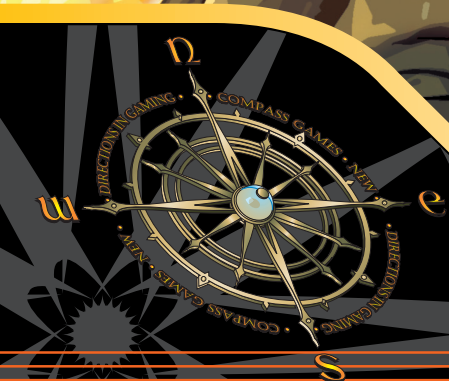# IMPERIAL TIDE

THE GREAT WAR 1914-1918

GAME DESIGN: GREGORY M. SMITH

RULES OF PLAY

Compass Games
New Directions in Gaming

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[1.0] DESCRIPTION

Imperial Tide is a two-player game that simulates the war between the Central Powers and the Allied Powers in World War I on a strategic scale. The game is five turns long, with each turn lasting one year. Certain aspects of the war have been abstracted in order to keep the game quick and playable in an evening, but the major events of World War I are represented.

The rules are numbered and presented in sets of major sections, each section divided into numerous major and secondary cases. The rules cross-reference other rules using (parentheses). The rules of this game have been arranged both for ease of comprehension on first reading and for ease of reference later.

Learning to Play

Please don't try to memorize the rules. Follow the setup instructions for play in Section 4 and then read Section 6 describing the general course of play. Before your first play, review the Example of Play for the First Turn [see 6.16]. Now you can get started, and as questions arise, simply refer back to the rules (see rules index on back cover). After a few minutes of play, you will find yourself becoming familiar with the game mechanics.

Online game support is available. There are several options to choose from:

Visit us on the Web:

https://compassgames.com (Compass Games home page)

Contact us by email:

sales@compassgames.com

General customer service and game parts support are provided by Compass Games.

Game Support

We recommend you visit the official game topic on *ConsimWorld* for game support, to read after action reports, and to share your play experience with others. You will find the *Imperial Tide* game topic by visiting *talk.consimworld.com* and navigating to the *Era:*

World War I individual game discussion area. You can also find online support at *BoardGameGeek..*

Throughout the rules you will see numerous indented sections such as this one. These sections are filled with examples, clarifications, play hints, design notes, and other assorted wisdom in order to help ease you along. Additionally, game charts are normally referred by letter and number in [square brackets] in the rules to assist you in identifying them.

[2.0] VICTORY CONDITIONS

The Central Powers (CP) player wins a decisive victory at the end of the turn in which he controls Paris, Kiev, and Belgrade. The Allied Powers (AP) player wins a decisive victory at the end of the turn in which he controls Paris and Berlin. Otherwise, the player who controls the most enemy capital cities wins, with a tie resulting in AP victory. The AP starts with one notional capital city capture point.

Essen and Frankfurt count as capital cities for victory point purposes. Moscow is not part of the game; however, the CP gains a single victory point (not three) if it controls all three Russian "victory point" cities (Kiev, Minsk, and Riga).

[3.0] GAME COMPONENTS

The Game consists of the following:

One Rulebook

One Solitaire Play Aid card
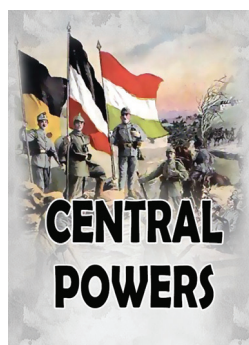
One 22" x 34" map

One deck of 51 cards

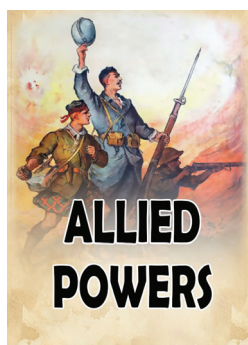**Two six-sided dice**

One Box with lid

There are three types of cards. These are Year, Central Powers cards, and Allied Powers cards.

Year Card

Central Powers Card Back *Allied Powers Card Back*

Card Front

Two counter sheets with 216 counters total

The counters depict varying amounts of units. There are four types of units and several types of markers:

Infantry units These represent all types of ground combat troops. They range in strength from one to five points.

Example of five GE INF points, not entrenched.

Artillery units These represent stockpiles of artillery ammunition and are expended upon use.

Heavy Artillery units These represent stockpiles of large-caliber artillery ammunition and are expended upon use.

Example of Artillery markers. Both players use the same markers.

BEF unit This represents the British Expeditionary Force, highly trained professional soldiers (as opposed to the conscripted mass armies of later years in the war), and has special game abilities. Any points from it that are lost cannot be replaced.

Example of the BEF unit reduced to two strength

Entrenchment This is not a marker but is a status shown by flipping an infantry unit over to the "entrenched" side. Units start this way by scenario setup, or are allowed to do so by card play and serve to reduce any damage in the Main Combat Phase by one. For example, a single entrenched INF unit would require two or more incoming damage points to eliminate it. A result of one damage point would simply be ignored.

Example of four GE INF points flipped to the entrenched side.

Control marker These markers are placed to indicate control of an area. Both sides start with control of all areas inside of the national boundaries of the nations that are part of their alliance. The markers should be placed on areas that have switched control to the opposing powers. If an area is subsequently "liberated", simply remove the other side's control marker.

Example of a Control marker.

Movement/Attack activation marker These are included to assist players in keeping track of which areas have been activated for movement or designated for an attack. Their use is optional.

Example of an Attack Activation marker.

Destroyed Fort marker These markers indicate if a fort has been destroyed.

Example of an Destroyed Fort marker.

Resources marker Each nationality has a resources marker for use on the Resource track, which indicates the number of Resource Points it currently has. The flip side of the marker indicates that the yearly attack option has been used. Resource Points have multiple uses.

Example of the Austro-Hungarian Resource marker.

Next Year Build Point Modifier markers These markers (ranging from -1 to -3) indicate the effects of card play on next year's build point totals.

Below are counter examples:

I FR INF unit

2 US INF unit

I GE INF unit

2 BR INF (BEF) unit

Units may split up and combine as long as they are the same type and nationality. For example, four INF units can be represented on the map by a 3 and a 1, or a 2 and a 2, etc. This has no impact on game play. Think of them as money…there's no difference between a nickel and five pennies. The various sizes are included so that players may reduce strengths of larger units due to combat losses, or split them up during movement. What matters is that the correct numbers are left on the map after movement and combat.

Unit legend:

Entrenched side

Strength

National colors

Card legend

Card ID Number (1-24 per player side)

Card Title

Solitaire Bot Rating

Year

Cost to rebuy

Imperial Tide
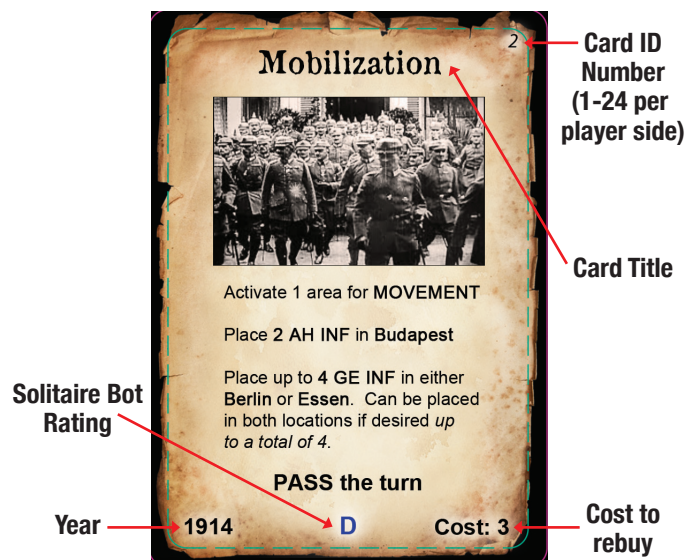
[3.1] National colors and abbreviations

National colors and abbreviations in use by the game are:

▩	AH	Austria-Hungary
▩	BE	Belgium
▩	BU	Bulgaria
▩	CW	Commonwealth forces (British, Australian, etc.)
▩	FR	France
▩	GE	Germany
▢	GK	Greece
▩	IT	Italy
▩	TU	Turkey
▩	RO	Romania
▩	RU	Russia
▩	SB	Serbia
▩	US	United States

[4.0] SETTING UP THE GAME

To setup the game, do the following:

Locate the three Current Year cards. Stack these in year order so that the 1914 card is face up, then the 1916 card, then the 1918 card. (the other years are on the backs of the cards).

Locate the 24 Central Powers cards. Take all the cards that say "Available 1914" and put them in the Central Powers player's hand. Put the rest of the cards to the side.

Locate the 24 Allied Powers cards. Take all the cards that say "Available 1914" and put them in the Allied Powers player's hand. Put the rest of the cards to the side.

GAME FORCE SETUP

Set up each player's forces as follows:

[4.1] Central Powers Setup:

Area	Number of Units
Essen	5 GE INF
Frankfurt	5 GE INF
Metz	3 GE INF (entrenched)
Strasbourg	3 GE INF (entrenched)
Freiburg	2 GE INF (entrenched)
Berlin	1 GE INF
Konigsberg	1 GE INF (entrenched)
Insterburg	5 GE INF
Breslau	1 GE INF
Przemysel	3 AH INF
Czernowitz	2 AH INF
Novi Sad	3 AH INF
Sarajevo	2 AH INF
Trieste	2 AH INF (entrenched)
Trento	1 AH INF (entrenched)

[4.2] Allied Powers Setup:

Area	Number of Units
Calais	3 CW INF (BEF)
Liege	2 BE INF
Verdun	3 FR INF (entrenched)
Nancy	3 FR INF (entrenched)
Belfort	2 FR INF (entrenched)
Paris	2 FR INF
Lyon	1 FR INF
Riga	1 RU INF (entrenched)
Vilna	3 RU INF
Bialystok	2 RU INF
Kiev	3 RU INF
Ismail	1 RU INF (entrenched)
Dubno	3 RU INF
Rivne	3 RU INF
Belgrade	2 SB INF
Valjevo	2 SB INF

[4.3] Neutral Powers Setup:

Area	Number of Units
Athens	1 GK INF
Constantinople	2 TU INF
Kirklareli	2 TU INF
Turin	1 IT INF
Verona	2 IT INF (entrenched)
Udine	2 IT INF (entrenched)
Rome	1 IT INF
Sofia	2 BU INF
Kazanlik	1 BU INF
Plodiv	2 BU INF
Bucharest	2 RO INF
Targu Jiu	1 RO INF
Brasov	1 RO INF

[5.0] BIDDING

Determine who will play the Central Powers. In tournament play, this is done by bidding for extra build points per year (which are used to buy cards at the start of each year except 1914).

[6.0] GAME PLAY

The game is played as follows:

[6.1] Year Start

Read the Year Card. The card will show any special rules for the year. It will also specify who plays first.

Players shuffle their available cards into two stacks without looking at them, and receive one stack randomly to start the year. If there was an uneven number of cards, the player receives the stack with the extra card. They may only play cards from this stack until they are down to one card, at which time they add the other stack to their hand. Notice this procedure is used for every year except 1914. In 1914 the players receive all their 1914 cards for play at the start of the turn for "free" as there is no build phase in 1914.

When a player plays a card, he performs all the actions on the card in the order specified on the card. The card will specify who plays the next card. Usually it will be the other player, but certain cards allow for a player to play another card immediately or pass card play if he desires.

The phrase "Pass the turn" on a card means he is passing card play to his opponent, NOT that he is done for the year. That only occurs when both players pass without having played a card or having taken a Resource Point action.

Instead of playing a card, the player whose turn it is next may pass. If both players pass without playing a card or taking a Resource

Point action, then the year ends. If a player has no cards and no usable Resource Points they must pass.

Some cards have a "do this OR that" – option. To play these cards, perform all actions on the card, in order, with the exception that only one of the two colored text boxes actions is performed, not both.

Whenever a card is played it goes into that player's discard area. (Exception: Cards with the text "Discard this card" on them, to achieve an effect, are placed on the table until used).

A player is not required to perform all the actions listed on a card, although it is usually to his advantage to do so. For example, a player may play a card that says he can attack two areas, but if he has only one attack he wishes to do, he can perform that single attack or do no attacks at all if he desires. It is only required that whatever actions are performed, are performed in the order on the card, from top to bottom.

Sequence of Play Summary

 • Alternate card play or resource expenditure play. The first player is noted on the year card.

 • When both players pass without having played a card or used a resource point, the year ends

 • At year end, any besieged forts are destroyed. Out of supply units surrender and are removed from play.

 • Put the next year card in the year card box. Zero out all resource points. Place new resource points per the new year card.

 • Receive the new year's cards for free, and spend build points to rebuy previous cards.

 • Shuffle all purchased, held, and new cards face down, deal into two piles, and choose one pile randomly (or take the larger pile if uneven). The next turn starts.

6.1.1 Special Rules for 1914

The Central Powers player must start the game with the "Schlieffen Plan" card. He starts the game by conducting the special Schlieffen Plan attack, which is performed by his units at Essen against the Belgian Army at Liege. During this special attack (only) damage is first done by rolling on the Schlieffen Chart (located on the back of the 1918 Year card). To represent surprise, this damage is inflicted first on the Belgian INF (and possibly the Fort) before the Belgians get to fire back. Then the CP player rolls on the 5 column of the Combat Results Table (his 5 INF at Essen) and any Belgians that survived the Schlieffen Chart roll return fire. After this attack has been conducted, the CP player conducts the rest of the actions on the card to his satisfaction.

Although some units start the game in an "entrenched" status, no player may entrench until their fourth card play or later of the 1914 turn, and the Entrench card itself can only be played on the fourth card play or later of the 1914 turn. The Entrench card (and the ability to entrench by using a MOVEMENT action) has no restrictions in following years. The first entrenchment dug by a player does not have to be from the entrench card; he may simply use a MOVEMENT action per the entrenchment rules, as

long as it occurs on the fourth card play or later of the 1914 turn. Using a Resource Point action does count as a card play for the purposes of getting to the fourth card play in 1914 (and counts as a card play in later years also for Neutral entry).

6.1.2 Special Rules for the BEF (British Expeditionary Force)

The BEF was a highly trained, highly professional force that started the war in France, as compared to the drafted armies that followed in the war. As such, it has the following abilities:

> • It always fires on the combat results table on the next higher column (one shift to the right). This is in addition to any other column shifts it might receive.

> • It always takes one less loss than called for when defending (as if it were entrenched, even when it is not entrenched. However, the BEF still retreats if required unless actually entrenched). If entrenched, this ability has no effect (as the entrenchment effect is slightly better).

> • The BEF's abilities apply to the entire stack as long as 1 INF point of the BEF remains.

> • It always takes losses first in an attack or defense.

[6.2] Move

6.2.1 General

Activate one area for MOVEMENT means to move any number of units from 1 area to any number of areas within a two-area range. Not all units need be moved out of an area and they need not all move to the same destination. When areas are activated for movement, all moves must be completed before continuing to conduct other actions with the card in play.

6.2.2 Entrenchment

Players may spend a movement activation to entrench INF units in a friendly- controlled area. If they also wish to move some units from that area to somewhere else, they must use a second movement activation. To entrench, simply flip the INF unit over to the entrenched side. Entrenching is not allowed prior to the either player's fourth card play of 1914; after that there are no restrictions.

INF units that move into an area with an INF that is already entrenched also gain entrenched status. Units that move out of an entrenched area lose the status (unless moving to another entrenched area).

Entrenchments absorb the first loss taken during the main combat phase and negate any normal requirements to retreat.

The wording "during the main combat phase" is an important distinction. Entrenchments will not absorb losses that occur before the main combat phase occurs. Several cards can inflict such losses and they occur regardless of entrenchments.

Besides reducing losses, entrenchments have the very important ability of canceling any retreats. As long as you have at least one INF remaining after a battle, you can hold the area if you are entrenched. (Exceptions: Tank Attack, Tank Offensive, Stosstruppen, and Brusilov Offensive cards).

6.2.3 Sea Movement

Sea movement is only possible for the Allied player. It occurs by default when the Allied Player uses either the Salonika or the Gallipoli cards. It also may occur if the Allied player chooses the "Sea Move" option of the redeployment card. Sea movement allows one CW or FR INF to travel from friendly port to friendly port, or from Paris to a friendly port.

> *Historical note: Gallipoli wasn't really a major port per se but is considered as such for the purposes of this rule. Additionally, Paris is not a port either, but the INF for a sea move can originate from there as it is nearby several ports and they are assumed to make the quick trip there.*

The Allied Powers card "Redeployment" card allows for land movement, or alternately, allows for the movement of one INF by the "Sea Move" mechanic to a controlled port from a controlled port. (There are no transports or naval units in the game. These have been abstracted). Although not a port per se, a unit may also Sea Move one INF from Paris to another friendly port.

The Allied player may also spend one CW Resource Point and conduct a sea move with one CW or FR in nationality, but the Resource Point allowing the move has to be CW.

6.2.4 Movement Mechanics

INF, ART, and Heavy ART can move to an area within a range of two areas via a path that is not blocked or occupied by enemy units or blocked by an undestroyed fort. Allied units may move across the English Channel from London to any of the three connected areas; this is not considered sea movement. However, the Central Powers may not move or attack across to London.

The "Redeployment" card allows for the land movement of units from any area to any area that is connected by land to the starting area by controlled areas via a path that is not blocked or occupied by enemy units.

If INF move into an area that contains only enemy ART or Heavy ART, the enemy artillery unit is considered destroyed and removed from play, but movement for the friendly INF stops at that point.

No unit may move and perform any other activity with the same card play. Specifically, this prohibits a unit from using an ATTACK option and then using a MOVEMENT option that occurs later on a card.

> *Important: Units not involved in an attack may move into an area that launched an attack, but may not move through such an area and enter an area that was the target of any attack. This would prevent, for example, a defender becoming eliminated in attrition combat, then a fresh unit further back advancing into the defending area.*

> *Historical note: World War 1 battles tended to be affairs where a side would "telegraph their punches" to a degree, due to the relatively slow movement of troops and equipment at the time. As such, the game cards normally have ATTACK options occurring first, then movement. To allow a unit to*

attack, then move through a newly created hole in the line would equate to Blitzkrieg 25 years early. Additionally, attacking tends to be very disruptive, even when victorious, and hence an ATTACK then MOVEMENT for the same units in a single card play is not permitted.

6.2.5 Stacking

Only one INF counter (of differing size) is normally allowed in each area, with stacking exceptions listed below. Only one artillery unit (either ART or Heavy ART) is allowed in each area. The INF size limit in an area is based on the largest standard INF unit for that nationality. For example, for the Germans it is five, the CW is four, FR is four, RU is three, etc. If reinforcements would exceed stacking limits, the excess are placed instead on an adjacent area. If this still exceeds the stacking limits, the reinforcements are not placed and are lost.

For example, a German controlled area could contain five INF and one ART (or Heavy ART). That would be the maximum that could be achieved for the CP. For the AP, it would be two US INF plus one ART (or Heavy ART) plus four FR INF (see below).

The exception to the stacking limit restrictions are as follows:

• One CW or FR (not both) INF point may stack with an SB, IT, GK, or RO INF unit of any strength in an area.

• FR INF points may stack with a US INF of any strength in an area, as long as the total does not exceed six.

• US INF points may stack with a FR INF of any strength in an area, as long as the total does not exceed six.

• One GE INF point may stack with an AH, TU, or BU unit in an area.

• One BE INF point may stack with a CW unit (or units, if the BEF is involved) in an area.

• Any sized CW INF may stack with the BEF INF unit, as long as their total does not exceed four INF points.

• One artillery marker (either ART or Heavy ART) may stack for free in any area with a friendly unit or units, regardless of nationality.

6.2.6 Terrain Effects on Movement

Movement must cease upon entering an undestroyed enemy fort or upon entering a mountain area. Ports have no effect other than they are required for sea movement.

6.2.7 Terrain Effects on Combat

Mountains shift the combat chart by one column to the left when a unit is defending in them. Undestroyed forts count as one strength point in defense in the Main Combat Phase.

6.2.8 Additional Movement effects and Limitations

Neither player may move into Salonika until the AP player has used the "Salonika" card; after that, there are no restrictions. Salonika is not considered to be part of Greece for movement and neutrality purposes. Both players may freely move through Cintinje at any time.

[6.3] Attack

ATTACK 1 area means to attack one enemy area with any or all units from one adjacent area.

This is different from most games, which allow for battles involving multiple areas or hexagons against a single location. Mainly due to the scale, each battle in Imperial Tide is one area versus one area. Each ATTACK option has up to four phases in a structured sequence:

A. Artillery Fire Phase

Artillery can be used either offensively or defensively. Artillery fire occurs before the main combat is rolled. Artillery may fire (but is not required to be used) in an attempt to destroy enemy INF or possibly ART or Heavy ART before the main combat starts.

IF NO ENEMY ARTILLERY ARE PRESENT: ART removes an INF point on a 1d6 roll of 3-6, and misses on a roll of 1-2. Heavy ART removes an INF point automatically. If used, the firing ART or Heavy ART is removed (expended).

IF THE DEFENDER HAS ARTILLERY PRESENT: The attacker's artillery fires first. When firing offensively, if ART rolls a natural 6 it destroys an enemy artillery if one is present, instead of an INF point (which prevents the enemy ART or Heavy ART from firing). With a 3-5 result it removes an INF point. On a roll of 1-2 it misses. If a Heavy ART is used and enemy artillery is present, it would roll (normally Heavy ART simply removes a defending INF point). If it rolls a natural 6 when firing, it removes an enemy artillery AND an INF point. Otherwise, it simply removes an INF point. After any offensive artillery fire, the defending player may fire his artillery, if present, if he chooses. Notice that all artillery, either offensive or defensive, is removed after firing, regardless of results.

Note: The counters for artillery actually represent stockpiles of ammunition, not the actual artillery units themselves, which are ubiquitous at this scale along the front.

B. Attrition Combat Phase

There is no Main Combat Phase or Advance and Retreat Phase if this option is chosen. One die is rolled. Both players simply remove one INF strength point from the area being attacked and the attacking area on a roll of 2-6. These losses are not affected by trench status. This option can be used against, but not by, an "empty" fort and would destroy the fort along with one attacking INF point. It may be used by a besieging force against a fort as well. If the attacking player rolls a one for attrition combat, he loses one INF point and the defender is unaffected.

C. Main Combat Phase

Each side rolls on the attack chart column equal to its strength in INF points. If defending in an undestroyed fort area, the defender gets one strength point for the fort. INF Combat is normally simultaneous (exceptions: the Schlieffen Plan, Tannenberg, and Caporetto cards). Some cards do allow for the removal of INF before they get to roll (example: Poison Gas). Some cards allow for a column shift to the right. (Example: Schlieffen Plan, Brusilov Offensive, etc).

A fort, if present, counts as an INF point for loss purposes, but must be taken last.

Both sides remove INF points (and possibly destroy a fort, if present) until all losses are satisfied. Excess losses would then be taken against artillery counters if present.

D. Advance and Retreat Phase

Some or all victorious INF may advance after combat (exception: entrenchments, attrition combat). Surviving defeated forces retreat. [see 6.5]

[6.4] Additional Attack Limitations

6.4.1 If area only contains an empty enemy fort, it may be occupied during movement or an advance after combat. It is then considered to be besieged. It need not be attacked, and is considered destroyed at the end of the year if at least one INF point is besieging it. Empty forts cannot attack, but do defend if attacked, and block supply if not besieged.

Besieging INF may attack a fort if desired, but in this case the fort fires back with one die as normal. This would require an ATTACK option by the besieging INF. Notice that forts are not required to be attacked if besieged: the besieging player may simply wait until year's end and the fort is automatically destroyed (due to its surrender).

The INF point besieging a fort may not attack an adjacent area, but the rest of the INF points present, if any, may do so. If a player wishes some of his INF in an area to attack an adjacent area, and also attack a besieged fort, he may do so, but the card must have two ATTACK options on it and both are used in such a case.

6.4.2 Units that attack may NOT also move on the same card play (other than advancing after combat, which is not considered a movement action).

6.4.3 Amphibious assault

Normally, the first play of the "Gallipoli" card is an unopposed landing, and the troops simply land there. However, if there are Central Powers troops there, it becomes an amphibious assault. You would roll on the 3 column: two points for the CW INF and one for naval gunfire support. If you fail to remove the enemy troops, the amphibious assault fails and the CW INF points are lost (assuming they even survived the Main Combat Phase). The first play of the "Salonika" card is guaranteed to be an unopposed landing; however, in the following years it may possibly become an amphibious assault and the same rules apply as for the "Gallipoli" card.

6.4.4 Entrenched INF in an attack

When attacking, INF never gain the benefits of entrenchments (as common sense would dictate – they are leaving their entrenchments and "going over the top" when they attack). However, any attacking survivors who stay in their starting area do not lose entrenched status after an attack. Only INF points that advance after combat lose entrenched status.

6.4.5 Attrition Combat

A player conducting an attack may announce he is performing attrition combat instead of a normal attack. Artillery may be used to support such an attack by either the attacker or defender in the hope of inflicting an extra loss. One die is rolled: both players simply remove one INF point each unless a one was rolled, in which case the attacker (only) loses one INF point. No advance or retreats occur, regardless of what number or types of forces survived, if any.

Any special benefits or penalties the ATTACK action might have had do not occur in attrition combat. Both sides simply lose one INF point if successful. Example: The CP player wishes to conduct attrition combat with the card "Fokker Scourge." He rolls a three. Both sides simply lose one INF (no shifting occurs, and is meaningless in attrition combat anyway). Example: The AP player wishes to use the card "Over the Top" for attrition combat. He can choose two areas and both sides lose one INF each in each area as long as he does not roll a one either time. (The penalty of losing one extra INF in each area against an entrenched enemy does not occur).

[6.5] Advance and Retreat after Combat

Areas in which the defender suffers more INF losses than the attacker must retreat after combat (exception: entrenched INF). They must retreat to any number of non-enemy occupied areas within a range of one. They may split up as desired, however, they may not retreat to an enemy-occupied area. If unable to retreat, they are destroyed. If only some INF points will fit due to the stacking limit, those units retreat and the excess of the owner's choice are destroyed. Retreated units that end up in an area that is subsequently attacked by the same card play do not add to its defense; they may, however, suffer losses to satisfy combat results in the subsequent battle.
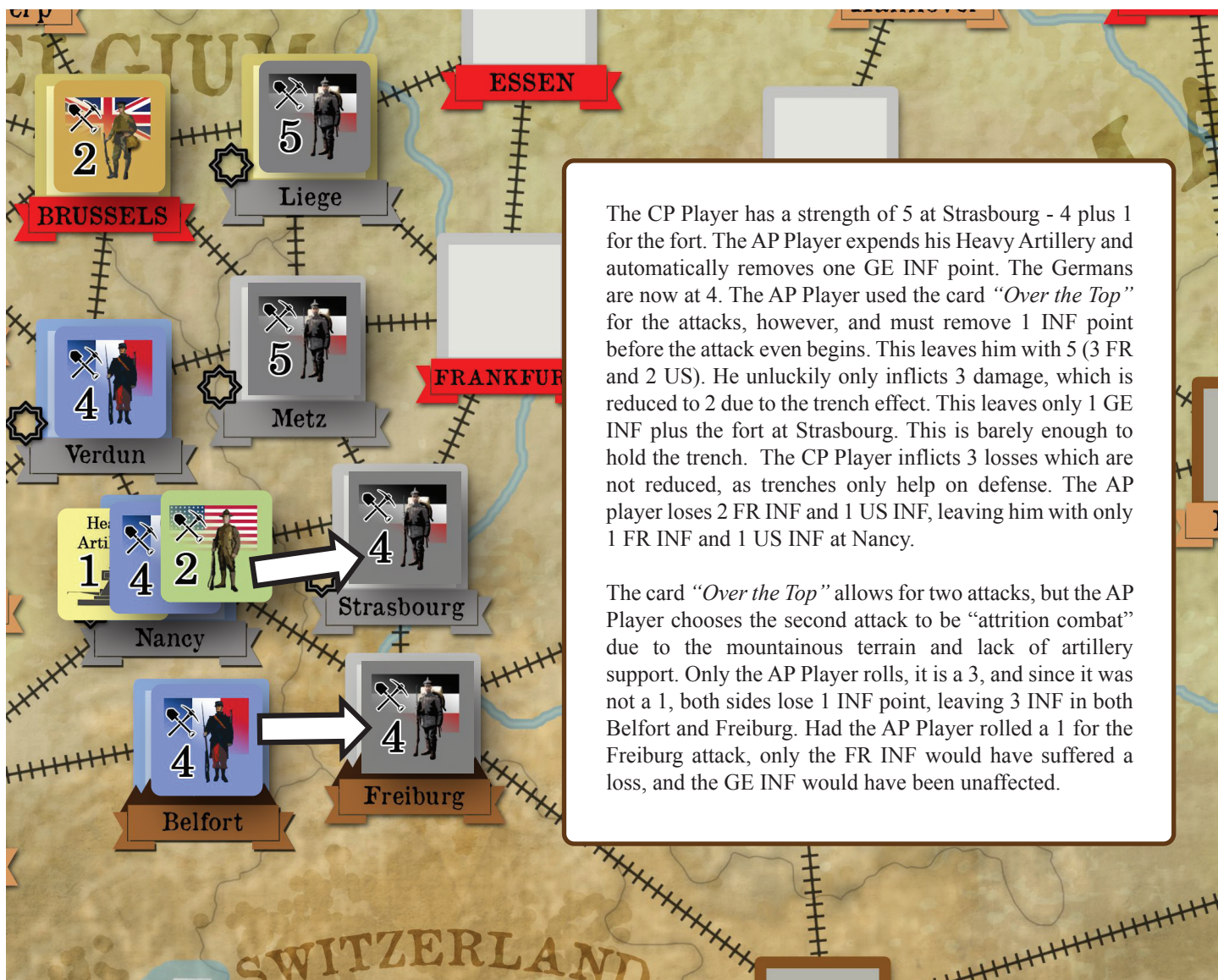
Retreating units may not retreat into enemy-controlled areas and must, if possible, retreat toward their Capital. (Unlike some games, you cannot retreat "forward"). The defending player has the final choice in cases where two or more retreat options are available and they are equidistant from their capital.

Defending units may never advance after combat, even if they win the combat and/or all the attackers have been eliminated. Attacking units are never required to retreat even if they lose the battle. Unable to advance, they simply remain in the area they started from.

Defending units are NEVER required to retreat while entrenched, even when taking more losses than the attacker. (Exceptions: "Brusilov Offensive" "Stosstruppen" "Tank Attack" and "Tank Offensive" cards). As long as you have one INF point remaining, you can hold an area that is entrenched.

No retreats or advances occur as a result of attrition combat, if that type of attack was chosen by the attacking player.

If a defending area is vacant of all INF after combat, the attacker may advance after combat into the area and now controls that area if he advances with at least one INF point (exception: attrition combat). The attacker, if allowed to advance after combat, may advance any or all of his surviving attacking INF units. If, after combat, a defending area contains only an ART or Heavy ART unit, but no INF, attacking INF units destroy such units when they advance after combat.

The CP Player has a strength of 5 at Strasbourg - 4 plus 1 for the fort. The AP Player expends his Heavy Artillery and automatically removes one GE INF point. The Germans are now at 4. The AP Player used the card *"Over the Top"* for the attacks, however, and must remove 1 INF point before the attack even begins. This leaves him with 5 (3 FR and 2 US). He unluckily only inflicts 3 damage, which is reduced to 2 due to the trench effect. This leaves only 1 GE INF plus the fort at Strasbourg. This is barely enough to hold the trench. The CP Player inflicts 3 losses which are not reduced, as trenches only help on defense. The AP player loses 2 FR INF and 1 US INF, leaving him with only 1 FR INF and 1 US INF at Nancy.

The card *"Over the Top"* allows for two attacks, but the AP Player chooses the second attack to be "attrition combat" due to the mountainous terrain and lack of artillery support. Only the AP Player rolls, it is a 3, and since it was not a 1, both sides lose 1 INF point, leaving 3 INF in both Belfort and Freiburg. Had the AP Player rolled a 1 for the Freiburg attack, only the FR INF would have suffered a loss, and the GE INF would have been unaffected.

Example of an attack by the AP player using the card "Over the Top."

[6.6] Placing Units

Whenever a card directs friendly units to be placed on the map, the areas specified must be controlled by the friendly player or the player does not get the units. Additionally, as stated above, if stacking limits would be violated, excess unit builds are placed in an adjacent area. If the stacking limit would also be exceeded in all adjacent areas, excess units would not be built.

Cards that allow Russian INF to be placed in a Russian city means Kiev, Minsk, or Riga only.

Note: This may create a situation where a unit is placed closer to the enemy than the specified area. This is permitted and, in fact, is by design.

[6.7] Resource Points and Replacing Units

A key part of the game is the annual supply of Resource Points. They are mainly intended to be used as replacements, which is the transfer of INF points from the available pool of all units not on the map to weakened units on the map, to bring them back up in strength (exception: BEF). Resource Points should mainly be used to rebuild your forces, but they also can be used to conduct attacks, build artillery, and conduct movement if needed.

6.7.1 Most nationalities have Resource Points listed on the year card. At the start of the year, adjust the Resource Point Track to reflect the current values.

6.7.2 Resources do not carry over from one year to the next. Use them or lose them.

6.7.3 Each nationality with a current resource level of one or more remaining may use one Resource Point to activate one area for attack instead of playing a card. Flip that nationality's resource marker to the (A) side to indicate this, as it may only be done once per year. The attack must involve at least one INF of the nationality that has expended the Resource Point. For purposes of passing the turn, this counts as if a card had been played.

Imperial Tide

6.7.4 Each nationality with a current resource level of one or more remaining may use one Resource Point to activate one area for movement instead of playing a card. The area so activated must contain at least one INF from the nationality that expended the Resource Point. For purposes of passing the turn, this counts as if a card had been played.

6.7.5 Instead of playing a card, you may place replacements on the map in areas where the current INF strength of the appropriate nationality is at least one (but less than the nationality maximum). You may use as many replacements as you wish from a single nationality when conducting replacements, up to the limit of available Resource Points for that nationality. It takes one Resource Point to increase a unit's strength by one. The area receiving replacements must be connected via friendly controlled land areas back to the appropriate capital city for that nationality.

> *Note: the implication here is that you cannot use this mechanic to pour replacements into Salonika or Gallipoli. To reinforce those areas, you must sea move the INF there or replay the Salonika or Gallipoli cards.*

Alternately, you may place replacements of a given nationality directly onto the appropriate capital city, even if no friendly units are there, as long as it is not enemy occupied. The exceptions to this are the United States, Belgium and Serbia, which may place their replacements directly onto the map in other locations as listed in 6.7.11. Each Resource Point expended this way puts one INF point in a location, up to the national maximum. You may spend multiple Resource Points this way, but only in a single area. Example: with three RU Resource Points, you could spend them all and make a three strength INF unit in Kiev; you could not, however, create 3 x 1 INF units in Kiev, Riga, and Minsk in a single Resource Point action. For purposes of passing the turn, this counts as if a card had been played.

6.7.6 Instead of playing a card, certain nationalities (GE, FR, and CW) may purchase an Heavy ART unit for two Resource Points, if they have the points available to spend. Place the Heavy ART unit on Essen or Berlin, Paris, or London as appropriate. Only those three nationalities may do this. For purposes of passing the turn, this counts as if a card had been played.

6.7.7 Instead of playing a card, the AP player may spend a CW Resource Point and conduct a sea move for one INF point (either FR or CW). This INF point must come from a port or Paris. This can only happen once per year. For purposes of passing the turn, this counts as if a card had been played.

6.7.8 During card purchase, a player may convert up to one build point from his current build point total into a Resource Point for any one of his active nationalities.

6.7.9 Each time you conduct a Resource Point operation (be it to replace INF, conduct movement, conduct an attack, buy an ARTY, or Sea Move) you do so in lieu of a card play, and it counts as if you had played a card. After you do so, play passes to your opponent.

6.7.10 The BEF

The British Expeditionary Force was a force of trained professional soldiers, as opposed to the mass conscription armies that followed. As such, they cannot be replaced. They normally will not survive the end of 1914.

6.7.11 Replacement restrictions

You cannot replace British or French INF at Gallipoli or Salonika because they are supplied by sea. If you wish to bring more troops to those locations, you must use a Sea Move option from the Redeployment card or by spending a Resource Point for a sea move per 6.7.7, and bring them in from a friendly port. Alternately, you may rebuy the Gallipoli or Salonika cards and use them to reinforce units there as they place 2 INF at those locations respectively.

Serbian Resource Points may be used to place INF at Valjevo or Skopje even if Belgrade has fallen. Additionally, Serbian Resource Points may be used to place INF at Salonika but only after that card has been played.

Belgian Resource Points may be used to place INF in Antwerp even if Brussels has fallen.

US Resource Points may be used to place INF in any FR port, even if no US unit is there to augment.

For other all other nationalities: You may not use French resources if Paris has fallen. You may not use German resources if Berlin has fallen. You may not use Austro-Hungarian resources if both Vienna and Budapest have fallen. You may not use Russian resources if Kiev, Minsk, and Riga have all fallen. You may not use Italian resources if Rome has fallen.

6.7.12 Card Conversion to a Resource Point

Players may convert a card into a single Resource Point for any of his active nationalities and then use it immediately for any of the actions normally used with resource points.

> *Note: This represents extreme measures taken in an emergency. It is very wasteful at BEST, but a situation might arise where the only way to "stave off disaster" is by the use of a Resource Point that you don't currently have. Think twice before doing this, as cards are almost always more valuable as printed.*

[6.8] Supply and Control

All units that cannot trace a path free of enemy units or enemy controlled areas back to their capital city are considered out of supply. Out of supply units may not move or attack, but defend normally. Supply is traced at the start of each card play (or Resource Point use).

All units must finish the year in supply or they surrender. Serbian units are never considered to be out of supply while in Serbia.

Capital cities are Berlin (GE), Paris (FR), Rome (IT), London

(CW), Belgrade (SB), Athens (GK), Constantinople (TU), and Bucharest (RO). AH units may trace supply to either Vienna or Budapest. Any one of either Kiev, Minsk, or Riga count as Russia's capital for supply purposes and RU units may trace supply to any one of those. US units trace supply to Paris, Nantes, or London. French units may also trace supply to Nantes. Belgian units may trace supply to London.

Units in Salonika or Gallipoli, or that can trace to either of those locations, are considered to be in supply by tracing a sea route supply path back to Paris or London.

The AP player (only) may trace supply by sea to either London or Paris via a port.

Control of an area is defined as belonging to either: a) the side that originally controlled the area, due to it being within their starting national boundaries, or b) the side that currently occupies an area or was the last side that had a unit occupying the area. Control of an enemy capital puts that country's units out of supply (Exceptions: French units may also trace to Nantes; Serbian units are never out of supply while in Serbia). Place a control marker on areas that are now controlled by the opposing side as needed.

If captured, all capital cities (and Kiev, Minsk, and Riga for Russia) must be garrisoned by at least one enemy INF point to maintain control. If this garrison is not maintained, the capital city reverts to the control of the original owner immediately and may be then used for supply, placement of replacements and reinforcements, etc.

[6.9] The Russian Revolution

In 1917 or later, if at the end of a CP card play, the CP player controls Kiev, Minsk, and Riga, the Russian Revolution occurs. The Treaty of Brest-Litovsk is assumed to occur. All Russian forces can no longer attack, be attacked, or move, and all current and future Russian resources are gone. Russian reinforcements from card play no longer occur. All Russian forces outside of the national boundaries of Russia proper are removed from play. At the end of any CP card play in 1918, if the CP player controls at least two of the three Russian victory point cities (Kiev, Minsk, and Riga) the Russian Revolution still occurs (with all effects listed above) but the CP player will be unable to get a victory point for having all 3 Russian cities as it will be impossible him to capture the city he is still lacking.

6.10 "Discard this card" Cards

Several cards for each player are played by placing them in front of the player, then discarded later to obtain an effect or influence a combat.

All cards with "discard this card" text cannot be played from a player's hand to achieve an effect. They must have been previously played and be in front of the player before use. This implies the players should think about playing these types of cards early in the turn if they want to try and stop opposing player actions.

All "discard this card" cards may be voluntarily picked up at the end of a turn and placed in the discard pile.

Note: Most of these cards cost nothing. Although the player will have wasted the effect of the card, this will allow for the players to repurchase them for free, and gives them another card play in the next turn, and also allow the player to have the movement options associated with the card for re-use in the next turn. Players should base the decision to do this on whether or not they think the benefit of having more cards in the next year outweighs the loss of the ability to use them immediately the next year if required.

[6.11] Aircraft Use

Although dominating the battleground in WW2, in WWI aircraft were still in their infancy and had limited offensive capability, especially at this scale. Several cards in the game have attacks which are modified by Aircraft (to receive a shift in the attack).

However, the CP card "Fokker Scourge" represents the CP dominance in 1915 in the air with aircraft that completely outmatched the Allied aircraft of the time. To represent this, if the CP player manages to play "Fokker Scourge" before the Allied player can play "Aircraft Support" the air portion of "Aircraft Support" does not occur. The Allied player can still play "Aircraft Support" and attack with it, but the attack occurs normally without the shift. This effect of "Fokker Scourge" only applies to 1915.

If the Allied Player plays "Aircraft Support" in 1915 before "Fokker Scourge" is played, however, he plays the card normally and gets the shift to the right when attacking.

[6.12] Neutral Country Entry into the War

Neutral countries enter the conflict in several ways:

1. Turkey enters automatically on the CP side at the end of the first CP card play of 1915.

2. Italy enters automatically on the AP side at the end of the first AP card play of 1915.

3. Bulgaria enters automatically on the side of the CP at the end of the 4th CP card play of 1915.

4. Greece enters automatically on the side of the AP at the end of the 4th AP card play of 1917.

5. Romania enters on the side of the AP via card play IF the Brusilov Offensive card has been played previously. This card may be played just for the movement actions even if this doesn't bring Romania into the war. Romania enters the war automatically at the end of the 1st AP card play of 1918 if it did not enter in 1917.

6. The United States enters automatically on the AP side when the card "Lafayette, We Are Here" is played.

Use of a Resource Point (in lieu of a card play) counts as a card play for the purposes of triggering neutral country entry.

Neutral countries may not be moved into or through, or have their forces attacked, until they have entered the war. They may also not entrench before they have entered the war. As they normally enter at the end of a card play, this means they will not be able to entrench their forces, move, or attack until the next card play by the side that controls them. The exception is the United States entry.

[6.13] Country Surrender

Some countries will surrender under certain circumstances. Those countries are:

• Germany surrenders if Berlin is occupied by the AP.

• France surrenders if both Paris and Nantes are occupied by the CP.

• Austria-Hungary surrenders if both Vienna and Budapest are occupied by the AP.

• Greece surrenders if Athens is occupied by the CP.

• Romania surrenders if Bucharest is occupied by the CP.

• Bulgaria surrenders if Sofia is occupied by the AP.

• Turkey surrenders if Constantinople is occupied by the AP.

• Italy surrenders if Rome is occupied by the CP.

• Russia does not surrender per se, but see 6.9 for the effects of the Russian Revolution.

When a country surrenders, all of its forces are removed from play, all current and future Resource Points are lost (and Resource Points may not be assigned to them at the start of any year). Their capital cities must still be garrisoned by the opposing player if he wishes to get the victory point for it.

[6.14] Year End

Once both players have passed, then the year ends. The following happens:

First, display the next year card (e.g., if 1914 just ended, the next year would be 1915). Zero out the resource track, then adjust the resource track markers for each nation that receives Resource Points for that year. Previously unspent resources do not carry over to the new year.

Players must decide whether to voluntarily discard any "discard this card" cards that are in play, so they may repurchase them (as several of them cost zero). This occurs without any game play effect.

Players receive all of the new year's cards for free.

Each player then receives build points. This number varies per year per player, and may have been modified by card play in the previous year. Players now simultaneously and secretly purchase cards.

The cards available for purchase are all previously discarded cards. Several cards are marked with an asterisk (*) where the rebuy cost normally is. This indicates they cannot be repurchased. Remove them from play after use.

The players may buy all the cards they can afford. Build points do not accumulate from year to year. Those which are not spent are lost. There is no hand size limit. Note also that one or both players may have cards left over from the previous turn. These become part of the new year's hand, and do not have to be purchased again. Un-purchased cards are kept in the discard pile. Discard piles may not be inspected by the opposing player and should be kept face down. ONE build point per side may be used to give a single nationality a single extra Resource Point for the upcoming year, rather than spending it on rebuying cards.

Once players have purchased cards, they should shuffle their hand without looking at them, and divide the cards into two stacks, face down. The larger stack goes into their hand (if there is an uneven number of cards) and if equal size, one stack is chosen at random. When down to one card remaining in their hand each year, players may pick up the unchosen stack of cards and add it to their hand.

> **IMPORTANT: The splitting of available cards into two stacks occurs in every year except 1914.**

Finally, the next year starts, with the first card played by the player as specified by the year (the CP is the first player through 1916; the AP is the first player in 1917-18). Repeat until 1918 ends.

[6.15] The Solitaire Play Aid

The Solitaire Play Aid, chart S1, is intended to assist players while playing the game solitaire. It is not intended to provide a lock-step, rigid sequence of play, attacks, and moves for the non-player side. Rather, it is intended to give general guidance and objectives to the player as he operates the non-player side in a solitaire setting. He should still attempt to play the best game possible for the "bot" team while trying to achieve the bot's objectives for the year.

It does, however, give specific guidance on which card the bot will play. All the cards in the game are marked with either an "A" "B" or a "D" in the lower center. These stand for Aggressive Balanced and Defensive respectively. This letter grading is only applicable in solitaire play. In general, the Aggressive bot will play cards marked "A" first, depending on the draw.

Players should first roll for the type of bot player he is facing. This may change as the war progresses. Alternately, he may choose the "Historical" bot, which is Aggressive for the CP player and Defensive for the AP player.

In 1914, all cards for the bot player are placed face up, and the priority of play applies depending on the type of bot. Starting in 1915, normal card rules apply, insomuch as the total card pool is shuffled face down, then divided in half for the player. However, bot cards are left in a large stack, and are flipped up three at a time, and one is chosen for play. The other two cards are set aside until the bot runs out of cards. Then the set-aside cards are re-shuffled and the process repeats until the bot runs out of cards for the year. The bot will not "sandbag" any cards – he plays his cards out completely. Notice also that bots will eventually play all cards . . . the Defensive bot, for example, will play the "A" cards. Generally speaking, though, he'll end up playing the "D" cards first, given a choice.

The different bot strategies will have different yearly objectives. If these have already been achieved, then the player should try to achieve the next year's objectives, or make the best move possible for the bot. For example, the aggressive bot may have the objective to take a specific area. If he already owns this area, he should attempt to capture something else.

It is also recommended to handicap the bot by allowing an extra build point for the bot side, each year, starting at the end of 1914.

6.16 Example of Play – The first year

Turn 1: The CP player starts the game with card #1, "The Schlieffen Plan" as required by the rules. He rolls a 6 for the special portion of the attack, inflicting two Belgian losses on Liege. He then rolls for the attack itself, with five GE INF versus one Belgian (the fort). The fort is destroyed, but the fort rolls on the 0-1 column and rolls a 5, barely high enough to inflict a loss on the CP. A destroyed fort marker is placed in Liege and the four GE INF remaining choose to advance.

"The Schlieffen Plan" card's next action is to attack one other area, with a shift to the right. He decides to hit Belgrade before the Serbs get a chance to do anything. He attacks Belgrade with three AH INF from Novi Sad. The attack is four INF versus three INF (three AH INF +1 shift versus two SB INF plus one for the fort). Both players roll. The CP inflicts two losses, the AP rolls poorly and inflicts one loss. Because he did more damage, the CP player advances into Belgrade with both of his surviving INF points, and the one remaining SB INF must retreat to Valjevo, but cannot due to stacking limits, and is destroyed instead. This is possible because Belgrade was not entrenched, thus forcing a retreat. The fort at Belgrade is now besieged, and will fall automatically at the end of the year if the CP player keeps at least one INF point there.

The next action allows the CP player to play another card, and he opts to do so. The "Tannenberg" card is tempting, but the CP Player decides to play card #4, "Artillery Builds".

The first action on the card is an attack, and the CP player attacks Bialystok from Insterberg. This attack is 5 versus 2, both players roll, and losses are three for the Russians and one for the Germans. The 2 RU INF is eliminated, therefore, and the GE 5 INF is replaced by a GE 4 INF unit. The CP player could advance any or all of his strength points into Bialystok, but chooses no advance, as he wishes to attack Vilna next (not to mention this would be a bit risky from a supply standpoint).

Next action on the "Artillery Builds" card is to activate one area for movement. He takes his four GE INF at Frankfurt and splits it, moving one to Liege (creating a five GE INF there) and moves the other three points to Brussels. Notice this is achieved by a single movement action – all four points started in the area that was activated for movement.

The final action is to place an ART unit, and he chooses to place it in Berlin for later use on the Russian Front. He then passes the turn to the AP player.

The AP player decides to play card #5, "Miracle of the Marne." The first action on the card is to place one FR INF in Paris, which makes the two-strength unit there turn into a three FR INF. He then has a MOVEMENT action, so he activates Paris and moves all three INF to Cambrai. Finally, he conducts an attack on Brussels with the thee BEF unit located at Calais, as per the card, which guarantees any surviving GE INF must retreat. Notice this attack could actually occur anywhere – the "Miracle of Insterberg" for example. The AP player opts for a more traditional approach in order to disrupt the CP's west front actions. The BEF always fires with one shift to the right, so it is four INF versus three INF on the CRT. Both sides inflict two losses; the card mandates a retreat (although normally, none would be required if both sides inflict equal amounts). The remaining GE INF point retreats to Metz, making the three GE INF there into a four GE INF. He then passes play to the CP player.

The CP player decides to use an AH resource point to bring the AH INF in Belgrade up to a three, from a two. He then passes play to the AP player, as the use of resources counts as if he had played a card.

The AP player realizes that Minsk is vulnerable, so he also uses resource points instead of playing a card. He expends both of his available Russian resource points and places a two RU INF there. Normally you can not place units directly on the map and must reinforce an existing unit. However, per 6.7.5, you may do this in Minsk, Riga, or Kiev (most nationalities may place units in Capital cities or cities that count as such with resource points).

(Play alternates until both players are out of cards and resource points, or both have passed without having played a card or resource point).

The end of turn sequence is now initiated. The resource tracks are zeroed out, and are now adjusted to represent the resources listed on the 1915 Year Card. Both "The Schlieffen Plan" and the "Miracle of the Marne" cards are removed from play, as indicated by having a rebuy cost of "*". The CP player has nine build points, and decides to rebuy Mobilization, Tannenberg, and Army Reserves for eight points. With his ninth build point, he decides to increase next year's AH resources from two up to three instead of buying back Entrench He gets to rebuy Counterfire for free (we'll assume he used it) since it has a zero cost. He then adds the four cards he rebought to the 1915 CP cards, which he receives for free. This makes 11 cards, which he shuffles into two piles. He picks up the hand with six cards, and the hand with five cards is set aside face down for use in the second half of the year. The AP player goes through a similar process. 1914 has ended, and 1915 is ready to start with the CP player acting first, as shown on the year card.

DESIGNER'S NOTES

When Mitch Ledford created this innovative annual purchase system for card play, I was really impressed by it, and knew it could be applied to other strategic games. Hence the concept for *Pacific Tide* was born. *Pacific Tide* is an unusual game in that it is a sequel to *Ost Krieg*, Mitch's Eastern Front game – but because of scheduling got published first.

Most players seemed to enjoy *Pacific Tide*, especially the fact it is a small footprint game that can be completed in an evening but still gives the feel of the whole Pacific war. I thought, "Hey, this system works pretty nice, what other five-year conflicts would it fit?" World War I immediately came to mind. I initially stayed away from it, because of the scale and card play similarities to *Paths of Glory*. That game, however, can sometimes take 5-6 hours (or longer) to play. Don't get me wrong, I love *Paths of Glory* – it's a brilliant design and a ton of fun. *Imperial Tide* is not meant to replace it or improve on it in any way. I see *Imperial Tide* as filling a different niche - clean, simple, fast with lots of decisions, small footprint, and playable in under three hours.

My design objective was pretty simple: create a strategic, one-map game covering World War I using the *Pacific Tide* system that could be played in an evening. This was the initial concept for *Imperial Tide*. As an interesting aside, I really wanted to call it "The Great War" or possibly "The War to End all Wars" but those names had been used multiple times in previous wargames. I therefore had to settle on *Imperial Tide* which I thought followed *Pacific Tide* nicely as a name.

Any game covering most of Europe on one map, with one year turns, obviously has a lot of abstraction involved. The hard decisions were centered around figuring out what had to be included and what could be cut, and how to represent the feeling of trench and open warfare.

For example, at one point in development I had all of Turkey and Lawrence of Arabia running amok in the desert, but I realized was no reason not to abstract them via card play and get the same effect. The result was much cleaner, but still reasonably historical. I came to the same conclusion with the Caucasus Army, the Africa theater, and U-boats.

The scope of the game itself needed to be limited to achieve the desired playability, and I did this by excluding Africa and most of the Near East theater. From the standpoint of what happened in Europe, the Turkish theater mainly just tied up a lot of British infantry, and I felt I could safely exclude it from gameplay. The players can just think of most of Turkey as an "off-map" area.

Another issue I wrestled with was the effect of airpower. Although used for bombing, strafing, and reconnaissance, they really (at this scale, and in this war) are not really hugely significant in overall effect. I actually had counters for aircraft at one point, and all kinds of messy rules for using them, but removed them – the effect could be had by card play, and it was much cleaner.

When people think about the The Great War, however, they think about trench warfare and the tremendous loss of life. Accordingly,

the heart of the game for the Central Powers revolves around getting your forces entrenched, defending in the west, knocking out Russia, then attempting to win in the west. For the Allied Player, the key is to grind down the Germans as much as they can (as any pressure in the west assists the beleaguered Russians) and stretch them thin on several other fronts. One key tactic is to conduct an attrition combat attack, then use a move from the same card to reinforce the area from which you just lost the INF. This "grinding" prevents huge losses but will be a constant annoyance to the CP player. It can also be used to good effect in Italy by the CP depending on the situation.

It was challenging to design the card set from the standpoint that I wanted the entire war to be covered with just 24 cards per side. This implied that cards had to have several purposes, and following the tradition of *Ost Krieg* (the first game in this series) most cards allow one or more moves along with either attacks or production. The relative cost of the cards was also difficult to balance; after much testing, they were (usually) adjusted in price up or down a point until they finally made sense. This was extremely important to do. If they are too cheap or too expensive, there's no decision to be made: you either always buy them back, or you never buy them back. What makes for a more compelling game experience is if the player has to agonize over what cards to buy back – and hopefully he'll always be one build point short of what he wants to do.

The intent was to create a very playable system that also included many choices and decisions, and I think we've achieved that.

RULES INDEX

AREAS BY STARTING COUNTRY CONTROL

Austro-Hungary	Prague	**France**	Nantes	Stettin	**Russia**	Warsaw

Austro-Hungary
Prague
Vienna
Trento
Trieste
Zagreb
Sarajevo
Novi Sad
Bratislava
Budapest
Cluj
Cernowitz
Kosice
Przemysel

Belgium
Antwerp
Brussels
Liege

Bulgaria
Plodiv
Sofia
Kazanlik

Commonwealth
London

France
Nantes
Bordeaux
Orleans
St. Amand
Cherbourg
Le Havre
Calais
Paris
Lyon
Dijon
Chateau-Thierry
Cambrai
Verdun
Nancy
Belfort

Germany
Metz
Strasbourg
Freiburg
Essen
Frankfurt
Hamburg
Bremen
Hannover
Kassel
Stuttgart

Stettin
Berlin
Kongisberg
Danzig
Posen
Breslau
Cracow

Greece
Athens
Trikala
Salonika*

Italy
Turin
Verona
Udine
Florence
Rome

Romania
Bucharest
Tarju Jiu
Brasov
Galatz
Jassy

Russia
Warsaw
Brest-Litovsk
Bialystok
Vilna
Riga
Minsk
Dubno
Gomel
Rivne
Kiev
Vinnitsa
Ismail

Serbia
Belgrade
Valjevo
Skopje

Turkey
Constantinople
Kirklareli
Gallipoli

US
(none)

*Salonika, even though technically Greece, doesn't trigger Greece when the Commonwealth/French go there. Cintinje doesn't really belong to any country in play, and doesn't trigger any neutrality when moved into or through.

Imperial Tide