor may CP units move or attack into Italy) until June 1915. Bulgaria, Greece, Romania and the United States are neutral.

[22.23] Start Lines: The Allied front lines are listed below.

- **Western Front Allied Front Line:** 6811-6612, 6612-6411, 6311, 6211, 6111-5910, 5811, 5710-5511, 5512, 5412-5312, 5313, 5214-5217, 5117-5120, 5221-5224, 5224-4922, 4823-4827, 4827-4628, 4629-4529, 4429, 4329, 4229-3831.
- **Italian Front Allied Front Line:** the Italian/Austro-Hungarian border.
- **Russian Allied Front Line:** 5816, 5817, 5717, 5718-5420, 5319-5118, 5118-5116,

5116-4714, 4615-4414, 4414-4115, 4015-3716, 3717-3518, 3518-3520, 3621-3624, 3524.

- **Serbian Allied Front Line:** the Serb-Montenegrin/Austro-Hungarian border.
- **Gallipoli Allied Front Line:** Anzac/Suvla, Cape Hellas.
- **Caucasus Front Allied Front Line:** all hexes in Russia, all hexes in Persia except N2841, N2940 and N2941, and all hexes in Turkey between hexrows 32xx and 36xx (inclusive) east of hexrow xx36 (exclusive).
- **Egyptian Front Allied Front Line:** all hexes west of the Suez Canal.
- **Iraqi Front Allied Front Line:** all hexes east of hexrow N20xx and south of hexrow Nxx48.

[22.24] Allied Set Up
In General: On the Western Front map each Allied front line hex must contain at least one Allied combat unit. On the Italian Front map all Italian units deploy anywhere in Italy. On the Eastern Front map each Russian Allied Front Line hex must contain at least one Russian combat unit. All Russian HQ units are deployed depleted side up. All other Allied HQ units are deployed on their support side.

- **Belgium:** Belgium starts with 1 RP. All Belgian units must set up in hexes W6811 and W6810.
- **Britain -- Europe:** Britain starts with 0 RPs. Place the *1AS* and *NZ* Divisions at Anzac/Suvla (E1122). Place the *29th* (at one step strength) and the *63RN* Divisions at Cape Hellas (E1022). Place the *42nd* and *52nd* Divisions in Calais (W6707). The *1st* through *7th* Divisions start the scenario on their reduced sides and may not be rebuilt with RPs. Place any two units in the European dead pile. All remaining units set up on the Western Front map between hexrows 66xx and 62xx, inclusive.
- **Britain – Near East: Note:** all are *GWiNE* units. In Egypt: *10IN* and *11IN* Divisions, four Suez Canal Defense Companies. In Iraq: place three 1-4 infantry brigades and one 1-6 cavalry brigade in hex N2149 and three 1-4 infantry brigades in Basra (N2252).
- **France:** France starts with 3 RPs. Remove the *LFD* unit from play. Place the *1st* Division in Cape Hellas (E1022). Place the *2nd* Division in Calais (W6707). Place any five units in the European dead pile. All remaining units set up anywhere on the Western Front map on or behind the Allied front line provided every front line hex is occupied by at least one combat unit. French units may not stack with Belgian or British units during set up.
- **Italy:** Italy has 0 RPs. Deploy all Italian units in Italy.
- **Russia – Europe:** Russia starts with 0 RPs. The Allied player should randomly choose any 106 of his available Russian non-HQ units. These units and all available Russian HQs (depleted side up) are deployed anywhere on the Allied side of the Russian Allied front line provided that each front line hex contains at least one Russian combat unit. All remaining Russian combat units are placed in the European dead pile.
- **Russia – Caucasus: Note:** all are *GWiNE* units. Place one 1-6 cavalry corps and one 1-4 infantry brigade in the Near East dead pile. Place the following units in either the Near East Units Available Box or on the Caucasus Front map: seven 1-4 infantry brigades, four 2-3-4 infantry divisions, two 3-4-4 infantry divisions, one 1-2-6 cavalry corps and the *Persian Cossack* Division (the latter within Persia). Place one 1-4 Armenian unit in hex N3338.
- **Serbia/Montenegro:** Serbia begins with 0 RPs. Place all Serbian units anywhere within Serbia, and all Montenegrin units within Montenegro.

[22.25] Central Powers Set Up
In General: All front line hexes adjacent the Western and Russian-Allied fronts must contain at least one CP combat unit. All CP HQ units are set up support side up.

- **Austria-Hungary:** Austria-Hungary starts with 0 RPs. Place three 1-6 cavalry corps and any four infantry divisions in the European dead pile. Place 15 combat units on the Italian Front map. Place one division in hex E2912. Place 10 combat units within Austria-Hungary adjacent to the Serb/Montenegrin border. Place one HQ

unit in each of the following hexes: E4312, E3714, E3616 and E3319. Place all remaining Austrian units on the Eastern Front map on the CP side of the Russian Allied front line south of hexrow 44xx.

- **Germany:** Germany has 2 RPs. Place any three German infantry units in the European dead pile. On the East Front map place the *11th Army* HQ in hex E3914, and the *Sud Army* HQ in hex E3418. Additional HQ units are deployed in the following Eastern Front hexes: E5418, E5316, E5114 and E4613. All remaining HQs are deployed on the Western Front map in any hex on the CP side of the Allied front line. Place 51 combat units on the Eastern Front map on the CP side of the Russian Allied front line. No more than 20 units may be deployed north of hexrow 50xx. All remaining combat units are placed on the Western Front map in any hex on the CP side of the Allied front line within the restrictions above. *OberOst* is available for use.
- **Turkey – Europe: Note:** all units are European Turkish units. Turkey has 2 RPs. Place one 2-4 infantry division in the European dead pile. Place six 2-4 infantry divisions in hex E1024. Place all remaining units in hex E1023.
- **Turkey – Near East: Note:** all units are *GWiNE* units. In the Near East dead pile: two 2-4 infantry divisions. In the Turkish Required Reserve Box: six 2-4 infantry divisions. In Arabia: four 1-2-4 infantry divisions. On the Egyptian Front map east of the Suez Canal: two 2-4 infantry divisions. On the Iraqi Front map: the *Persian Gendarme* Division in hex N2040; one 2-4 infantry division in hex N1949; one 2-4 infantry division and one 1-6 cavalry brigade in hex N1845. On the Caucasus Front map within Turkey not adjacent to any Russian unit in Turkey (only): eleven 2-4 infantry divisions and one 1-6 cavalry brigade.

[22.26] Tracks: Place all *GWiE* units and events due to arrive after Strategic Turn D in the appropriate holding boxes on the east map. Place all *GWiNE* units and events due to arrive after Strategic Turn D on the Turn Record Track on the Near East map. Place the Turn Record Marker on the May 1915 space on the Turn Record Track, with the Allied West/CP East side showing. Place the BR/BE and FR Trench Status markers in the –1 space on the Trench Status Track; place the GE Trench Status Marker on the –2 space. Place the remaining Trench Status Markers in the NE space. Place the following markers on the General Records Track in the following spaces:

- CP Victory Points 6
- Allied Cities Held 1
- Victory Points Retaken 0
- Turkish Required Reserve 6
- Turkish Surrender 1

Place the US Entry marker on Strategic Turn O of the Turn Record Track. Place the Lens, Longwy and Mons Resource Markers on Strategic Turn A of the Turn Record Track; they will become active on Strategic Turn E.

[22.27] Allied Events: The Allied player should place all of his C Events into his Event pool except the following: *Gallipoli, Italian Entry, Russian Amphibious Campaign, Iraqi Flotilla,* one *Russian Winter Offensive* and one *British Hurricane Barrage.* All of these events have been played and the *Russian Amphibious Campaign* is in effect.

[22.28] Central Powers Events: The CP player should place all of his C Events into his Event pool except the following: *Chlorine Gas, Serb Typhus, U-boat, Armenian Massacres,* one *Enver Offensive,* one *British Rigid Planning* and the Austrian *Polish* Division. All of these events have been played. *Serb Typhus* should be placed on the Jan/Feb 1915 space of the Turn Record Track. The *U-boat* event should be placed in the Strategic Warfare box. The Austrian *Polish* Division is set up with other Austrian units against the Russians as indicated above.

[22.3] 1916 SCENARIO

[22.31] In General: This Scenario begins with the Events Phase of the Jan/Feb 1916 Operational Turn and ends no later than the end of the June 1919 Operational Turn. All applicable rules apply. The Allies possess the Initiative in the Eastern Theater and the Central Powers possess it in the Western Theater.

[22.32] Sides: The Central Powers side consists of Austria-Hungary, Bulgaria, Germany and the Ottoman Empire. The Allied side consists of Belgium, the British Empire, France, Italy, Czarist Russia and Serbia. Montenegro has been eliminated, while Greece, Romania and the United States are neutral.

[22.33] Start Lines: The Allied front lines are listed below.

- **Western Front Allied Front Line:** 6811-6612, 6612-6411, 6311, 6211, 6111-5910, 5811, 5710-5511, 5512, 5412-5312, 5313, 5214-5217, 5117-5120, 5221-5224, 5224-4922, 4823-4827, 4827-4628, 4629-4529, 4429, 4329, 4229-3831.
- **Italian Front Allied Front Line:** This front line follows the Italian/Austro-Hungarian border with the following exceptions: 2412, 2414-2416, 2517-2819, 3021, 2829, 2729, 2529-2328.
- **Russian-Allied Front Line:** 6120-6121, 6121-5922, 5923-5824, 5723-5524, 5524-5223, 5223-5024, 5024-4823, 4723-4624, 4523-4324, 4224-4123, 4024-3923, 3922-3524.
- **Salonika Allied Front Line:** There is no front line as such, but Allied units may set up anywhere within two hexes of Salonika (E1116). Central Powers Salonika Front units may set up in Albania, Serbia and/or Greece north of the E12xx hexrow in any supplied hex not occupied by an Allied unit.
- **Gallipoli Allied Front Line:** Gallipoli has been evacuated and that campaign is over.
- **Caucasus Front Allied Front Line:** all hexes east of the line N4234-N2841 (exclusive).
- **Egyptian Front Allied Front Line:** all hexes west of the Suez Canal.
- **Iraqi Front Allied Front Line:** all hexes east of hexrow N15xx and south of hexrow Nxx46.

[22.34] Allied Set Up

In General: On the Western Front map each Allied front line hex must contain at least one Allied combat unit. On the Italian Front map all non-Alpine front line hexes must contain at least one Italian combat unit. On the Eastern Front map each Russian-Allied Front Line hex must contain at least one Russian combat unit. All Allied HQ units are deployed support side face-up.

- **Belgium:** Belgium starts with 2 RPs. All Belgian units must set up in hexes W6811 and W6810.
- **Britain -- Europe:** Britain starts with 3 RPs. All British units start at one step strength. The following ***GWiE*** British divisions are set up in the Near East: *13NA, 42T, 52T, 53T, 54T, 7IN* (See below for their deployment). Place one 3-4-4 and four 3-4 infantry divisions on the Salonika Front. Place two 1-2-6 cavalry divisions and any other four infantry divisions in the European dead pile. All remaining British *GWiE* units are set up on the Western Front map north of hexrow N58xx.
- **Britain – Near East:** In Egypt: *42T, 52T, 53T, 54T* (from *GWiE*), *10IN* and *11IN* Divisions, four Suez Canal Defense Companies (from *GWiNE*). In Iraq: place the *7IN* Division (from *GWiE*) in Basra (N2252), three 1-4 infantry brigades in Kut (N1845) and three 1-4 infantry brigades and one 1-6 cavalry brigade in N2147. The *13NA* division (from *GWiE*) is placed in the Near East dead pile.
- **France:** France starts with 0 RPs. Remove the *LFD* and *ITL* units from play. Place four 2-3-4 divisions on the Salonika Front. Place any four units in the European deadpile. All remaining units set up anywhere on the Western Front map on or behind the Allied front line provided every front line hex is occupied by at least one combat unit. French units may not stack with Belgian or British units during set up.
- **Italy:** Italy has 0 RPs. Place two Italian units on the Salonika front. Deploy all remaining Italian units on the Italian Front map within the restrictions set out above.
- **Russia – Europe:** Russia starts with 0 RPs and any 15 units in the European dead pile. All other Russian units are deployed anywhere on the Allied side of the Russian-Allied front line provided that each front line hex contains at least one Russian combat unit.
- **Russia – Caucasus:** In the Near East Available Units Box: all Strategic Turn G units (from *GWiNE*). In the Caucasus Transit Box: 6^{th} Division (from *GWiE*). In

the Near East dead pile: one 1-6 cavalry corps, four 1-4 infantry brigades and one 1-4 Armenian unit. On the Caucasus Front map: four 1-4 infantry brigades, four 2-3-4 infantry divisions, two 3-4-4 infantry divisions, one 1-2-6 cavalry corps, one HQ unit (support side up) and the *Persian Cossack* Division (in Persia).

- **Serbia/Montenegro:** Montenegro has been eliminated. Serbia has 0 RPs. All Serbian units except the *Army HQ* unit begin the scenario in the European dead pile. Place the Serbian *Army HQ* unit in Salonika (E1116).

[22.35] Central Powers Set Up

In General: All front line hexes adjacent the Western and Russian-Allied fronts must contain at least one CP combat unit. All CP HQ units are set up support side up.

- **Austria-Hungary:** Austria-Hungary starts with 0 RPs. Place two 1-6 cavalry corps in the European dead pile. Place one HQ and 19 combat units on the Italian Front map. Place three combat units in Montenegro. Place four combat units on the Salonika Front. Place all remaining Austrian units on the Russian Allied front, with no more than four units north of hexrow E46xx.
- **Bulgaria:** Bulgaria has 0 RPs. All Bulgarian units are at two step strength. Place four anywhere in Bulgaria, and the remainder on the Salonika front.
- **Germany:** Germany has 3 RPs. Deploy 47 divisions and four HQs (including the *11th* and *Sud Army*) on the Russian front. Only the *Sud Army HQ* and up to six divisions may deploy south of hexrow E46xx. Place four combat units on the Salonika front.. All remaining units are deployed on the Western Front map in any hex on the CP side of the Allied front line. *OHL* is available for use.
- **Turkey – Europe: Note:** all units are European Turkish units. Turkey has 3 RPs. Place seven 2-4 and one 3-4-4 infantry divisions anywhere within European Turkey.
- **Turkey – Near East: Note:** all units are *GWiNE* units. In the Near East dead pile: two 2-4 infantry divisions and one 1-6 cavalry brigade. In the Turkish Required Reserve Box: one 1-2-4 and ten 2-4 infantry divisions. In Arabia: four 1-2-4 infantry divisions. On the Egyptian Front map: two 1-2-4 and five 2-4 infantry divisions (no more than three units in Egypt none of which may set up adjacent to the Suez Canal). On the Iraqi Front map: the *Persian Gendarme* division in hex N2040; four 2-4 infantry divisions in any "K" hex or hexes. 1x 2-4 infantry division in hex N1641. On the Caucasus Front map on the CP side of the Allied front line: fifteen 2-4 infantry divisions, one 1-6 cavalry brigade.

[22.36] Tracks: Place all *GWiE* units and events due to arrive after Strategic Turn G in the appropriate holding boxes on the east map. Place all *GWiNE* units and events due to arrive after Strategic Turn G on the Turn Record Track on the Near East map. Place the Turn Record Marker on the Jan/Feb 1916 space on the Turn Record Track, with the CP West/Allied East side showing. Place the BR/BE, FR and GE Trench Status markers in the –2 space on the Trench Status Track; Place the remaining Trench Status Markers in the -1 space. Place the following markers on the General Records Track in the following spaces:

- CP Victory Points 9
- Allied Cities Held 0
- Victory Points Retaken 0
- Turkish Required Reserve 8
- Turkish Surrender 0

Place the US Entry marker on Strategic Turn N of the Turn Record Track. Lens, Longwy and Mons are active CP resource hexes.

[22.37] Allied Events: All Allied C Events have been drawn and all but one *Russian Winter Offensive* have been played. All air units are available. Place all Allied G Events into the Allied Event pool. The *Russian Amphibious Campaign* is in effect.

[22.38] Central Powers Events: All CP C Events have been played except *Von der Goltz.* All air units are available. Place all CP G Events into the CP Event pool. The Strategic Turn C *U-boat* event has been played and cancelled and the CP player may not cancel any further U-boat events. The Austrian *Polish* Division has been eliminated and may not be replaced.

[22.4] 1917 SCENARIO

[22.41] In General: This Scenario begins with the Events Phase of the April 1917 Operational Turn and ends no later than the end of the June 1919 Operational Turn. All applicable rules apply. The Allies possess the Initiative in the Western Theater and the Central Powers possess it in the Eastern Theater.

[22.42] Sides: The Central Powers side consists of Austria-Hungary, Bulgaria, Germany and the Ottoman Empire. The Allied side consists of Belgium, the British Empire, France, Italy, Romania, the Russian Provisional Government, Serbia, and the United States. Greece is neutral. Montenegro has been eliminated and Romania has collapsed. The United States entered the war on Strategic turn L.

[22.43] Start Lines: The Allied front lines are listed below.

- **Western Front Allied Front Line:** 6811-6612, 6612-6411, 6311, 6211-5813, 5712, 5613, 5512, 5412, 5312, 5313, 5214-5217, 5117-5120, 5221-5223, 5123-4922, 4823-4827, 4827-4628, 4629, 4529, 4429, 4329, 4229-3831.
- **Italian Front Allied Front Line:** This front line follows the Italian/Austro-Hungarian border with the following exceptions: 2412, 2414-2416, 2517-2819, 3021, 2829, 2729, 2529-2328.
- **Russian/Romanian Front Allied Front Line:** 6120, 6121-5922, 5923, 5824, 5723-5524, 5524-5223, 5223-5024, 5024-4823, 4823-4624, 4624-4222, , 4222-4023, 4023-3721, 3622-3421, 3321-3323, 3224, 3123-2725, 2725-2729.
- **Salonika Allied Front Line:** 1210-1213, 1312-1315, 1416, 1417-1218.
- **Caucasus Front Allied Front Line:** all hexes east of the line N4331-N2839 (exclusive).
- **Egyptian Front Allied Front Line:** all hexes in Egypt.
- **Iraqi Front Allied Front Line:** all hexes east of hexrow N14xx and south of hexrow Nxx39.

[22.44] Allied Set Up

In General: On the Western Front map each Allied front line hex must contain at least one Allied combat unit. On the Italian Front hexes 2412-2417, 2618, 2920, 3021, 3022, 2927, 2829, 2729, 2629, 2529-2328 must contain at least one Italian combat unit. There are no such restrictions on the Eastern Front map. All Allied HQ units are deployed support side face-up.

- **Belgium:** Belgium starts with 2 RPs. All Belgian units must set up in hexes W6811 and W6810.
- **Britain -- Europe:** Britain starts with 4 RPs. All British units start at one step strength. The following ***GWiE*** British Divisions are deployed in the Near East: *10NA, 13NA, 42T, 52T, 53T, 54T, 3IN, 7IN* (See below for their deployment). Place one 3-4-4 and four 3-4 infantry divisions on the Salonika Front. Place two 1-2-6 cavalry divisions in the European dead pile. All remaining British *GWiE* units are set up on the Western Front map north of hexrow W58xx. Up to 10 British units may be placed in the Allied Available Units Box.
- **Britain – Near East:** The *10IN* and *11IN* Divisions (from *GWiNE*) have been removed from play. Anywhere in Egypt: *10NA, 42T, 52T, 53T, 54T, 74T* (from *GWiE*), six 3-4 infantry divisions, seven 1-6 cavalry brigades, one 1-5 cavalry brigade. In Egypt west of the Suez Canal: four Suez Canal Defense Companies. In Iraq: the *3IN* and *7IN* divisions (from *GWiE*); two 1-3 HQs (support side up); two 3-4-4 and two 3-4 infantry divisions; three 1-4 infantry brigades and two 1-6 cavalry brigades. In Persia: the *South Persian Rifles* Division in hex N2545. In the Near East dead pile: *13NA* division (from *GWiE*) and six BI 1-4 infantry brigades. In the NE Available Units Box: the *60T* (from *GWiE*) and all Strategic Turn L *GWiNE* units.
- **France:** France starts with 4 RPs. Remove the *LFD* and *ITL* units from play. Place four 2-3-4 and two 2-4 infantry divisions on the Salonika Front. All remaining units set up anywhere on the Western Front map south of hexrow W57xx (inclusive).
- **Italy:** Italy has 0 RPs. Place two 2-4 infantry divisions on the Salonika front. Deploy all remaining Italian units on the

Italian Front map within the restrictions set out above.

- **Romania:** Romania has collapsed and has 0 RPs. Place six 1-2-4 infantry divisions and the 1-6 cavalry corps in the European dead pile. All remaining Romanian units set up within two hexes of E2726.
- **Russia – Europe:** Russia starts with 0 RPs. The Fall of the Czar has occurred. Remove the *7th*, *8th*, *9th*, *11th* and *GD* Army HQs permanently from play. After converting all required divisions to Provisional Government units, place all remaining Russian units on or east of the Russo-Romanian front line. Up to 20 units may be placed in the Allied Available Units Box.
- **Russia – Caucasus:** Convert all required divisions to Provisional Government units. On the Caucasus Front: *6th* Division (from *GWiE*), four 1-4 infantry brigades, one 1-3 cavalry brigade, twelve 1-2-3 infantry divisions, one HQ unit (support side up) and the *Persian Cossack* Division (in Persia). In the Near East dead pile: one 1-2-6 cavalry corps, one 1-6 cavalry corps, five 1-4 infantry brigades and one 1-4 Armenian unit.
- **Serbia/Montenegro:** Montenegro has been eliminated. Serbia has 0 RPs. Place five 2-4 mountain divisions and the 1-6 cavalry corps in the European dead pile. All remaining Serbian units set up on the Salonika Front.
- **United States:** The first American units will arrive on Strategic Turn O.

[22.45] Central Powers Set Up

In General: Units assigned to the Russo-Romanian front may not set up in Albania, Bulgaria, Serbia, Montenegro, Greece or Turkey. All Salonika Front units must set up in Albania, Serbia, Bulgaria or Greece. All front line hexes on the Western, Russian and Salonika fronts must contain one or more CP units at start. There is no such restriction on the Italian Front. All HQ units are deployed support side up.

- **Austria-Hungary:** Austria-Hungary starts with 0 RPs. Place two 1-6 cavalry corps in the European dead pile. Place one HQ unit, 20 combat units (including the *88KB Division*) on the Italian Front map. Place two divisions on the Salonika Front. Two Infantry divisions may be set up on the Russian-Allied front line north of hexrow E42xx. They may be stacked with German units during set up. All remaining Austrian units are deployed on the Russian Allied front line south of hexrow E46xx.
- **Bulgaria:** Bulgaria has 0 RPs. All Bulgarian units are at full strength. The Bulgarian HQ and eight divisions are set up on the Salonika front. Two other divisions are set up anywhere in Romania.
- **Germany:** Germany starts with 8 RPs. Place a dozen infantry divisions in the European dead pile. Any, some or all German cavalry divisions may start play converted to infantry divisions (player's choice). Up to 20 divisions from any front except Salonika may start in the CP Available Units Box. *OberOst* is available for use.
- Western Front: *1st* through *7th Army* HQs, 151 divisions. Place the H-L forts in hexes W5913, W5814, W5713, W5614.
- Russo-Romanian Front: *8th* through *12th Army* HQs, *Sud Army* HQ, 72 divisions (at least half of which must have a printed defense factor of three or higher).
- Salonika Front: three divisions.
- **Turkey – Europe:** Turkey has 0 RPs. Place four 2-4 infantry divisions in Romania. Place one 1-4, three 2-4 and one 3-4-4 infantry divisions in European Turkey.
- **Turkey – Near East: Note:** all units are *GWiNE* units. In Near East Unit Available Box: all Strategic Turn L CP Near East Units. In the Near East dead pile: twelve 2-4 infantry divisions. In the Turkish Required Reserve Box: one 1-2-4 and five 2-4 infantry divisions. In Arabia: four 1-2-4 infantry divisions. In Palestine: One HQ (support side up), two 1-2-4 and five 2-4 infantry divisions, one 1-6 cavalry brigade and one 1-2-6 cavalry division. On the Iraqi Front map: the *Persian Gendarme* Division in hex N2040; two 2-4 infantry divisions and two 1-6 cavalry brigades in any or all of hexes N1040, N1336 and N1534. On the Caucasus Front map on the CP side of the Allied front line: one 1-2-4 and fourteen 2-4 infantry divisions.

[22.46] Tracks: Place all *GWiE* units and events due to arrive after Strategic Turn L in the appropriate holding boxes on the east map.

Place all *GWiNE* units and events due to arrive after Strategic Turn L on the Turn Record Track on the Near East map. Place the Turn Record Marker on the April 1917 space on the Turn Record Track, with the Allied West/CP East side showing. Place the BR/BE, FR and GE Trench Status markers in the –2 space on the Trench Status Track; Place the remaining Trench Status Markers in the -1 space. Place the following markers on the General Records Track in the following spaces:

- CP Victory Points 10
- Allied Cities Held 0
- Victory Points Retaken 0
- Turkish Required Reserve 6
- Turkish Surrender 2

Place the Polesti Resource Marker on Strategic Turn N. Lens, Longwy and Mons are active CP resource hexes. Place eight Devastated Zone markers in the following hexes W6012, W5912, W5812, W5813, W5711, W5712, W5612, W5613. Place the Sinai Pipeline at El Arish (N3311).

[22.47] Allied Events: The Allied player places the following events in the Allied event pool: from *GWiE:* two *No Events*, the French *AAC* unit, *Mustard Gas, Mine, Convoy, Fonck, Greek Entry, French Mutiny and* the British *RTC* unit. From *GWiNE:* all Allied supplemental and Near East K events. All other Allied C to K Events have been drawn and played and all air units are available.

[22.48] Central Powers Events: The CP player places the following events into the CP event pool: from *GWiE:* two *No Events, Romanian Entry,* two *Shocktroop* events, *Mustard Gas, Bruchmiller, Richtofen.* From *GWiNE:* all CP supplemental and Near East K events. All other CP C to K events have been drawn and played except for one *Turkish Determination* event. Place one *U-boat* event in the Strategic Warfare Box. All air units are available except for *Immelmann* and *Boelcke*. The Austrian *Polish* division has been eliminated and may not be replaced.

[22.5] 1918 SCENARIO

[22.51] In General: This Scenario begins with the Events Phase of the Jan/Feb 1918 Operational Turn and ends no later than the end of the June 1919 Operational Turn. Players should use optional rule 21.7, the Red Army. In addition, there are special CP victory conditions superseding those of the campaign game.

This Scenario takes place on the European Front maps only. Place all *GWiNE* units and events aside. The Near East map is not used. Ignore all rules that pertain to the Near East, including the Turkish Surrender die roll and the Turkish Required Reserve. The Central Powers possess the Initiative in the Western Theater and the Allies possess it in the Eastern Theater.

[22.52] Sides: The Central Powers side consists of Austria-Hungary, Bulgaria, Germany and the Ottoman Empire. The Allied side consists of Belgium, the British Empire, France, Greece, Italy, Bolshevik Russia, Romania, Serbia, and the United States. Montenegro has been eliminated and Romania and Russia have collapsed. There are no remaining neutrals.

[22.53] Start Lines: The Allied front lines are listed below. In addition to forts on the wrong side of the respective start lines, the fortresses at Lutsk (E4222) and Prezmysl (E3918) have been destroyed.

- **Western Front Allied Front Line:** 6811-6711, 6612, 6613-6311, 6212-6111, 6012-5813, 5712-5314, 5315, 5216-5217, 5117-5120, 5221-5223, 5123-4922, 4823-4827, 4827-4628, 4629, 4529, 4429, 4329, 4229-3831.
- **Italian Front Allied Front Line:** The Italian-Austrian border to hex 2511, 2412-2415, 2315-2318, 2419, 2319-2321, 2222-2223, 2223-2024.
- **Russian/Romanian Front Allied Front Line:** 6221-5922, 5923, 5824, 5723-5524, 5524-5223, 5223-5024, 5023-4923, 4823-4624, 4624-4222, 4223-4024, 3923-3625, 3524, 3425-3324, 3224, 3123-2725, 2725-2729.
- **Salonika Allied Front Line:** 1210-1213, 1312-1315, 1416, 1417-1218.

[22.54] Allied Set Up

In General: On the Western and Italian Front maps each Allied front line hex must contain at least one Allied combat unit. There are no such restrictions on the Eastern Front map. All Allied HQ units are deployed support side face-up.

- **Belgium:** Belgium starts with 5 RPs. All Belgian units must set up in hexes W6811 and W6810.
- **Britain:** Britain starts with 6 RPs. All British units are at one step strength. Remove the *10NA, 13NA, 52T, 53T, 54T, 3IN* and *7IN* Divisions from play. Place two 1-2-6 cavalry divisions in the dead pile. The Allied player may place up to six British (not ANZAC, CND or PT) units on the Salonika Front, and up to four British units on the Italian Front. All other British units are set up on the Western Front map in or north of hexrow W54xx. Up to 15 British units may be placed in the Allied Available Units Box.
- **France:** France starts with 3 RPs. Remove the *LFD* and *ITL* units from play. The Allied player may place up to six French units on the Salonika Front and up to four French units on the Italian Front map. All remaining units set up anywhere on the Western Front map in or south of hexrow W55xx.
- **Greece:** Greece starts with 2 RPs. Place Greek units on the Salonika Front.
- **Italy:** Italy has 0 RPs. Place two Italian units on the Salonika front and two on the Western front. All other units start on the Italian front.
- **Romania:** Romania has collapsed and has 0 RPs. Place six 1-2-4 infantry divisions and the 1-6 cavalry corps in the European dead pile. All remaining Romanian units set up within two hexes of E2726.
- **Russia:** The Bolshevik Revolution has occurred and Russia has collapsed. All non-Provisional Government units have been eliminated. Place 80 Provisional Government divisions on or east of the Russo-Romanian front line. All other PG units have been eliminated. For purposes of the Red Army optional rule, the Bolshevik Revolution took place on Strategic Turn N.
- **Serbia/Montenegro:** Montenegro has been eliminated. Serbia has 1 RP. Place four 2-4 mountain divisions and the 1-6 cavalry corps in the dead pile. All remaining Serbian units set up on the Salonika Front.
- **United States:** The US entered the war on Strategic turn L. One US division starts anywhere on the Western Front map.

[22.55] Central Powers Set Up

In General: In this scenario all Shock-troop eligible units have been converted. All HQ units are deployed support side up. Subject to the various national restrictions rules (17.22) and the rules that follow, CP units may be freely deployed on any map.

- **Austria-Hungary:** Austria-Hungary starts with 0 RPs. At least 30 units must set up on the front line on the Italian Front map. Subject to rule 17.22, all other Austro-Hungarian units may be set up on any of the other Central Powers fronts.
- **Bulgaria:** Bulgaria has 0 RPs. All Bulgarian units start at one-step strength. Subject to rule 17.22, Bulgarian units may set up in any CP controlled hex within the Balkans.
- **Germany:** Germany starts with 3 RPs. Any, some or all German cavalry divisions may start play converted to infantry divisions (player's choice). Deploy the H-L fortress markers in hexes W5913, W5814, W5713, W5614. The CP player may place no more than 190 divisions on the Western Front, and no more than 12 divisions on the Italian Front. Otherwise, German units may be freely deployed in any CP controlled hex. *OHL* is available for use.
- **Turkey:** Turkey has 0 RPs. Remove the 3-4-4 infantry division from play. Put up to four Turkish units in any CP controlled hex within the Balkans. All other Turkish units are set up anywhere in Turkey.

[22.56] Tracks: Place all *GWiE* units and events due to arrive after Strategic Turn O in the appropriate holding boxes on the east map. Place the Turn Record Marker on the Jan/Feb 1918 space on the Turn Record Track, with the CP West/Allied East side showing. Place the BR/BE, FR and GE Trench Status markers in the –2 space on the Trench Status Track; Place the remaining Trench Status Markers in the -1 space. Place the following markers on the General Records Track in the following spaces:

- CP Victory Points 11
- Allied Cities Held 0
- Victory Points Retaken 0

Place the Polesti Resource Marker on Strategic Turn N. Lens, Longwy and Mons are active CP resource hexes. Place eight Devastated Zone markers in the following hexes W6012, W5912, W5812, W5813, W5711, W5712, W5612, W5613.

[22.57] Allied Events: The Allied player places all O events (both *GWiE* and supplemental, including the *Turkish Surrender* event from the former) and two *No Events* into his event pool. All other Allied events have been drawn and played. The *RTC* and *AAC* units are available. The *Convoy* event is placed in the Strategic Warfare Box. All air units are available except for *Ball*, who is KIA.

[22.58] Central Powers Events: The CP player places all O events (both *GWiE* and supplemental) and two *No Events* into his event pool. All other CP events have been drawn and played. All air units are available except for *Immelmann* and *Boelcke*. The Austrian *Polish* Division has been eliminated and may not be replaced.

[22.59] Victory: In this scenario, the Central Powers player loses unless he achieves his victory conditions by June 1919. There is no draw possible. Players may win this scenario according to rules 18.1, 18.2 and 18.3. In addition they may win it according to the following victory conditions.

Central Powers: The CP player wins if he has achieved two out of the three following during any Victory Check Phase and has at least 14 VPs:

1) Control Venice (W2022).
2) Control Salonika (E1116)
3) Control **every** city in Russia and Russian Poland.

Allied: If the Central Powers have not achieved any victory by the end of the June 1919 Operational Turn, the Allies win.