The Kaiser's War: World War I, 1918-1919

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This file was updated again on 22 February 2010. See rule **2.11** in **bold/red**. This file now contains **17,717** words.

This file was updated again on 23 Feburary 2010. See rules **14.3**, **22.1** and **43.5** in **bold/blue**. This file now contains **17,747** words.

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Mapsheet Erratum
On the western edge of the mapsheet, the "USA Holding Box" has the number "15" printed in it. That number should instead be "12."

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1.0 INTRODUCTION

The Kaiser's War (KW), is a strategic-level simulation of the last year of World War I in Europe (with possible what-if extension into 1919). As 1918's campaign season opened, the Central Powers had defeated the Russian Empire and dominated much of Europe, yet less than a year later the Western Allies were triumphant. This is a two-player game: one player controls the Central Powers; the other player controls the Allies.

The concept of "victory points" (VP) is central to play of game. Players begin each scenario with a designated number of VP. They may expend them to gain reinforcements and carry out certain actions. They gain new VP as a result of achieving objectives; they lose VP when they lose units in combat. To win the game you must have more VP than your opponent; so play is a balancing act between expending VP and attaining objectives.

2.0 COMPONENTS

2.1 Equipment

A complete game of KW includes the following: a game map, this rules set and a sheet of 228 die-cut counters. Players will need to provide themselves with a six-sided die.

2.2 The map shows Europe as it was in 1918 when viewed at this scale. A hexagonal grid has been superimposed on the map to regularize the movement of units and to delineate terrain types. Units are placed in hexes and must remain within hex boundaries at all times. In general, all regions on the map may be entered by both sides' units except neutral countries.

2.3 Friendly & Enemy

A friendly country or unit is one that's controlled by you.

An enemy country or unit is one that's controlled by the opposing player.

The Central Powers are: Germany, Austria-Hungary, the Ottoman Empire, Bulgaria, Persia, certain Nationalist forces (Finland, Baltic, Poland, Ukraine), and White Russians. Those nations and factions are all friendly to each other. The Allies are: the British Empire, France, Italy, the US, Belgium, Serbia, Greece, Romania, the Arabs, the Trans-Caucasus, the Czechs and (possibly) the Bolsheviks. The British Empire includes both the British Isles and Egypt. In some cases a friendly country will begin the game occupied by enemy forces (for example: Romania).

2.4 Hex Control & Occupation

You "control" a hex if either of the following is in effect:

a) The hex is in one of the countries of your side and it's currently not occupied by an enemy unit or in an enemy zone of control (EZOC). (Note that a friendly unit in such an EZOC hex would negate that EZOC for

purposes of defining control there.) If a force occupies a hex in an enemy country and later leaves, hex control reverts to the original (that is, the opposing) player.

b) You occupy the hex, as described below. This is regardless of enemy zones of control.

You "occupy" a hex if one or more friendly units are in that hex. Occupation also gives you control of that hex. Any kind of land unit, including support units, counts for occupation. A hex is "contested," and is thus controlled by neither player, if it's in a friendly country and there is no friendly or enemy unit in it, but an enemy unit exerts a zone of control into it.

2.5 The Initial Front Line is defined by the thick dotted line on the map. Units initially deploy for the scenario on their own side of the initial front line. The initial front line on the Eastern Front isn't shown; rather, it follows the border of Russia with Finland, the Baltic States, Poland and the Ukraine.

2.6 Counters

The cardboard counters are called "units" and "unit counters." They represent military forces.

2.7 Combat Units

Sample Land Combat Unit

Non-Mechanized Land Unit Types

Regular Infantry
Storm Troops
Alpine Infantry
Expeditionary
Cavalry
Air Landing
Marine
Garrison
Fortified Zone

Mechanized Land Unit Types

Tank
Mechanized

***Note**: on mechanized units, the front side is their corps-sized organization, the reverse is their army-sized organization (the latter only appear in 1919).*

Support Units

Headquarters
Tactical Airbase
Strategic Airbase

Naval Units

Bombardment Fleet
Amphibious Transport

2.8 Unit Sizes

XXXXX = army group
XXXX = army
XXX = corps or army detachment
XX = division

2.9 Abbreviations

Central Powers

Germany

AA: Armee Abteilung (Army Detachment)
AK: Asien Korps (Corps Asia)
AlpK: Alpine Corps
BrM: Bruchmiller
BK: Baltic Corps
CK: Caucasus Corps
H-L: Hindenburg-Ludendorf HQ
Ost: East Army
Sud: South Army
VHof: von Hoffman HQ

Austria-Hungary

Boro: Boroevic HQ
Ew: Edelweiss
Iso: Isonzo
OK: Orient Corps
Ost: East Army

Ottoman Empire

AEF: Amman Expeditionary Force

Isl: Army of Islam
Yil: Yildirim
Bulgaria
Mac: Macedonian Front
Nationalists
Finn WG: White Guards
Persian WT: Wassmuss of Persia
Polish Leg: Legion
Ukrainian GA: Galician Army
White Russians
NW: Northwestern Army
AFSR: Armed Forces of Southern Russia
Sib: Siberian
Coss: Cossacks
Allies
British Empire
DF: Dunsterforce
EF: Egyptian Force
DMC: Desert Mounted Corps
MF: Mesopotamian Force
NPF: North Persia Force
NR: North Russia
Sal: Salonika
France
CEO: Eastern Expeditionary Corps
CER: Russian Expiditionary Corps
COL: Colonial
Orient: Eastern Army
GHQ: General Headquarters Reserve
Italy
AAC: Army Assault Corps
CG: Carnic Group
CSI: Italian Expeditionary Corps
GHQ: General Headquarters Reserve
RA: Riparti d'Assalto (Rapid Assault)
Belgium
Fl: Flanders
United States
NR: North Russia Expeditionary Force
USMC: US Marine Corps
Allied Minor Powers
Arab N/LA: Arab North Army/Lawrence of Arabia
Czech CL: Czech Legion
Greek ND: National Defense
Japanese WEF: Western Expeditionary Force
Serbian Sal: Salonika
TCF: Trans-Caucasus Federation
Bolshevik
KonA: Cavalry Army
NF: North Front
RG: Red Guard
SF: South Front
UkF: Ukrainian Front
UrF: Ural Front
WF: West Front

2.10 Unit Nationality by Color & Name

The national groupings of units have unique background colors to assist in their easy identification. Note that all units also have their nationality identified by name across the top of their counters.

2.11 ~~Markers are used for various functions. Certain markers are back-printed with other types of markers. Players use whichever side they need for the current function. The number of markers in the game is not a design limit; if you need more, make them.~~ **All the unit-counters on this game's counter-sheet are units (see 2.7), and not markers. The maximum number of each type that can be put into play is therefore governed by the number given of each type in the counter-mix.**

2.12 Scale

Each hex on the map represents 62 miles (100 km) from side to opposite side. Each game turn represents two months.

2.13 Admin

Players will need pen and paper to keep track of their victory points.

3.0 SET UP

3.1 The game can be played in two scenarios, one covering 1918 and another that allows for a possible extension of the fighting into 1919. Players first decide which scenario they will play and which side they will command. They then place the units for their side, as listed under the initial deployment rules and in the order listed. Play starts with the first turn of the scenario and continues until its final turn, or until one player wins a sudden death victory, or one player concedes (see rules 26.0 and 27.0).

3.2 The scenario instructions describe set ups in terms of unit types and combat factors. Specific unit identifications don't matter. Within the descriptive limits given, units may be set up anywhere in their designated area. Units may not be set up in the same hex as enemy units, but they may set up in EZOC (see 11.0).

3.3 Friendly Forces

Both players control more than one national contingent of forces. Except where specifically noted, all units on each side are friendly to each other, meaning they may stack and conduct combat together, use each other's supply, etc.

4.0 SEQUENCE OF PLAY

4.1 The game is played in sequenced "game turns." Each game turn is divided into two "player turns," first the Central Powers Player Turn and then the Allied Player Turn. Each player turn is composed of several parts called "phases." The "End Phase" is then conducted by both players in three "segments." All actions during a game turn take place in a prescribed order called the "sequence of play."

4.2 Sequence of Play Outline

1) Central Powers Player (CP) Turn

a) Central Powers Mobilization Phase. The CP player spends VP to mobilize reinforcements into play.

b) Central Powers Movement Phase. The CP player moves his land units.

c) Central Powers First Combat Phase. The CP player conducts attacks.

d) Central Powers Second Combat Phase. The CP player again conducts attacks.

e) Central Powers Supply Attrition Phase. The CP player checks to see if any of his susceptible units are lost to supply attrition.

2) Allied Player Turn

a) Allied Mobilization Phase. The Allied player spends VP to mobilize reinforcements into play.

b) Allied Movement Phase. The Allied player moves his land units.

c) Allied Powers First Combat Phase. The Allied player conducts attacks.

d) Allied Second Combat Phase. The Allied player again conducts attacks.

e) Allied Supply Attrition Phase. The Allied player checks to see if any of his susceptible units are lost to supply attrition.

3) End Phase

a) Victory Point Segment. Check the VP controlled by both players for occupying objective hexes and for off-map areas.

b) Victory Check Segment. Check to see if the conditions exist for a sudden death victory.

c) Turn Advance Segment. Move ahead your Game Turn Marker (use a coin) one space on the Turn Record Track on the mapsheet. If it's the last turn of the scenario, the game ends and the players check for victory.

5.0 VICTORY POINTS

5.1 Both players are given an initial amount of VP by the scenario instructions. Players gain and give up VP as play progresses; see the VP Table. Each player openly records his own VP total using pen and paper, and both players always know the other's VP total.

5.2 Gaining VP

During each game turn's Victory Point Segment, each objective hex a player controls is worth the number of VP shown on the VP Table (see 43.1). Additionally, the Allies gain VP for controlling off-map areas. The Allies aren't in any way required to occupy off-map areas to gain the VP; they simply always get them, and the CP player can in no way interfere with their receipt. There are no CP off-map areas.

5.3 You gain the VP for the on-map hexes and/or off-map areas you control during each game turn's Victory Point Segment. Each player openly totals his VP at that time and adds that number to his existing total. A player may gain VP for the same hexes and/or off-map areas each game turn. You gain VP for VP hexes regardless of which country they're in. For example: Paris, a major capital, is worth four VP to the Allied player if he controls it. It's also worth four VP to the CP player if occupied by a CP unit. To gain VP for hexes that began the scenario on your side of the initial front line, you need only control such hexes. To gain VP for hexes that began the scenario on the enemy side of the initial front line, you must occupy those hexes.

5.4 In 1918 players gain the full number of VP as described on the VP Chart for hexes and off-map areas. In 1919**,** players gain only half of the listed VP for cities and of off-map areas. They still lose the full amount of VP for losses in combat and other game actions. The halving is done after all VP to be halved are totaled. Round up any remainder.

Design Note: the 1919 halving is meant to represent the accumulating effects of the influenza pandemic, as well as general war weariness, increasing radicalization of the masses, economic infrastructure fatigue, etc.

5.5 Mobilization

You may expend VP to bring new units into play. You may never voluntarily expend VP in such an amount as to reduce your VP total to zero or less.

5.6 Supply & Maximum Attack Supply

You may expend VP to conduct forced march and/or to generate maximum attack supply.

5.7 Losing & Gaining VP

Players may lose VP due to certain combat results. All such gains or losses are instantly scored. Elimination of units also generates VP loss to the owning side. See 43.1.

5.8 VP scored for cities and off-map areas are recorded only in segment 3a of each game turn, while VP gained or lost for other reasons are scored as they occur.

5.9 VP Limits

If a player's VP total reaches 100 it can go no higher. If it reaches zero, the game ends and the player whose score first hit zero loses. If some event would cause a player's VP total to both go higher and lower simultaneously, determine the difference (positive or negative) and add or subtract that amount.

6.0 MOBILIZATION, REINFORCEMENTS, REPLACEMENTS & CONVERSIONS

6.1 You enter new units into play during the Mobilization Phases of your own player turns. Such units are called reinforcements. They may be entered into play on the map by expending VP and by special scenario instructions. Withdrawals are units in play that must be removed from the map

6.2 Mobilization Costs

The Mobilization Table (43.2) specifies the VP cost for each unit brought into play. You may mobilize any number and type of units within the restrictions stated on the chart and those set by the counter-mix.

6.3 The Mobilization Table sets out the years in which various types of units may be brought into play, any delay in their arrival on the map after having been paid for (given in terms of game turns), and the hexes or areas in which they may be entered. For example, "Marine corps" may only be mobilized during 1919 game turns; their actual entry is delayed for two game turns after their mobilization was actually paid for, and they may only be entered into play via the USA box. So, if, say, the Allied player paid to mobilize a Marine corps during Game Turn 7, it would appear in the US box during the Mobilization Phase of Game Turn 9.

6.4 Reinforcement Placement

Units enter via "mobilization hexes" as described the Mobilization Table. In all cases of on-map mobilization such placement must be into hexes within the same country as the nationality of the unit being entered. You may place up to one unit per mobilization hex per friendly Mobilization Phase. Additionally, the Allied player may place certain units in off map holding boxes. The following lists the maximum number of Allied units that may be placed in off-map holding boxes per friendly Mobilization Phase. Note that any number of eligible units may remain in the boxes from turn to turn and/or come out of them at any one time. Also note nationality restrictions again apply.

USA = up to four US units.

British Empire = up to two British units.

French Empire = no more than one French unit.

6.5 Further Restrictions

Units may generally be placed only in mobilization hexes of their home countries or friendly off-map areas (but see 6.6 & 6.10). Units may not be placed in a hex containing enemy units or prohibited terrain. They may be placed in enemy zones of control. Placement is not considered movement and doesn't use up any movement points. The Mobilization Table specifies additional restrictions.

6.6 The 2-1-4 N/LA Arab unit appears on any desert hex in the Ottoman Empire. The 1-1-4 WT Persian unit appears on any hex in Persia not containing an Allied unit.

6.7 If all the hexes eligible for the entry of one or more reinforcement arrivals are occupied by enemy units, or are blocked for other reasons, those reinforcements aren't received. Such units are delayed until they can be properly deployed.

6.8 Replacements

In general, units that have been eliminated or withdrawn may be brought back into play as reinforcements by paying the full VP cost for them. Exception: eliminated headquarters may never be replaced.

6.9 Demobilization

You may remove from the map any friendly unit during any friendly Mobilization phase. It's again available for mobilization on any future turns. Such units may not be remobilized on the turn of demobilization. Units removed by de-mobilization don't count as having been lost in combat for VP purposes.

6.10 Garrison Units

These are generic for each side. They may be mobilized into any city hexes controlled by their own side that is in general supply.

6.11 Occupied Countries

Certain countries begin a scenario with all their city hexes occupied by enemy forces. They may not

mobilize new units until at least one mobilization hex is liberated by friendly forces (for example: Serbia).

6.12 Corps to Army Conversions

As set out on the Mobilization Table, mechanized and tank corps may be converted, respectively, into mechanized and tank armies. Having been paid for, those conversions take place on the map, wherever the converting corps unit is then located. The only restriction is the converting unit(s) must be in general supply at the time of their conversion. Corps convert by being flipped over to show their army side. Downsizing conversions are not allowed under any circumstances, and the corps sides in no way function as "reduced strength" sides for their army upgrades.

7.0 TRENCHLINES & FORTIFIED ZONES

7.1 The trenchlines printed on the map represent the major trench systems of the Western Front. Each side has its own trenchlines, and its units gain the advantage for them only when in their own side's trenchline hexes.

7.2 Entrenchment

A unit is considered "entrenched" whenever it occupies a friendly trenchline hex. There is no movement or VP cost to entrench; merely being in a friendly trenchline hex gives the unit entrenched status.

7.3 Enemy Zones of Control don't extend into a friendly entrenchment hex if that hex is occupied by at least one friendly unit. Friendly zones of control extend normally out of friendly trenchline hexes. They also extend out of friendly occupied enemy trenchline hexes, except not into other enemy trenchline hexes.

7.4 Combat Effects

Units defending in a friendly trenchline hex have their defense factor doubled and they may never have the concentric attack bonus used against them (see 12.14). They also ignore retreat results when attacking and defending, provided the combat result table being used is the Big Push. A trenchline supersedes all other defensive terrain in the hex for the side owning it. Trenchlines are never destroyed in any way.

7.5 Fortified Zones

The no-concentric, no-retreat Big Push combat effects of trenchlines also apply to fortified zone units, as well as to any other units stacked with them. Unlike trenchlines, though, fortified zones don't double the strength of units defending in them. Fortified zone units may be located in trenchline hexes provided they're also city hexes, in which case they double their defensive strength. Fortified zone units never exist outside of city hexes (of any types).

8.0 MOVEMENT

8.1 In general, during each of your own player turns' Movement Phases, you may move as many or as few of your units as you want. Units may be moved in any direction or combination of directions within the hex grid printed over the map. There are three types of land movement: 1) normal movement, which is governed by each unit's printed movement factor; 2) forced march, which is double each unit's printed movement factor, but you must expend VP in order to conduct it; and 3) railroad movement, which is conducted according to rule section 16.0.

8.2 Units are moved one at a time, tracing a path of contiguous hexes through the hex grid. As each unit enters a hex it expends one or more movement points (MP) from its movement allowance (MA). Different types of units have different MA and are affected differently by terrain. Consult the Terrain Effects Chart (TEC, 43.3) for further details.

8.3 Movement Restrictions & Prohibitions

In general, you may move your units only during your own Movement Phases. (Exceptions: retreats and advances after combat; see sections 13.0 & 14.0.) Once you've moved a unit and removed your hand from it, it may not be moved again that phase unless your opponent allows it. A unit may expend all or some of its MP before coming to a halt. Unused MP may not be accumulated from phase to phase or turn to turn, nor may they in any way be transferred from unit to unit.

8.4 Zero Movement Factor Units may not move once placed on the map except to be demobilized or otherwise go into the dead pile.

8.5 Minimum Movement

All units with a printed MA of "1" or more may generally move a minimum of one hex per friendly Movement Phase, no matter the exact TEC costs involved, by expending all their available movement points at the very start of that move. Units may never enter an enemy occupied hex or one containing prohibited terrain, nor may they use this rule to move directly from enemy zone of control to enemy zone of control (see section 11.0).

8.6 Effects of Terrain

A unit must expend one MP to enter a clear terrain hex. To enter other types of hexes, a unit must expend more than one MP per hex. When the TEC calls for an MP expenditure to cross a hexside, that cost is in addition to the cost for entering the hex.

8.7 Crossing Borders

Generally, units may go anywhere on the map other than neutral countries; see section 23.0. More exceptions are given in optional rules section 30.0.

8.8 Straits

The two straits hexes in the northwest corner of the Ottoman Empire are considered to simultaneously be land and sea hexes. Land units may move across them from Europe to Asia and vice versa. Naval units may move into and/or through them pursuant to the other restrictions on naval movement (see sections 19.0 & 20.0).

8.9 Railroad & Forced March Movement

See section 16.0 and rule 15.7, respectively.

9.0 STACKING

9.1 Having more than one friendly unit in the same hex at the same time is called ”stacking,” and it’s measured in terms of “army equivalents.” The maximum number of army equivalents you may have in a hex is set by the TEC and is based on terrain considerations.

9.2 Army/Army Group Equivalents

All land units other than armies and army groups are considered to be one corps equivalent. Each army and army group is equal to three corps equivalents for stacking purposes, meaning, of course, that three corps equivalents are thereby also equivalent to one army/army group. There is no stacking differentiation between an “army” and an “army group”; the difference is only noted for historical purposes.

9.3 Free Stacking Units

Units with printed MF of zero (“0”) don’t count for stacking; however, there may never be more than one such unit in any hex at any one time.

9.4 Stacking limits apply in the Mobilization Phase, at the end of each Movement and Combat Phase, friendly and enemy, and at the end of each battle’s resolution (see section 12.0). Friendly units may move through hexes stacked or over-stacked by other friendly units at no extra cost or penalty. There’s no limit on the number of friendly units that may enter and pass through a single hex in one phase. If, however, at the end of any friendly or enemy Movement or Combat Phase, or at the end of any battle’s resolution, a hex is found to be over-stacked, the excess units are eliminated by the owning player (his choice). Stacking limits also apply during all unit entry placements onto the map. That is, units may not be entered into play via over-stacked hexes; stacking limits also apply during initial set up.

9.5 All units on the same side may stack together, no matter their exact nationalities.

9.6 A friendly unit may never enter a hex containing one or more enemy units.

9.7 Informational markers don’t count for stacking.

9.8 Naval units use different stacking rules; see sections 19.0 & 20.0.

9.9 Players must observe normal stacking limits during set up.

10.0 FOG OF WAR

10.1 You may look beneath the top unit of enemy stacks only during combat. That is, all the stacks involved in any one battle are mutually examined by both players at the start of each individual battle’s resolution. Once stacks have been examined in that way, the attacker may no longer call off that battle.

10.2 Players may not examine enemy units in off-map boxes. Such units, no matter if in holding boxes, dead piles, etc., may be kept covered by using note cards or other such covers.

11.0 ZONES OF CONTROL

11.1 In general, the six hexes immediately surrounding a unit’s hex constitute its zone of control (ZOC). Units must cease their movement for that phase when they enter an enemy zone of control (EZOC). All units with a printed movement of one or more exert ZOC at all times except for guerrillas (see 21.5).

11.2 ZOC and EZOC are generally not negated by the presence of other units in such hexes, enemy or friendly, but see 11.3. ZOC and EZOC generally extend into and out of all terrains and across all hexsides except for all-sea, but, again, see 11.3. All land units of both sides exert ZOC at all times, regardless of the phase or player turn or their supply status. Naval units never exert ZOC.

11.3 ZOC Negation

You units’ ZOC never extend into hexes occupied by enemy fortified zone units or into enemy trenchline hexes. The presence of a friendly unit, other than a friendly fortified zone unit, in a hex containing an EZOC doesn’t negate that EZOC for any purpose.

11.4 Multiple ZOC

Both friendly and enemy units may exert ZOC into the same hexes at the same time. There are no additional effects if more than one unit, friendly or enemy, projects its ZOC into the same hex at the same time. If one of your units is in an EZOC, the enemy unit projecting that EZOC is also in the ZOC being projected by your unit (unless the ZOC is negated by a trenchline or fortified zone; see 11.3).

11.5 Effects on Movement

Units must stop moving when they first enter an EZOC. They may move no farther during that Movement Phase. Units may exit EZOC in two ways: 1) due to combat results that call for retreat or pursuit; or 2) due to disengagement; see below.

11.6 Disengagement is the act of a friendly unit moving out of an EZOC during a friendly Movement Phase. To do so, the exiting unit must enter a hex that contains no EZOC. Such units may enter another EZOC later during the same move, as long as that first hex they entered didn’t contain an EZOC. It costs an extra MP to disengage in that way. Disengagement may take place only at the very start of a unit’s movement. And

again remember 11.3.

11.7 Effects on Combat

Attacking is voluntary; you don't have to attack simply because you have units in EZOC.

11.8 Units may not retreat after combat into any hex containing EZOC (again, see 11.3).

11.9 Units may advance after combat (pursue) into and/or through EZOC; EZOC never block advance after combat.

11.10 Effects on Supply

Supply lines may be traced into but not through hexes containing EZOC.

12.0 COMBAT

12.1 Each player has two Combat Phases in each of his own player turns. You may conduct attacks in both of your own Combat Phases. A given unit may attack in one, both, or neither of your Combat Phases in each of your own player turns. Your units never attack during the opposing player's Combat Phases.

12.2 Combat is always voluntary. Attacking units must be immediately adjacent to the defending enemy units they will attack. The phasing player is termed the "attacker," and the non-phasing player is the "defender," regardless of the overall situation across the map. There are two different combat results tables (CRT), Big Push and Infiltration; see 43.4.

12.3 Combat Procedure

To resolve each attack, go through the following steps.

1) The attacker declares which attacking units will be attacking which defending units.

2) Total the combat strengths of all attacking and support units involved in the attack. Make any modifications for supply status and concentric attack.

3) Total the defense strength of all defending units in the battle. Make any modifications for defensive terrain and fortifications.

4) Divide the attacker's strength by the defender's strength and multiply that result by 100 to get a percentage.

5) Consult the appropriate CRT under the appropriate percentage column.

6) The attacker rolls a six-sided die, and immediately applies the combat result, including retreats and pursuits.

7) Resolve the next attack, if any.

12.4 Which Units May Attack

A unit must have a printed attack factor of "1" or more in order to be able to attack. Units with parenthesized attack factors are "support units;" their roles in combat are explained below.

12.5 The attacking player may resolve his attacks in any order desires. He doesn't have to declare beforehand all the attacks he will launch during that phase.

12.6 A given defending unit or stack may be attacked from as many as six adjacent hexes at the same time.

12.7 A unit may not attack more than once per individual Combat Phase.

12.8 A given defended hex may be attacked no more than once per Combat Phase.

12.9 Multi-Unit & Multi-Hex Combat

If an attacking unit is adjacent to more than one hex of enemy units, it may attack only one of those hexes. No single attack may have as its objective the enemy units in more than one hex. An attacking force in two or more hexes must combine its combat strengths and attack as a single force into their single target hex. Within those limits, attacks may potentially involve any number of attacking or defending units.

12.10 The attacker may not voluntarily reduce the percentage column of any attack.

12.11 Combat Strength Unity

A given unit's attack and defense factors are always unitary. That is, a given unit's combat strengths may not be divided among different combats on attack or defense.

12.12 Units stacked in the same hex may be combined for an attack, or they may attack separately into different hexes, or some (or all) might simply not attack at all.

12.13 Units defending in the same hex must be attacked as a single combined total; they may not be attacked separately or in small groupings.

12.14 Support Units & Other Attack Bonuses are as follows.

Headquarters. The attacker may add in the attack factor of one HQ within its support range; see section 17.0 for details.

Air Support. The attacker may add in the attack factor of one or two airbases within range; see section 18.0 for details.

Naval Bombardment. The attacker may add in the combat factor of one or two naval gunfire units within range; see section 19.0 for details. The defending force must be on a coastal hex if this kind of attack support is to be used.

Maximum Attack Supply. The attacker doubles the attack strength of his units if they have maximum attack supply; see 15.0 for details.

Concentric Attack. In any battle, if the involved attacking units and/or their ZOC are in all six hexes immediately surrounding a defending hex, the attack factors of all those attacking units are doubled, including that of any involved support units. The presence of non-attacking friendly units, and/or non-involved enemy units, and/or their ZOC, don't count toward achieving or negating this bonus. You may never

gain this bonus against units in their own side's trenchline hexes, nor may you ever gain it against fortified zone units and units in the same hex with them. If any hex(es) around a hex against which you're trying to achieve concentricity is/are unplayable for any reason—such as being all-sea or belonging to a neutral country—those hexes a treated as if they were actually playable when it comes to determining if the minimum attacking-unit and ZOC requirements have been met

12.15 The attacker may never more than double his attack strength.

12.16 Defensive Bonuses are as follows.

Terrain. Defending units benefit from the terrain in the hex they occupy. Terrain in hexes occupied by attacking units have no effect on combat. The effect of terrain on combat is reflected by doubling the defender's combat strength. The TEC lists those defensive multiples; see 43.3. Terrain effects aren't cumulative; if there's more than one type of terrain bonus available in a hex, the defending force receives only one multiple. No defender may ever be more than doubled for any reason or combination of reasons.

Water Hexsides. A force receives the benefit for defending behind a river, canal or lake hexside only if all attacking units are attacking across such hexsides. Further, water-hexside doubling in no way works to further enhance the defense of a unit that's already doubled due to some other reason.

Fortified Zone units don't work to in any way increase the defense factor strength of other units in their hex. Neither, though, do they prevent the other conditions described above from doubling their defense (along with that of the other units that may be stacked with them).

12.17 CRT Choice

The attacker always chooses which of the two CRTs will be used in each attack. The attacker is always free to choose the Big Push CRT. In order to be able to choose the Infiltration CRT, there must be at least one supplied and shock-capable unit (black or white arrow between attack and defense factor) in the attack force. Note, though, that the presence of such a unit doesn't force the attacker to choose the Infiltration CRT.

12.18 Combat Resolution

The combat percentage is determined by dividing the attacker's strength by the defender's strength and then multiplying it by 100. Use the column corresponding to that percentage on the CRT when rolling the die. Example 1: The attacker has 20 combat factors and the defender 12. Thus 20/13x100=153; so that combat is resolved on the 100-199% column. Example 2: The attacker has 10 combat factors and the defender 12. 10/12x100 = 83; so the combat is resolved under the 50-99% column.

12.19 Combat Result Explanations

Within each overall result, specific results are applied in the order listed from lowest to highest.

AA (Attacker Attrition)

1) Attacker immediately loses 1 VP per attacking unit, but no units are eliminated.
2) No retreat or pursuit.

AC (Attacker Catastrophe)

1) Eliminate all involved attacking units.
2) One defending unit may pursue.

AD (Attacker Defeated)

1) Eliminate the involved attacking unit with the single highest printed attack factor. Owning player's choice for ties.
2) The attacker retreats all his own involved surviving units one hex.
3) No pursuit.

AP (Attacker Panic)

1) All involved attacking units make a rout check. The attacker rolls a die for each such unit. If a result is greater than that unit's MA, it's eliminated. If the result is equal to or less than that unit's MA, the attacker retreats it a number of hexes equal to the die roll. If such units can't retreat, eliminate them in place.
2) One defending unit may pursue.

AW (Attacker Withdrawal)

1) All involved attacking units are retreated one hex by the attacker.
2) No pursuit.

BB (Bloodbath)

1) Eliminate the involved attacking unit with the single highest printed attack factor. Owning player's choice for ties.
2) Eliminate the involved defending unit with the single highest printed defense factor. Owning player's choice for ties.
3) No retreat or pursuit.

DA (Defender Attrition)

1) Defender immediately loses 1 VP per defending unit, but no units are eliminated.
2) No retreat or pursuit.

DC (Defender Catastrophe)

1) Eliminate all involved defending units.

2) Up to two attacking units may pursue.

DD (Defender Defeated)

1) Eliminate the involved defending unit with the single highest printed defense strength. Owning player's choice for ties.
2) The defender must retreat all his surviving involved units one hex.
3) One involved attacking unit may pursue.

DP (Defender Panic)

1) All involved defending units with printed MF of zero ("0") are eliminated.
2) All involved defending units make a rout check. The defender rolls a die for each such unit. If the result is greater than the unit's MA, it's eliminated. If the result is equal to or less than the unit's MA, the defender retreats it the number of hexes equal to that result.
3) One or two attacking units may pursue.

DW (Defender Withdrawal)

1) All involved defending units are retreated one hex by the defender.
2) One involved attacking unit may pursue.

MD (Mobile Defense)

1) All involved defending units with printed MF of zero ("0") are eliminated.
2) The defender must retreat all his surviving involved units one hex.
3) The attacker eliminates his involved shock unit with the single highest attack factor. His choice for ties.
4) One involved attacking unit may pursue.

12.21 Unit Eliminations

1) You eliminate units by removing them from the map and putting them into your dead pile. There are no "step reductions."
2) Each combat result gives the priorities for eliminating involved units, if any. In other situations, the choice of which units are to be eliminated are up to the owning player.
3) HQs are never affected by combat results when attacking, nor may they pursue.
4) Air units are never affected by combat results unless there's an air unit in the defending hex.
5) Naval units are never affected by combat results unless there's a fortified zone in the defender's hex.
6) In the exceptions for cases four and five above, eliminated air and/or naval units do count for satisfying their side's combat result.
7) Air and HQ units defend normally, stacked or alone, using their defense factors as the basis for that defense.
8) Naval units never defend in any way**.**

12.20 Support Units & Losses

Headquarters are never affected by losses when attacking. Airbases can't be chosen to be affected by losses when attacking unless there's an airbase in the defending hex—in which case that attacking air unit would have to be chosen as the first given up to satisfy an combat result mandated losses.

Naval units can't be affected by combat results when attacking unless there's a fortified zone unit in the defender's hex—in which case that attacking naval gunfire unit would have to be chosen as the first given up to satisfy any combat result mandated losses.

In those cases in which air and/or naval units are affected by unit elimination, their strengths count toward satisfying the overall loss total for their side. For example, say the Allied player was attacking with a single eight-strength infantry unit supported by a six-strength naval gunfire unit, for a total of 14 attack factors, with no defending fortified zone unit involved. He rolls an AD result. He would therefore have to lose the infantry. If, however, the defending force included a fortified zone unit, the Allied player would have to lose the bombardment unit and the infantry unit.

Air and headquarters units defend normally in their own hexes using their defense factors (and those of any other units stacked with them). Naval gunfire units never defend. Defending support units aren't affected by retreat results unless those results were generated by combat against their own hex. Support units never pursue.

AA results will cause the loss of VP for attacking support units only if they are otherwise affected by combat results as described in 12.20. DA results are applied normally for them if in a defending hex.

12.22 Supply points used to allow a unit to make a "maximum attack supply" (see 15.7.2) attack in the First Combat Phase don't carry over to the Second Combat Phase. A unit making an attack in a Second Combat Phase doesn't have to attack the hex it attacked in the First Combat Phase.

12.23 Cobelligerents

All units on the same side, no matter their nationality or political orientation, may be combined in attacks and defense.

13.0 RETREAT AFTER COMBAT

13.1 When a combat result requires a player's units be retreated, the player designated by the result must immediately move those units the indicated number of hexes away from their combat position. If the combat result doesn't specifically designate one player to conduct a retreat, the owning player conducts it. Retreat is

not normal movement; it's counted in terms of hexes rather than movement points, and units may always retreat the number of hexes indicated regardless of their printed movement allowance.

13.2 Retreat is subject to the following restrictions. If a unit is unable to retreat within these restrictions it's eliminated instead.

1) Units may never retreat into hexes containing enemy units.

2) Units may not retreat into hexes containing EZOC. Remember: Fortified Zone units and friendly trenchlines negate EZOC, but other friendly units don't do so.

3) Units may not retreat off the map or into terrain or across hexsides that can't normally be entered or crossed by them.

4) Units may retreat into and through hexes containing friendly units, even in violation of stacking rules. Remember, though, units must be within stacking restrictions at the end of each battle's full resolution (which means at the end of each retreat after combat).

5) A retreating unit must be retreated in as straight a hex-path as possible, in order that it terminate its retreat the indicated number of hexes away from its initial position. If that can't be done for any reason(s), the partially retreated unit is instead eliminated in the last hex into which it was able to retreat.

6) Within the strictures given above, stacked units may be retreated together or separately.

7) In no case may a unit be retreated into a hex that would cause it to be eliminated or over-stacked if other retreat paths are available.

8) Fortified Zone units and units in friendly trenchlines ignore retreat results on the Big Push CRT, defending and attacking. Retreats called for by the Infiltration CRT must always carried out.

9) Zero movement factor units not otherwise covered in point eight above are eliminated if forced to retreat.

13.3 Units that retreat into a hex that's attacked later that same phase defend normally and contribute their defense strengths normally (which may occur if retreating into a hex in which no EZOC is exerted).

14.0 PURSUIT

14.1 "Pursuit" is a special form of movement that potentially may occur after each combat. Pursuit is more or less what's termed in other wargames as "advance after combat." Each combat's pursuit must be conducted (or passed on) before the resolution of the next battle is begun.

14.2 Procedure

If a combat result calls for a player to conduct pursuit, he may immediately move the number of hexes indicated with eligible units involved in that attack. The first hex must be the hex the defending enemy unit(s) occupied. The second hex (if allowed, see below) may be in any directions. Certain results will allow only one unit to pursue, others will allow two or three. A combat result must specify "Pursuit" for it to occur. For example, even if a BB result caused all defending units to be eliminated from a hex, surviving attackers couldn't enter it, since no pursuit is specified for a BB result.

14.3 Units may move up to the following number of hexes when pursuing.

Two hexes: all units with a printed MF of "4" or higher.

One hex: all land combat units with a printed ~~attack~~ **movement** factor of "1," "2" or "3."

Units with a parenthesized attack factor never pursue.

Units with a printed attack and/or movement factor of zero never pursue.

14.4 Pursuit doesn't expend MP; however, it may only be made into hexes the pursuing units could normally enter during a Movement Phase. Pursuing units may ignore EZOC, but they may not enter hexes containing enemy units. If a total pursuit is longer than one hex, some units may stop in the first hex, others in the second.

14.5 If the originally defended hex isn't cleared of units, no pursuit may be conducted. For example: a defender in one of its side's trenchline hexes receiving a DW result.

15.0 SUPPLY

15.1 There are two types of supply: 1) general supply, which is used to sustain units on the map and for certain administrative functions; and 2) offensive supply, which is used to enhance movement and attacks. There are no supply units *per se.* Rather, players expend VP to provide offensive supply, while general supply requires no expenditure; it's "free" if certain conditions are met.

15.2 Supply Sources

In order to have either type of supply, a unit must trace a line of supply (LOS) back to a valid supply source. Supply sources include the following.

1) All major capitals and resources hexes in countries friendly to the unit tracing supply. Such hexes must also be friendly controlled.

2) All friendly controlled naval bases, regardless of which side originally controlled them, if located in a sea in which forces of that side could otherwise conduct amphibious operations. See sections 19.0 & 20.0.

3) Allied units may use Baghdad if it's Allied occupied.

4) All units on the same side may draw supply from any friendly supply source.

Example 1: Berlin is a supply source for all Central Powers units, but not for Allied units even if they capture it. That's because Berlin is in Germany, a Central Powers country.

Example 2: A German unit could use Petrograd as a supply source since the Germans can use amphibious

movement and supply in the Baltic Sea.

15.3 Line of Supply (LOS)

Players trace supply from a unit back to a supply source. That's called tracing an LOS. The maximum length of each unit's LOS is equal, counted in hexes, to its printed movement factor. The LOS starts with the unit and then goes to either one of the following: 1) directly to a valid supply source; or 2) to a friendly controlled city that can in turn trace a rail line of communications (RLOC) back to a valid supply source (see 16.6). That city doesn't have to be in a friendly country.

15.4 LOS are counted in terms of hexes, not MP. That is, tracing through mountains is the same as tracing through clear terrain, etc. LOS are blocked by enemy units, terrain prohibited to land unit movement, and EZOC. Remember, EZOC are negated only by the presence of fortified zone units and/or friendly trenchlines. For example, a British unit with a movement "4" located in Jerusalem could trace an LOS to Port Said. See 16.6 for railroad limits on LOS.

15.5 General Supply

Units must be in general supply to: 1) conduct railroad movement; 2) to convert a tank or mechanized corps into an army and 3) to avoid making supply attrition checks. General supply doesn't require the expenditure of VP.

15.6 Supply Attrition

During the Supply Attrition Phases of certain player turns—and depending on the terrain involved, see the TEC—you must check your land units for supply attrition. If they aren't in general supply at those times, roll a die for each such unit. On a one through three, a rolled-for unit is eliminated; on a four through six, it survives. The terrain a unit is in during a phase in which supply checks are called for will determine if a check actually has to be made for it, as shown on the TEC. Certain terrain types require two checks be made. In those cases, roll the die for each unit, and if either of those die rolls is a 1-3 that unit is eliminated.

15.7 Offensive Supply applies only to the following situations.

1) **Forced March Movement**. During any friendly Movement Phase, you may choose to expend one VP per unit you want to force march. The effect is to double the movement factor of the friendly unit for which each VP was expended. This is otherwise conducted as normal movement. Forced march may not be used to enhance amphibious or rail movement, though it could be done in combination with them. Units that force march are not prohibited from taking part in any other normal activities that same player turn.

2) **Maximum Attack Supply**. At the start of each of your attacks, you may choose to expend one VP per unit (regardless of its size) that you want to place in maximum attack supply. The effect is to double the attack factor of each such attacking unit. You may place some, none or all units in a particular attack into maximum attack supply. Note that units don't require general supply in order to be able to attack, but a unit without general supply may not be given maximum attack supply.

15.8 Support Units & Maximum Attack Supply

HQ and air units may be given maximum attack supply, doubling their support strength. Naval gunfire units may be placed into maximum attack supply simply by expending the VP; no LOS is required.

15.9 Supply status and VP expenditure is determined the instant a unit begins its movement or an attack is launched.

15.10 Units that initiate forced march need only start their move in a supplied position; they may move out of supply during that move. Further, all units may be moved into eligible hexes that are otherwise out of supply.

15.11 Automatic General Supply

The following units are always in general supply: 1) units with a circular supply symbol printed on them; 2) naval gunfire and amphibious units; and 3) units in the same hex as fortified zone units. Despite that last, however, note that fortified zone units are never supply sources to units outside them (though the cities in their hexes may be).

15.12 All types of city hexes provide general supply to units occupying them, regardless of who originally controlled them.

15.13 Units without supply can still conduct all game actions normally, with the exception of those for which general or offensive supply are specified. Units don't have to be in general or offensive supply to move or attack. They can always move and attack using their printed movement and attack factors.

16.0 RAILROADS

16.1 Rail Nets

Rail nets aren't shown on the map. Rather, countries are divided into rail zones depending on the density of their rail net.

Zone 1: United Kingdom, France, Belgium, Luxemburg and Germany.

Zone 2: all other areas on the map other than those in Zones 1 and 3.

Zone 3: Montenegro, Albania, Persia, and all desert hexes.

16.2 Players may use railroads to conduct rail movement and to extend their units' LOS.

16.3 Procedure

The unit starts its rail move in a city. It then moves through up to 15 contiguous land hexes and ends its move in another city. Rail movement is counted in terms of hexes, not terrain. Rail movement generally uses

up all a unit's movement for the phase. If, however, a unit uses forced march, it may then expend its printed (not doubled) movement allowance after completing its rail move.

16.4 Rail Movement Restrictions are as follows.

1) A unit must start the friendly Movement Phase in general supply in order to be able to make a rail move.

2) Units using rail movement may not start or enter or end in hexes containing enemy units or EZOC. Remember, though, fortified zone units and friendly trenchline hexes negate EZOC.

3) A given unit may use rail movement only once per Movement Phase. A forced march VP expenditure doesn't allow for any unit to make two rail moves in a phase.

4) The ending hex of a rail move must be a friendly controlled city. For example: A German unit begins a rail move in Berlin, and moves to Ploesti in Romania. Since Romania is an enemy country, Ploesti must be occupied by another CP unit in order for the German unit to be able to move to into it.

16.5 Rail Capacity

You may conduct an unlimited number of rail moves if such movement is entirely within Zone 1. In Zone 2, you may conduct a maximum of one rail move per turn per country. Zone 1 and 2 rail movement may be combined, but the Zone 2 move counts against the total for that country. Rail movement may never be made out of or into a hex of Zone 3.

16.6 A single "rail move" is defined as moving one army or three corps equivalents.

Example 1: A German army starting in Berlin moves via Austria-Hungary to Romania. After that move, the CP player could still conduct more rail movement in Germany (Zone 1), but not in Austro-Hungary or Romania, since they are Zone 2 countries.

Example 2: The CP player rail moves one German army from Vienna to Prague, both of which are in Austria-Hungary. In that same phase he could also rail move two Austro-Hungarian corps and one German air unit in Romania.

16.7 Railroad Line of Communication (RLOC)

As described in section 15.0, you may trace an LOS to a city hex that can in turn trace an RLOC back to a supply source. The RLOC may be traced through a number of contiguous land hexes back to the supply sources listed in 15.3. An RLOC is blocked by enemy units and EZOC. The length of the RLOC depends on the rail zone of the city to which the unit is tracing its LOS.

Zone 1: unlimited length.

Zone 2: 15 hexes.

Zone 3: RLOC may not be traced.

16.8 There is no limit to the number of units that may trace RLOC in Zones 1 or 2 (unlike the limits on Zone 2 rail movement).

16.9 RLOC may be traced through more than one rail zone, but the provisions of 16.6 apply.

Example 1: A German unit adjacent to Ploesti could trace an LOS to Ploesti, and from there back to Berlin, as long as the path is no more than 15 hexes.

Example 2: An Ottoman unit adjacent to Damascus could trace an LOS into Damascus, and from there trace an RLOC to Constantinople or Trebizond. (The former is both a friendly major capital and naval base; the latter is a naval base in a sea in which the Ottomans can conduct amphibious movement.)

Example 3: A British unit located in Persia couldn't trace an RLOC.

17.0 HEADQUARTERS (HQ)

17.1 HQ have a parenthesized attack factor printed in their lower-left corners, meaning such units may not attack by themselves. Each HQ may, however, add its attack factor to any one attack per friendly Combat Phase. That radius may be traced into and through EZOC, all types of water and terrain, and even hexes containing enemy units. When counting support range, don't count the hex in which the HQ is located; do count the hex in which the defending force is located.

17.2 You may never use more than one HQ to support any one attack. HQ are never affected by the outcomes of attacks they support. HQ may not attack by themselves. They defend normally.

18.0 AIRBASES

18.1 Both sides have airbase units that represent support facilities for major concentrations of combat aircraft. In general, airbase units are treated as land units. Each air unit has printed on it a parenthesized range factor just above its movement factor.

18.2 Air Support

During friendly Combat Phases, you may add the parenthesized attack strength of any air unit to the strength of one friendly attacking force. The supported attack must be within support range of the airbase unit. An air unit may support only an attack, never a defense.

18.3 Range

An airbase may support a land attack at a distance up to the number of hexes equal to its range. Range is counted from the air unit to any one unit in the attack. It may be traced into and through EZOC, enemy units, and any kinds of terrain and water. When counting support range, don't count the hex in which the airbase is located; do count the hex in which the defending force is located.

18.4 In general, no more than one airbase may support a single attack, except that one or two German or

British air units may support a single attack. Airbase units may be combined with naval and/or HQ support to support the same attack.

18.5 You may not split an airbase unit's attack strength among more than one attack. They don't negate terrain in the defender's hex.

18.6 Airbases may not be affected by the outcome of any attack they've supported unless there's an enemy airbase unit in the defending force's hex. Such a presence would cause the attack-support air unit to be the first unit selected to suffer any adverse result.

18.7 Air units may not attack by themselves. They defend normally in their own hexes.

19.0 NAVAL BOMBARDMENT

19.1 Naval bombardment markers represent gunfire support from fleets off the coast. You place naval gunfire markers during your Combat Phase in all-sea hexes. They may then attack into adjacent coastal hexes. With one exception (see 19.2), that may be done only if friendly land units are attacking the same coastal hex at the same time. Add the combat strength of the gunfire units to the attack. The Allied player may use a maximum of two naval gunfire units in an attack against a hex.

19.2 Bombardment

Naval bombardment units may attack coastal hexes containing enemy fortified zone units without any friendly land units being involved on either side. In such cases only use the bombarded fortified zone unit's defense factor when calculating the combat percentage, even if there are also other enemy land units in the same hex. Apply the combat results against the naval gunfire units normally, except there are never any retreats or pursuits. Apply the combat results in such bombardment attacks only against the defender's fortification counter and, again, there are no retreats or pursuits.

It's possible to bombard an enemy fortified zone unit and then also launch an amphibious invasion attack into that same hex later that same phase. The naval bombardment units used to bombard the fort would not be available to support the follow-on effort. Of course, if the bombardment removed the fort prior to that follow-on attack, the ships have made their contribution in that way. Naval bombardment units are the only type of support units that may attack by themselves, and then onl via this rule.

19.3 Naval bombardment units are generally not affected by the outcome of land combats they support, with the following exception: if there is an enemy fortified zoned unit in the defending hex, a bombardment unit would have to be selected as the first unit given up to satisfy that requirement.

19.4 Naval bombardment units may be placed in maximum attack supply by expending one VP. No LOS is required.

19.5 Naval bombardment units are on the map only during the combats they support, or the one bombardment they may make themselves, in each friendly Combat Phase. They are otherwise not treated as units, have no ZOC, etc, and should be kept off to the side until committed each turn. They may never be used defensively.

19.6 Friendly Seas

A naval gunfire unit may be used only in a "friendly sea," as defined below.

Allied Friendly Seas: North Sea, Mediterranean Sea & Red Sea.

German Friendly Sea: Baltic Sea.

Austro-Hungarian Friendly Sea: Adriatic Sea.

Ottoman Friendly Sea: Sea of Marmora & Black Sea.

19.7 Naval Basing

Additionally, to be able to use naval bombardment units in a friendly sea as given above, you must control or occupy at least one naval base on its coastline. For the Allies, this condition is always considered to be automatically met for British, French and US naval considerations in the North Sea and Mediterranean owing to their possession of bases off the map.

20.0 AMPHIBIOUS OPERATIONS

20.1 You may use amphibious movement to move land units from one coastal hex to another. The Allied player may also conduct amphibious movement from an off-map area onto the map and vice versa.

20.2 You may move a maximum of one army or three corps equivalents per amphibious marker per friendly Movement Phase. The units to be transported must begin the phase on a coastal hex or off-map area holding box. It's then picked up and placed on any other coastal hex or off-map area holding box that's not enemy occupied. The presence of EZOC doesn't affect such movement. Units must disembark at the end of the move; units may not remain at sea.

Amphibious markers of one country may generally be used to conduct amphibious operations for other countries on the same side; however, the following units may never make an amphibious move: zero movement factor units, Bolshevik and Nationalist units, and guerrillas.

20.3 If the unit is moving from a friendly controlled or occupied naval base to another friendly occupied naval base, that amphibious move costs it one MP. Otherwise, the amphibious move consumes all that unit's movement for the phase. Such units may not force march that same turn, but they may still attack normally from their disembarkation hex. They may not rail move.

20.4 Amphibious markers are just that, markers. They're nothing more than a mnemonic for amphibious

movement. They otherwise have no effect on play.

20.5 Supply status is irrelevant for amphibious movement.

20.6 Allied Off-Map Areas

Allied units placed in the US, British Empire and/or French Empire boxes may enter the map via amphibious movement. Just place them on the map during the Allied Movement Phase in any eligible hex. That kind of arrival does use up an amphibious marker as described above in 20.2.

20.7 Friendly Seas

The strictures given in 19.6 and 19.7 also apply to the use of amphibious markers.

20.8 Inter-Sea Moves

The Allied player may make amphibious moves from any one friendly sea to any other friendly sea. For example: an Allied amphibious move could be made from Portsmouth to Alexandria. The CP has no such corresponding ability.

20.9 Suez

If no CP units are in any hexes adjacent to any Suez Canal hexside, the Allied player may move amphibious units between the Mediterranean and the Red Sea and Persian Gulf without penalty. If any CP units are adjacent to the Suez Canal, such amphibious moves cost all such transported units' entire MA for the phase (as they have to go around Africa).

20.10 Amphibious Assault takes place when a friendly force of land units attacks an enemy occupied coastal hex from an all-sea hex. Amphibious assault is begun during the friendly Movement Phase. The units must start in a port hex, make a normal amphibious move, but end on an all-sea hex adjacent to an enemy occupied coastal hex. During the ensuing friendly First Combat Phase, the force must attack that coastal hex. Conduct the combat normally; if the attacker gains a result allowing them to pursue, the amphibiously assaulting force may land in the invaded hex, and may even potentially attack again during the Second Combat Phase. If they fail to gain a result allowing them to pursue, they are eliminated and the amphibious unit supporting the invasion is also eliminated. A unit that lands on an undefended coastal hex may attack normally during its side's Combat Phases and it uses normal rules of attack, not those given here for amphibious assault.

20.11 A ground unit making an amphibious assault may not use maximum attack supply.

20.12 Peripheral Expeditions

British, French and US units may make amphibious landings onto the northern map edge in Finland. British and French units may make amphibious landings onto the eastern map edge hex in the Ottoman Empire on clear hexes east of Baghdad. They may land only in hexes that aren't enemy occupied, and can move no farther in the turn of landing. (They're actually landing on coastal hexes off the map).

21.0 UNIQUE UNITS

21.1 Tank & Mechanized Armies may be mobilized only in 1919. To mobilize them, you must have a tank or mechanized corps on the map and in general supplied. Pay the VP listed on the Mobilization Table, and then flip the converted units to their army side. Such converted units are immediately available for all normal operations that same player turn. In order for an eliminated tank or mechanized army to be brought back into play, it would first have to make a new appearance as a corps and, then, in a turn subsequent to that reappearance as a corps, it could again be converted into an army.

21.2 Alpine Units double their attack strength when attacking into a rough hex.

21.3 US Marine Corps doubles its attack factor when attacking in an amphibious invasion (alone or in conjunction with other units).

21.4 US Airlanding Corps

Once per game, this unit may make an airborne landing. It must start on an Allied airbase unit in general supply. It then moves up to four hexes. That move may be over enemy units and/or EZOC and otherwise prohibited terrain. The unit may land in any clear or city hex not containing enemy units. Airlanding uses up all of its MA for that turn. After landing, it fights as a normal unit.

21.5 Guerrillas. The Lawrence and Wassmuss units are guerrillas. They therefore exert no ZOC. They also ignore EZOC for all game purposes. Lawrence may never leave the Ottoman Empire. Wassmuss may never leave Persia.

21.6 Trans-Caucasus Alpine Corps

The TCF unit may move and attack only the Trans-Caucasus and within the Ottoman Empire on the Allied side of the initial front line in northeast Turkey.

21.7 Japanese Expeditionary Unit

This unit may be mobilized only in 1919. The Allied player enters it via the British Empire off-map box.

22.0 SEASONS

22.1 Terrain types subject to summer or winter supply attrition effects are indicated on the TEC. See rule 15.6 for details. **Summer turns are July/August.**

22.2 Winter

In winter game turns, players may not make forced marches or generate maximum attack supply. Other game functions aren't affected.

22.3 Thaw only affects units in Russia, Poland and the Ukraine. In thaw game turns, players may not make forced marches or generate maximum attack supply in those countries. Other game functions aren't affected.

23.0 NEUTRALS

23.1 Neutral nations are Switzerland, the Netherlands, Denmark, Sweden and Norway. They are out of play for all purposes and may not be brought into play in any way.

23.2 No units may ever enter any hex of a neutral, nor may support air or HQ units trace support into or out of them. Supply may not be traced into or out of them.

23.3 Aside from the countries listed in 23.1, units of both sides may generally enter all countries on the map; however, also see rule 24.0 for additional information in this regard.

24.0 THE EASTERN FRONT

24.1 Russia

When not using optional rule section 30.0, neither side's units may enter Russia.

24.2 Eastern Europe

CP units initially placed in Finland, the Baltic Republics, Poland, and/or the Ukraine may not move or attack. This restriction is lifted the instant that any Allied unit enters or attacks into any of those countries, at which time all such units may operate normally. Note that Allied units may freely enter those countries.

24.3 Trans-Caucasus

Both side's units may operate in the Trans-Caucasus; treat it as an independent Allied country.

24.4 None of the following units are in play unless the corresponding optional rules sections are being used: Finnish, Baltic, Polish, Ukraine, White Russian Czech, Bolshevik, Anarchist.

25.0 VICTORY CONDITIONS

25.1 At the end of each game, players check their VP. The player with more VP may win. Subtract the smaller VP total from the larger and consult the table below.

25.2 Sudden Death Victory

If one player's VP total goes to zero at any time, while the other player has at least one VP, the game immediately comes to an end and the player with one or more VP wins while the other side is overthrown in a revolution. The winning player adds 25 to his current VP level and that is his final victory level. If both sides VP levels simultaneously go below zero VP, both players lose.

VP Difference	Level of Victory
0-25	Draw: revolution sweeps Europe.
26-50	Marginal: another world war breaks out in 20 years.
51-75	Continental: your alliance dominates Europe for a generation.
76-100	Imperial: your alliance is master of the world.

SCENARIOS

26.0 SCENARIO 1—1918

This scenario covers the final campaigning year of the war.

26.1 Game Length: March-April 1918 through November-December 1918.

26.2 Starting Victory Points

Central Powers: 75 Allies: 60

26.3 Allied Order of Battle (deploy first)

All units start on the Allied side of the initial front line within the designated countries.

British Empire Units

On London: 1 x tactical air.
In France: 4 x infantry armies; 1 x tank corps; 1 x tactical air; 1 x strategic air.
In Greece and/or Albania: 1 x infantry army.
On or adjacent to Jerusalem: Allenby HQ; 1 x infantry army; 1 x cavalry corps; 1 x tactical air.
On or adjacent to Baghdad: 1 x infantry army.
On or adjacent to Jerusalem or Baghdad: 1 x mechanized corps
In Persia: 1 x expeditionary corps.
Naval: 2 x bombardment; 2 x amphibious.

French Units

On any French cities: 4 x fortified zones.
In France: 8 x infantry armies; 1 x cavalry corps; 2 x tactical air.
In Italy: 1 x infantry army.
In Greece and/or Albania: 1 x infantry army; 1 x tactical air.
In Egypt: 1 x expeditionary corps.
Naval: 1 x bombardment; 1 x amphibious.

Italian Units

On any Italian city: 1 x fortified zone.
In Italy: 4 x infantry armies; 1 x shock corps; 1 x alpine corps; 1 x cavalry corps; 2 x tactical air.

In Greece or Albania: 1 x expeditionary corps
Naval: 1 x bombardment; 1 x amphibious.
Belgian Unit
In Belgium: 1 x infantry army.
Serbian Unit
In Greece or Albania: 1 x infantry army.
Romanian Units
On map: none.
Greek Units
In Greece: 1 x infantry army.
US Units
In the USA off map box: 1 x infantry army, Pershing HQ, 1 x amphibious.
Arab Unit
In the Ottoman Empire, on any desert hex: 1 x cavalry corps.
Trans-Caucasus Unit
In Kars or Baku: 1 x alpine corps.
Allied Garrisons
Nine on any cities on the Allied side of the front line.
Allied Reinforcement Pool
All remaining Allied units.
26.4 Central Powers Order of Battle (deploy second)
All units start on the CP side of the initial front line within the designated countries.
German Units
On any German cities: 4 x fortified zones.
In Belgium, Luxemburg, France and/or Germany within two hexes of the front line: 3 x shock armies; 5 x infantry armies; 2 x tactical air.
In Belgium, Luxemburg, France, Germany, Austro-Hungary, Italy, Albania, Serbia, Romania and/or Bulgaria: 3 x shock armies, 1 x infantry army, 1 x tactical air; 1 x strategic air; H-L HQ; BrM HQ.
Helsinki: 1 x expeditionary corps.
In the Baltic States: 1 x infantry army.
In Poland: 1 x infantry army.
In Ukraine: 1 x infantry army.
In, Poland, and/or the Ukraine: von Hoffman HQ; 1 x cavalry corps.
In Romania: 1 x infantry army.
In Serbia, Greece, and/or Albania: 1 x infantry army.
Anywhere in the Ottoman Empire: 1 x expeditionary corps, 1 x tactical air.
Naval: 1 x bombardment; 1 x amphibious.
Austro-Hungarian Units
On any Austro-Hungarian cities: 2 x fortified zones.
In Austro-Hungary and/or Italy: 1 x shock army; 3 x infantry armies; 1 x alpine corps; 1 x tactical air.
In Poland and/or the Ukraine: 2 x infantry armies.
In Romania: 1 x infantry army.
In Serbia, Greece, and/or Albania: 1 x infantry army.
Naval: 1 x bombardment.
Ottoman Units
On any Ottoman cities: 2 x fortified zones.
Within three hexes of Constantinople: 2 x infantry armies.
Within three hexes of Erzincan: 1 x infantry army, 1 x alpine army.
Within three hexes of Damascus: 1 x shock army, 1 x infantry army.
Within two hexes of Mosul: 1 x infantry army.
Naval: 1 x amphibious.
Bulgarian Units
In Bulgaria, Romania, Serbia, Greece, and/or Albania: 2 x infantry armies
Persian Units
In Persia: 1 x cavalry corps.
Central Powers Garrisons
Twelve on any cities on the CP side of the front line.
Central Powers Reinforcement Pool
All remaining Central Powers units.
26.5 Special Rules
1) Shock Effect. During both CP combat phases of Game Turn 1 the following apply.
a) Germans attacking on the Infiltration CRT and getting a DW result against defending Allied units have that

result converted to DP.
b) During the Victory Point Check Phase of Game Turn 1, the CP receives three VP for each Allied trenchline hex occupied by CP units.
2) Mobilization. The CP player may not mobilize any units on Game Turn 1. He may expend VP for other game purposes. Allies mobilize normally.
3) Additional Reinforcements.
a) The CP receives 1 x Austro-Hungarian shock army on Game Turn 2 at no VP cost.
b) Allies receive 1 x French tank corps on Game Turn 3 at no VP cost.
4) End of Summer CP Victory Check. This rule simulates the psychological and morale imperatives felt by the CP high command to run a major offensive(s) throughout the 1918 campaigning season. At the end of the July/August 1918 game turn, make a special one-time victory check by asking all four of the yes/no questions given below. If the answer to any one or more of the questions is yes, the CP player has passed his victory check. In that case, play on to the conclusion of the scenario using the regular victory conditions. If the answer to all the questions is no, play stops and the Allied player is declared the winner of the game (imperial victory), no matter the relative VP situation.
a) Is one or more supplied German units presently in any hex(es) immediately adjacent to Paris?
b) Are Venice and Salonika both presently occupied by the CP?
c) Are Venice and Genoa both presently occupied by the CP?
d) Are Moscow and Petrograd both presently occupied by the CP?

27.0 SCENARIO 2—1918-19

27.1 Game Length: March-April 1918 through September-October 1919. This scenario presumes both the CP elites and the masses they led were more determined to see things through to a final end. To investigate that possibility, players may agree to play this way from the start; or they may agree to transition into this longer scenario at the end of Scenario 1 if both feel the situation in front of them at that time is interesting enough to warrant it. (The short scenario presumes the CP morale collapse that occurred historically happens unless that side has won by that time.)

27.2 Starting Victory Points
Same as Scenario 1.

27.3 Central Powers Order of Battle (deploy first)
Same as Scenario 1.

27.4 Allied Deployment (deploy second)
Same as Scenario 1.

27.5 Special Rules
Use Special Rules 1, 2, 3 and 4.

OPTIONAL RULES

Players should decide between themselves prior to starting play which, if any, of the following rules they'll use.

28.0 Additional Forces

28.1 Additional Allied Units

Bolshevik Units (placed by Allied player)
Petrograd, Moscow: 1 x fortified zone each.
On any cities in Russia other than Narva: 1 x shock army; 3 x infantry 3-6-2 army groups.
Bolsheviks begin the scenario as neutrals.

Anarchist Units
On map: none.

Allied Reinforcement Pool
All remaining Czech Legion, Bolshevik and Anarchist units.

28.2 Additional Central Powers Nationalist Units

White Russian Units
Narva: 1 x 5-5-3 shock army.

Other Nationalist Units
Finnish units: in Finland: 1 x infantry army.
Baltic units: none.
Polish units: none
Ukrainian units: none.

CP Reinforcement Pool
All remaining White Russian, Baltic, Polish, and Ukrainian units.

28.3 German Redeployment. German forces listed in 26.4 as deploying in Belgium, Luxemburg, France, Germany, Austro-Hungary, Italy, Albania, Serbia and/or Bulgaria may now also be deployed in the Baltic States, Poland and/or Ukraine (3 x shock armies, 1 x infantry army, 1 x tactical air; 1 x strategic air; H-L HQ; BrM HQ).

29.0 Free Deployment Scenario Variant

29.1 Game Length: Players first decide to play this using the March-April 1918 – November-December 1918 game length or the September-October 1919 game length.

29.2 Starting Victory Points
Same as Scenario 1 or 2.

29.3 Central Powers Order of Battle (deploy first)
Same as Scenario 1 or 2, except as follows.

Germany: Shock armies, HQ and air units may be placed anywhere in Europe on the CP side of the initial front line. One shock army may be placed in the Asiatic portion of the Ottoman Empire.

Austria-Hungary: the starting shock army and all air units may be placed anywhere in Europe.

Ottomans: the starting mountain army may be placed anywhere in the Ottoman Empire.

29.4 Allied Deployment (deploy second)
Same as Scenario 1 or 2, except as follows.

Britain: One starting infantry army and one tactical air from France may (player choice) instead be redeployed to Italy, Greece or Egypt.

France: One starting infantry army and one tactical air from France may (player choice) instead be redeployed to Italy or Greece.

Italy: The expeditionary corps may be placed in Albania, Greece or Egypt.

29.5 Special Rules
Same as Scenario 1.

30.0 Russian Front, Bolsheviks & Nationalists

This rule, if used, replaces rule section 25.0.

30.1 The former Russian Empire is divided into: Russia, Finland, the Baltic Republics, Poland, and the Ukraine. Each is a separate country, and each has its own rules for control. The Caucasus isn't considered part of the Russian Empire; treat it as an independent country.

30.2 Eastern Armies. CP units that begin play in Finland, the Baltic Republics, Poland and/or the Ukraine may not move or attack until the CP player initiates a war with the Bolsheviks (see 30.11), or until an Allied unit enters or attacks into Finland, the Baltic Republics, Poland or the Ukraine, at which time all units are subject to normal player control (see 30.3).

30.3 Allied units may enter and attack into Finland, the Baltic Republics, Poland and/or Ukraine without any special declaration or cost. They may enter and attack into Russia only if the "Kaiser Moves East" (see 30.11).

30.3 Pro-CP Nationalists. Pro-CP Nationalist units are: White Russians, Finns, Baltics, Poles and Ukrainians. Pro-CP Nationalist units may not move, attack or exert ZOC until the Kaiser Moves East (30.11). Alternatively, if an Allied unit first enters or attacks into their country, the pro-CP nationalist units of that country become fully controlled by the CP player.

30.4 CP Nationalist Movement Restrictions.

White Russian Units may move only in Russia, the Ukraine, Poland, the Baltic Republics, Finland and the Caucasus.

Finnish Units may only move in Finland and the one hex of Russia that lies west of Petrograd.

Baltic Units may only move in the Baltic Republics.

Polish Units may only move in Poland, the Ukraine and Russia.

Ukrainian Units may only move in the Ukraine and Russia.

30.5 The Czech Legion is the only pro-Allied nationalist unit. It enters play only if the Kaiser Moves East (see 30.11). If it does enter play, it may potentially move and fight in any belligerent countries on the map.

30.6 Nationalist Mobilization. Players may mobilize Nationalist units they control (but see 30.12). In general, they pay half the normal VP mobilization cost for Nationalist units (round up all remainders). In general, Nationalist units appear in cities occupied by friendly units within their own home countries. They may never appear in a city occupied by a unit(s) of another Nationalist force. For example, a Ukrainian unit could appear in a German occupied city hex in the Ukraine, but not in a Polish occupied city hex in the Ukraine.

30.7 White Russian units are placed in cities in Russia that don't contain Allied or Bolshevik units. They may also be placed in any eastern map edge land hexes in Russia that aren't occupied by any enemy units at that time.

30.8 The Czech Legion appears automatically (and at no VP cost) if the Kaiser Moves East. The Allied player places it on any hex in Russia containing no other unit. Otherwise, it may not be mobilized, nor may it be replaced if eliminated.

30.9 Bolshevik units start the game controlled by neither player. The Allied player deploys them as given in 28.1. Bolshevik units may not move or attack, and exert no ZOC, unless and until the Kaiser Moves East.

30.10 Russia No-Go. Neither side's units may enter or attack into Russia unless and until the Kaiser Moves East (30.9).

30.11 The Kaiser Moves East. The CP player may choose to launch a war against the Bolsheviks. He does so by declaring *Kaiser Moves East* at the start of any game turn. If he does so, the Allied player automatically gains control of all Bolshevik units, and the CP player gains control of all Pro-CP Nationalist units.

30.12 Bolshevik Mobilization. There is no VP cost to mobilize Bolshevik units. Bolshevik units in the reinforcement pool enter/renter play as follows: the Allied player rolls a die for each such unit at the start of his own Mobilization Phase. He halves that result, rounding up any remainder, and places it on the Game Turn track that number of turns later. Bolshevik reinforcements are placed in any Bolshevik-occupied cities in Russia, Finland, the Baltic Republics, the Ukraine and/or the Caucasus, at a maximum of one per hex per turn. They may also be placed in any hexes containing no CP units inside Russia.

30.13 Bolshevik Movement Restrictions. Bolshevik units may only move in the following areas: Russia, Finland, the Baltic Republics, Poland, the Ukraine and the Caucasus.

30.14 Bolshevik Psywar. Once the Bolsheviks have entered the war, the Allied player may make one additional Psywar attack per turn at no cost in Vs. See section 32.0.

30.15 Subsequent to Activation. Once they're in the war, Nationalist and Bolshevik units gain normal movement, ZOC and combat capabilities. They may attack across borders they may not otherwise move across. Their ZOC extend across all borders.

30.16 Stacking. Bolshevik units may not stack with other Allied units. Nationalist units may not stack with other nations' Nationalist units. They may stack with non-Nationalist units on their side. For example, a Ukrainian unit couldn't stack with a White Russian unit but it could stack with a German unit. Allied garrison

units may never be placed in Russia. CP garrisons may be placed normally in the east, including Russia.

30.17 Combat. Bolshevik units may not cooperate in combat with units from other friendly powers. Nationalist units may cooperate in combat with units from other friendly powers, including support units.

30.18 General Supply. Bolshevik and Nationalist Units are always in general supply if they're in their home country and can trace an LOS to any type of city within it. Otherwise they follow standard supply rules for their side. The home country for Bolshevik and White Russian units is Russia: outside their home country they're affected by supply normally.

30.19 Offensive Supply. A player may provide offensive supply to friendly Nationalists normally by expending VP, but not to Bolsheviks; however, Bolshevik units that can trace an LOS to Moscow or Petrograd, if occupied by Bolshevik units, thereby receive offensive supply at no VP cost. They may engage in forced march and/or double their attack strength in that case.

30.20 Occupation Victory Points. Bolshevik, Anarchist and Nationalist occupied cities don't count as VP gains for either player. If, however, a player's other units occupy a city also containing such a unit, the VP are gained. For example, a German unit occupying Kiev and stacked with a Ukrainian unit would give the CP the VP. If, however, the German unit were to leave, the VP wouldn't be gained by the Ukrainian unit alone (though that unit might be useful to prevent the city from being seized by the enemy).

30.21 Unit Elimination VP. Elimination of Nationalist units counts normally for loss of VP. Elimination of Bolshevik and Anarchist units doesn't cost any VP.

30.21 Anarchists. The instant the *Kaiser Moves East,* the Allied player receives the Anarchist unit as a reinforcement. He places it on any hex in Russia or the Ukraine not occupied by other units of either side. At the start of each complete game turn following, roll a die. On an even result, the Anarchist unit is controlled that game turn by the Allied player; on an odd it is controlled by the CP player. The Anarchist unit may never stack with other units or cooperate in attacks with other units. It may never leave the Ukraine. If the Anarchist unit is eliminated, it follows the same procedure as Bolsheviks for replacement. It's always in general supply but never has offensive supply.

31.0 Critical Cities

31.1 Major Capitals. The first time in a scenario a major capital other than Paris, Petrograd or Moscow is occupied by enemy units, the player to whom that city belongs must roll three dice, total the result, and instantly subtract that number of VP from his total. This rule applies to every major capital on the map individually, but subsequent recaptures and captures of the same place don't retrigger such VP losses.

31.2 The Ruhr. The first time an Allied unit occupies the Ruhr hex, the Allied player instantly wins the game (imperial victory).

31.3 Venice. The first time Venice is occupied by a CP unit, the Allied player must immediately roll two dice and subtract that number of VP from his total. Subsequent recaptures and captures don't retrigger this.

31.4 Revolutionary Cities. Russia has two capitals: Petrograd and Moscow. Instead of the effects of 31.1, if the CP simultaneously occupies both those cities, then, for as long as this condition is in effect, the mobilization of Bolshevik units may not be initiated. Bolshevik units already on the Turn Record Track aren't affected.

31.5 Paris Bombardment. If, at the start of any Victory Point Segment, there's one or more supplied German unit adjacent to Paris, the Allied player rolls a die and subtracts that number of VP from his total. That's one die roll per game turn regardless of the number of German units so positioned. This event can happen only once per game.

31.6 Brennt Paris (Paris Burns). If Paris is occupied by any CP unit, play stops and the CP player wins an imperial victory

32.0 Psychological Warfare (Psywar)

32.1 Each player may make one psywar attack at the start of each of his player turns, before any other action is taken. No more than one such attack may be made per player turn. To do so, expend three VP;

choose Column A or B; roll a die and apply that result from the Psywar Table below.

32.2 Column “B” may be chosen only if the opposing player has 33 or fewer VP.

32.3 Units eliminated via the Psywar Table count as VP lost.

32.4 The Internationale. If the Bolsheviks enter the war, the Allied player may make one additional psywar attack per turn at no cost in VP.

32.5 Psywar Table

Die Roll	Column A	Column B
0-1*	**No Effect**	**No Effect**
2	**Backfire**: the opposing player rolls a die and receives that number of VP.	**Backfire**: same as in Column A.
3	**Intelligence**: You may examine all enemy stacks in any nation of your choice or any one stack on the Game Turn Track.	**Desertion**: the opposing player eliminates any one of his units or support units. US, Bolshevik and garrisons may not be chosen.
4	**Sabotage**: You may examine all enemy stacks in any nation of your choice, and may then remove any one garrison unit from among them.	**Mutiny**: Same as in 3 above, except the attacking player designates the nationality from which the other player must choose. US, Bolshevik and garrisons may not be designated.
5	**Propaganda Victory**: the opposing player rolls a die and loses that number of VP.	**Rebellion**: Place one of your garrisons in any unoccupied city, other than Paris or the Ruhr, in an enemy country.
6-7*	**Major Propaganda Victory**: As in 5 above, but also roll a die and add that number of VP to your total.	**General Strike**: Designate any one enemy country. All its units presently on the Turn Record Track have their entry delayed one turn. The US, Anarchists and Bolsheviks may not be designated.

*See section 33.0.

33.0 Morale Effects

33.1 There are three states of morale: high, medium and low. That categorization is based on each side's current VP level as follows.

High Morale = 76 to 100 VP
Medium Morale = 26 to 75 VP
Low Morale = 1 to 25 VP

33.2 High Morale Effects. All attacks made by a side with high morale receive a one column shift to the right. For example, a 400-499% attack would become a 500-599% attack. When a side with high morale makes a psywar attack, that attacking player adds one to his die roll.

33.3 Low Morale Effect. All attacks made by a side with low morale suffer a one column shift to the left. For example, a 400-499% attack would become a 300-399% attack. Further, all units of that side lose their ZOC as long as the low morale condition lasts. When a side with low morale makes a psywar attack, that attacking player subtracts one from his die roll.

33.4 Shifts beyond the maximum or minimum columns on the CRT are resolved using the maximum or minimum column. There are no effects for medium morale beyond what’s given in 32.2 for going under 33 points.

34.0 They Shall Not Pass

34.1 The defending player may announce “They Shall Not Pass!” prior to any combat die roll. To do so, he must immediately expend the following number of VP per defending unit: three per army and army group, one per every other unit. If the combat result calls for the defender to retreat or rout, that result is ignored. Other results are applied normally. The VP are expended even if a result not calling for a retreat or route is rolled.

34.2 A force must be in a position in which it could otherwise receive offensive supply for a player to announce “Hold at all costs!” for it.

34.3 The Allied player may not declare “They Shall Not Pass!” during Game Turn 1.

35.0 Annihilation

35.1 If a unit isn’t in general supply at the instant that it’s eliminated in combat, roll a die. That’s how many turns later it can, at the earliest, be remobilized.

35.2 This rule doesn’t apply to units eliminated for other reasons, such as supply attrition.

36.0 Expanded Naval Operations

36.1 Naval Combat. Each game turn, you may contest any one enemy use of naval gunfire or amphibious transport. That may be done in either a sea in which your own gunfire unit can operate or a sea adjacent to such a sea. For example: A German gunfire unit (friendly sea = the Baltic) could contest an Allied use of an amphibious or naval gunfire unit in the North Sea. To be eligible for this, your gunfire unit may not have conducted any other operation in the same game turn. Roll a die and apply the result as follows.

1) The enemy naval unit eliminated. If an amphibious unit, any transported units are also eliminated.

2) The targeted enemy naval unit doesn’t complete its mission, but is otherwise unaffected. Transported units return to their start hex and may not move any farther that game turn.

3-4) No effect.

5-6) Your sortied naval gunfire unit is eliminated.

36.2 Sea of Marmora & Black Sea. The Sea of Marmora becomes friendly to the Allies, and ceases to be friendly to the Ottomans, if Allied land units occupy Gallipoli. CP naval operations may not be conducted in the Sea of Marmora as long as that’s the case. The Black Sea is friendly to the Allies, and ceases to be friendly to the Ottomans, if Allied land units occupy both Gallipoli and Constantinople. CP naval operations may not be conducted in the Black Sea as long as that’s the case.

36.3 Adriatic Sea. The Adriatic becomes friendly to the Allies, and ceases to be friendly to the Austro-Hungarians, if the Allies control/occupy Cattano, Pola and Venice. CP naval operations may not be conducted in the Adriatic as long as that’s the case.

36.4 Amphibious Supply. You may use amphibious markers to provide general supply to units in coastal hexes. This kind of supply is only available, though, a coastal hexes of friendly seas (see 19.6 & 19.7). Place the marker in a coastal hex containing friendly units at the start of the friendly Movement Phase, and remove it at the end of the player turn. Only the hex itself is supplied, LOS may not be traced to it from another hex. Any friendly amphibious unit may be used for this. An amphibious unit used for this form of supply may not be used for transport in the same turn.

37.0 Additional Trenchlines

37.1 You may build additional trenchlines. To do so, you must have a friendly land unit in a hex in general supply. Expend three VP and place a Trenchline marker in the hex. Use blank markers or scrounge suitable markers from other games.

37.2 Trenchlines may not be built in hexes already containing trenchlines, friendly or enemy.

37.3 Trenchline markers have the same effect as printed trenchlines, except they’re eliminated if, at any time in a turn, there’re no friendly units occupying them. Players may not use captured enemy trenchline markers.

38.0 Additional Air Missions

38.1 The following additional missions may be performed by airbase units.

38.2 Air Superiority. You may use your airbases to attack enemy airbases during your Combat Phase. An

enemy airbase must be within range of the air base(s) you plan to use to attack it. Simply total the support strengths of all attacking airbases against the support strength of the defending airbase in the targeted hex. Terrain and non-airbase units are ignored. This is resolved normally, except only count results calling for unit eliminations, and they affect only air units. Air units used to conduct air superiority may not perform any other mission in that same player turn.

38.3 Aerial Supply. Once per friendly Supply Attrition Phase, you may conduct an aerial supply mission. To do so, your airbase must be in a general supply and within range of the hex to be supplied. One unit in that hex (your choice) is thereby put in general supply; it doesn't check for supply attrition that phase. You may conduct a maximum of one aerial supply mission per friendly Supply Attrition Phase, regardless of the number of airbases you possess. The air unit used to conduct aerial supply may not have performed any other mission in that same player turn.

38.4 Strategic Bombing. Air units may attack enemy city hexes of all types during friendly Combat Phases. The defense strength of the city its VP value plus the support strength of any air units in it. Terrain and non-airbase units are ignored. Any given enemy city may be bombed any number of times per game, but at a rate of no more than once per friendly Combat Phase. Air units used to conduct strategic bombing may not perform any other mission in that same player turn. Strategic bombing is resolved normally, except only count results calling for unit eliminations, as follows.

1) Attacker: eliminate the designated number of units as per 38.2.

2) Defender: any result that would cause an elimination result causes the defender to lose VP equal to the targeted city's VP value.

38.5 Aerial Recon. You may at any time examine all enemy stacks in hexes within range of one or more of your airbase units. The airbase must be in general supply to qualify. It may do this regardless of the presence of enemy air units.

39.0 Mechanized Warfare

39.1 Fuller HQ. The Fuller HQ may use its support value for a combat only if at least one attacking unit is an Allied tank or mechanized corps or army.

39.2 Pursuit. If a combat result allows an attacking force to pursue, any and all involved attacking tank and mechanized units may do so, regardless of the limit stated by the combat result. Other unit types are still limited. For example: two tank corps and two infantry armies are in an attack. If their combat result allows one attacking unit to pursue, the owning player could move both tank corps plus one infantry army.

39.3 Supply. Only tank and mechanized units may use maximum attack supply in their second combat phases. All other units may not. This is due to infantry type armies lacking mechanized transport to bring up supplies in a mobile situation.

40.0 The Poles

40.1 Historically, both the CP and the Allies raised Polish units. In the standard rules the Poles are under CP control. This option allows for more variability.

40.2 The Allied player initially controls Polish forces, though none are initially deployed on the map. Allied-controlled Polish units may be mobilized in France. If the Central Powers declares *Kaiser Moves East,* then do the following.

1) Remove all Allied Polish units in play from the map and the Game Turn Track.

2) The CP player now control Polish forces. He may mobilize them in Polish cities.

40.3 Allied-controlled Polish units are restricted to France, Belgium, Germany, Austria-Hungary and Poland.

40.4 If a White Russian unit enters Poland, all CP Polish units are removed from the map and Game Turn Track. Control of Polish units reverts to the Allies for the remainder of the game.

41.0 Allied Blockade

41.1 Those who believe the mere lack of overseas VP income on the CP side is insufficient to model the full effect of the Allied blockade should use this rule. In that case, add an Allied Blockade Segment to the sequence of play between the Victory Point and the Victory Check Segments.

41.2 During the Allied Blockade Segment, the CP player rolls a die and subtracts that number from his VP total.

42.0 Expanded Sudden Death Victory

42.1 If either player controls/occupies all the following cities at the start of his turn, the game immediately comes to an end and that player wins an imperial victory: all major capitals other than Paris, all resource cities other than the Ruhr, all political cities.

42.2 Exemption 1. The CP player doesn't have to occupy cities in the British Isles.

42.3 Exemption 2. Cities in Russia aren't be counted unless the Bolsheviks are in the war.

42.4 Exemption 3. Cites in neutral countries are excluded.

43.0 CHARTS & TABLES

43.1 Victory Point Table

Hex or Event or Off-Map VP	**VP Gained/Lost**
Major Capital	+4
Resource Center	+2
Political City	+1
Army or Army Group Eliminated	-6
Naval Bombardment Unit Eliminated	-9
Every Other Unit Eliminated	-2
AA or DA Combat Result	-1 per unit on losing side
British Empire Off-Map	+6
French Empire Off-Map	+3
US Off-Map	+12

Notes

Units lost to supply attrition don't cause any VP debit.
In 1919, VP gained for hexes and areas are halved (round up).

43.2 Mobilization Table

Unit Type	VP Cost	Year(s)	Delay	On-Map Mobilization	Off-Map Mobilization
Shock Army	6	1918-19	3	Capital or Resource Cities	US Box
Shock Corps	2	1918-19	2	Capital or Resource Cities	-
US Infantry Army	4	1918-19	2	-	US Box
Non-US Infantry Army or Army Group	4	1918-19	1	Capital, Resource or Political Cities	British, French Boxes
Alpine Army	5	1918-19	2	Capital, Resource or Political Cities	-
Alpine Corps	2	1918-19	2	Capital, Resource or Political Cities	-
Expeditionary Corps	2	1918-19	1	Capital, Resource or Political Cities	US, British, French Boxes
Cavalry Army	4	1918-19	1	Capital, Resource or Political Cities	-
Cavalry Corps	2	1918-19	1	Capital, Resource or Political Cities	US, British, French Boxes
Mechanized Corps	3	1918-19	2	Capital or Resource Cities	US Box

Tank Corps	5	1918-19	3	Capital or Resource Cities	US, British, French Boxes
Convert Mech Corps to Mech Army	6	1919	0	Any Hex in General Supply	-
Convert Tank Corps to Tank Army	10	1919	0	Any Hex in General Supply	-
Marine Corps	2	1919	2	-	US Box
Airlanding Corps	4	1919	3	-	US Box
Fortified Zone	9	1918-19	0	Any City Hex in General Supply	-
Garrison Unit	1	1918-19	0	Any City Hex in General Supply	-
Tactical Airbase	4	1918-19	1	Capital or Resource Cities	US, British Boxes
Strategic Airbase	5	1918-19	2	Capital or Resource Cities	US Box
Naval Bombardment Unit	10	1918-19	4	Naval Base on Coast Where You Can Conduct Naval Operations	US, British Boxes
Amphibious Naval Unit	4	1918-19	1	Same as Above	US, British, French Boxes
Fuller HQ	6	1919	2	Capital or Resource Cities	British Box
Other HQ	5	1918-19	1	Capital or Resource Cities	US, British, French Boxes

43.3 Terrain Effects Chart (TEC)

Terrain	**Movement**	**Stacking**	**Defense**	**Supply**
Clear	1	2	x1	Attrition check in winter turns.
Rough	Tank & Mech 3; Others 2	2	x2	Two attrition checks in winter turns.
Desert	2* No rail, LOS or RLOC	1	x1	Supply attrition check in summer & winter turns, except guerillas check only in winter.
Forest	2	2	x1	Attrition check in winter turns.
Marsh	2	1	x1	Attrition check in summer and winter turns.
River/Canal/Lake Hexside	+1	Other	x2, but only if all attacking units are attacking across; otherwise no effect..	No Effect
All-Sea See sections 19,0, 20.0 & 36.0.	-	-	-	-
Coastal See sections 19,0, 20.0 & 36.0.	Other	Other	Other	Other
Strait	See 8.8	Other	Other	Other
Allied Amphibious Entry Map Edge	See Section 20.0	-	-	-
City	1	2	x 2	No Attrition

Objective Hexes: Major Capital Resource Center Political City	1	Other	Other	No Attrition
Naval Base See sections 19,0, 20.0 & 36.0.	1	Other	Other	No Attrition
Allied Supply Source	Other	Other	Other	Supply Source if Allied Controlled
CP Trenchline	1 for CP units; 2 for Allied.	Other	X2 for CP units, X 1 for Allied	Other
Allied Trenchline	1 for Allied units; 2 for CP.	Other	X2 for Allied units, X 1 for CP	Other

Notes
Stacking limits are given in army/army group equivalents. Three corps = one army/army group.
Other = use the other terrain in the hex to determine this.

43.4 Combat Results Tables

Big Push Combat Result Table

Die Roll	≤ 49%	50-99%	100-149%	150-199%	200-299%	300-399%	400-499%	500-599%	≥ 600%
1	AC	AD	AD	AD	AA	BB	BB	BB	BB
2	AC	AA	AA	AW	AW	BB	DA	DA	DW
3	AD	AW	AW	BB	BB	DA	DW	DW	DD
4	AA	AW	BB	BB	BB	DW	DW	DD	DC
5	AW	BB	DW	DW	DW	DW	DD	DC	DC
6	AW	DW	DD	DD	DD	DD	DC	DC	DC

Infiltration Combat Result Table

Die Roll	≤ 49%	50-99%	100-149%	150-199%	200-299%	300-399%	400-499%	500-599%	≥ 600%
1	AC	AP	AP	AA	AA	MD	MD	MD	MD
2	AP	AA	AA	AW	MD	MD	DW	DW	DP
3	AP	AW	AW	MD	DW	DW	DP	DP	DP
4	AA	AW	MD	DW	DP	DP	DP	DP	DP
5	AW	MD	DP	DP	DP	DP	DP	DP	DC
6	AW	DP	DP	DP	DP	DP	DP	DC	DC

43.5 Game Turn Record Track

Game Turn 1 Mar/Apr 1918	**Game Turn 2 May/Jun 1918**	**Game Turn 3 Jul/Aug 1918 Summer**	**Game Turn 4 Sep/Oct 1918**	**Game Turn 5 Nov/Dec 1918 End Short Scenario Winter**	
Game Turn 6 Jan/Feb 1919	**Game Turn 7 Mar/Apr 1919**	**Game Turn 8 May/Jun 1919**	**Game Turn 9 Jul/Aug 1919 Summer**	**Game Turn 10 Sep/Oct 1919**	**Game Turn 11 Nov/Dec 1919 End Long Scenario**

Winter	**Thaw**				**Winter**

End of File