

The Lamps are Going Out:

World War 1



RULES OF PLAY

"The lamps are going out all over Europe, we shall not see them lit again in our life-time"

British Foreign Secretary Sir Edward Grey



Compass Games
New Directions in Gaming

The Lamps are Going Out:

World War I

TABLE OF CONTENTS

- 1.0 INTRODUCTION**
- 2.0 COMPONENTS**
 - 2.1 The Game Map
 - 2.2 Army Counters
 - 2.3 Army Organizations
 - 2.4 Cards
 - 2.5 Technology and Trench Markers
 - 2.6 Event Markers
 - 2.7 Informational Markers
 - 2.8 Player Aid Sheets
- 3.0 SET-UP**
- 4.0 SEQUENCE OF PLAY**
 - 4.1 Game Turn Order
 - 4.2 Faction Sequence of Play
- 5.0 EVENT CARD PHASE**
 - 5.1 Rebuild Event Deck Phase
 - 5.2 Event Resolution
 - 5.3 Discards
 - 5.4 Eligible Cards
- 6.0 MOVEMENT PHASE**
 - 6.1 Area Control
 - 6.2 Area Capacity and Supply
 - 6.3 Land Movement
 - 6.4 Land Movement Restrictions
 - 6.5 Sea Movement
 - 6.6 Naval Unit Movement
- 7.0 COMBAT PHASE**
 - 7.1 Naval Combat
 - 7.2 Ground Combat
 - 7.3 Amphibious Invasion
 - 7.4 East African Combat
 - 7.5 Trench Combat
 - 7.6 Technology Combat Effects
- 8.0 PRODUCTION PHASE**
 - 8.1 Production Points
 - 8.2 Production Modifiers
 - 8.3 Production Spending
 - 8.4 Technological Advances
- 9.0 REGROUP PHASE**
 - 9.1 Air Superiority Determination
 - 9.2 Reset Artillery Units
- 10.0 POLITICAL ISSUES**
 - 10.1 Conquest and Liberation
 - 10.2 Neutral Nations
- 11.0 VICTORY CONDITIONS**
- 12.0 SOLITAIRE & MULTIPLAYER RULES**
- 13.0 FORCE POOL SUMMARY & SETUP**
- 14.0 DESIGNER'S NOTES**
- 15.0 EXTENDED EXAMPLE OF PLAY**

"The lamps are going out all over Europe, we shall not see them lit again in our lifetime." - Sir Edward Grey



2.1.2 Production Areas have a factory icon with a number in them. The number is the amount of Production Points (PP) available to the owning side. Note that *Basra*, *Sinai* and *British East Africa* have 1 production point each which belongs to Great Britain. The *Caucasus* has 1 production point which belongs to Russia.

2.1.3 Mountain Areas are areas that have a mountain icon in them (e.g. *French Alps*). These areas award each defending unit a +1 die roll modifier (DRM) to their combat die rolls. Units advancing after combat into Mountain Areas may not attack again out of it – the attack is ended in the area for this turn.

2.1.4 Pripet Marshes: This area in Russia can be entered during movement but cannot be moved through. Units must stop upon entering and cannot move any further that phase. In addition, units advancing after combat into this area may not attack again out of it – the attack is ended in the area for this turn.

2.1.5 Sea Areas are entirely blue areas. They can only be traversed by *Western Allies* and *United States* armies conducting Sea Movement (6.5)

2.1.6 Impassable Areas: Unnamed areas represent permanently neutral or inaccessible areas and may not be entered by any units.

2.1.7 The United States: The location on the top left of the map represents the USA Home Area. Only USA units may be in this box.

2.1.8 The Near East and Caucasus Regions: These square shaped areas are linked together on three separate tracks. Due to the logistical difficulties of supporting troops in these regions they have the following restrictions:

- A maximum of one army may occupy each square
- Armies may not move into or through already occupied square areas nor may any square area have more than one army pass into, through or out of it on any given movement phase. Thus, two armies may not swap spaces among square areas and a connected square “track” will not have an army both exiting and entering from the same direction on the same movement phase.
- Technology card abilities and any units or markers associated with technology cannot be placed in these regions.
- A maximum of one Trench marker in each square

2.1.9 The East-Africa Regions: These circle shaped areas have the same restrictions as the square shaped areas, and, in addition, trenches may not be built and units may retreat into any connected unoccupied area. There are no controlled areas except those which contain a British or German army and *British East Africa* which is owned by *Great Britain*.

2.1.10 Adjacent Areas: In general, units may move and/or attack from one area into another adjacent area. Adjacent means sharing a common border. However, certain area borders converge at a point and are not considered adjacent.

Examples: *Belgium is not adjacent to Verdun and Minsk is not adjacent to Estonia. Anatolia borders Gallipoli. The British Isles are only adjacent to Sea Areas.*

2.2 ARMY COUNTERS

The double-sided army counters represent the military units of each nation.



Front (Fresh)



Back (Spent)

Military units represent army-level formations. The front side indicates that the unit is in Fresh status while the reverse side shows the unit in Spent status. The numeric designation, e.g. *France 5th Army*, is for historic identification purposes only and has no bearing on the game. The color of each counter represents the faction (2.3.2) the unit belongs to and the flag represents the unit's nation.

TRIPLE ENTENTE FACTIONS (TE)



CENTRAL POWER FACTIONS (CP)



2.3 ARMY ORGANIZATIONS

2.3.1 Alliances: There are two alliances or sides in the game with each player playing one of the alliances – the *Triple Entente* or the *Central Powers*.

2.3.2 Factions: Each alliance controls two factions in the game. The **Triple Entente** controls the *Western Allies* and *Eastern Allies/United States* factions and the **Central Powers** control the *Germany* and *Central Allies* factions. Each faction, except *Germany* is made up of a number of nations. Nations are individual countries that have their own armies and are made up of one or more Home Areas.

Example: *The Central Allies faction consists of the nations of Austria-Hungary, Turkey and Bulgaria.*

Design Note: For purposes of brevity and simplicity, the nation of “Great Britain” includes its empire possessions, Commonwealth partners and close allies. Thus, the armies of Canada, Australia, New Zealand, India, etc. are included under the sobriquet “Great Britain”.

2.4 CARDS

There are two types of cards used in the game. Some cards of both types add markers to the map for use in the game.

2.4.1 Event Cards: There are 80 event cards divided into four groups by faction. Event cards have a title which describes the event, a year or range of years and details of the card’s game effects. Each faction has its own separate deck of event cards from which it will draw the top card each game turn during the Event Card Phase (5.0). The *Central Powers* player draws one card for each of his factions (*Germany* and *Central Allies*) and the *Triple Entente* player draws one for each of his factions (*Western Allies* and *Eastern Allies*). If an Event card permits something that the rules do not allow, the Event card text takes precedence.



2.4.2 Technology Cards: There are 20 technology cards, 10 Central Powers cards and 10 Triple Entente cards. Technology cards are a simple but effective way to simulate the effects of technological advancements that were so prevalent during the Great War. All nations involved in the war raced to gain an edge in Technology which could yield huge dividends on the battlefield. During the Production Phase (8.0) players will conduct their research by making draws from the Technology Deck.



2.5 TECHNOLOGY AND TRENCH MARKERS

Some Technology cards provide specialized combat markers. Trench markers can be built during your turn. These markers are considered “combat units” with unique offensive and/or defensive capabilities.

Example: When the CP player draws the A1 Technology Card, he/she will immediately place two German Heavy Artillery units and one Austro-Hungarian Heavy Artillery unit into eligible areas.



2.6 EVENT MARKERS

Many Event Cards bring a marker into the game by placing it on an army, in an area on the map or on the card itself. Markers that are placed on an army remain with that army until used. Unless otherwise indicated on the Event Card, a marker’s ability **must be used** when the assigned unit is committed to combat and after the combat is resolved the marker is removed from the game and the associated Event Card is discarded. There are a few exceptions to this general rule.

- The *Elite Mountain Division* marker and the *Allenby* marker are active for the entire game. If the owning army is eliminated the marker is eliminated also.
- The *Inspired Leadership* markers and the *Von Straussenberg* marker may be able to be used more than once if the conditions listed on the Event Card are met during combat.

An army may have more than one marker on it and the abilities are cumulative. Markers that are placed in an area on the map or on the Event Card itself act as a reminder that its function is active.

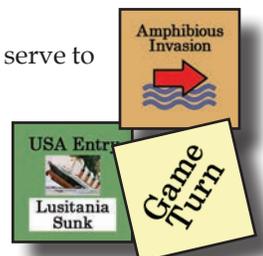
Examples: If the *Von Der Goltz* Event card is drawn, the CP player immediately places the Von Der Goltz marker on any Turkish army unit; if the *Salonika* Event card is drawn, the TE player immediately places the Salonika (Open) marker in the Greece area on the map; if the *The Red Baron* Event card is drawn, the CP player immediately places the Red Baron marker on the Event card itself.



2.7 INFORMATIONAL MARKERS

Informational markers are provided and serve to assist the players with game play.

Examples: *Game Turn*, *USA Entry*, *Amphibious Invasion*.



2.8 PLAYER AID SHEETS

Each alliance has a Player Aid sheet. The front side includes a detailed Turn Sequence, rules summaries and areas for units that are not currently in play. The back side has the initial game setup.

3.0 SET-UP

1. Lay the game map out between the players and distribute the Player Aid sheets.
2. Place all armies on the map of nations labeled "Active: At game start" as indicated in the **Force Pool Summary & Setup** (13.0), ensuring that each army starts in its indicated status, either Fresh or Spent. Other army units and markers are placed in their respective force pool areas on the Player Aid sheet.
3. Give each player his 10 Technology Cards. These should be shuffled and placed face down in a pile in front of each player.
4. Separate the 80 event cards by faction and then by year within each faction. Each faction thus creates its own event deck for each year of the game. At game start, only the three 1914 cards will be in the event deck for each faction. The **Central Powers** player controls the *Germany* and *Central Allies* decks and the **Triple Entente** player controls the *Western Allies* and *Eastern Allies/USA* decks. Each faction event deck is shuffled and then placed face down in front of each player. The remaining event cards, years 1915 and beyond, will be added to the corresponding faction's deck at the start of each new game year.
5. Place the game turn marker on the **Fall 1914** space and the **USA Entry** marker in the "0" (zero) space on the **USA Entry Track**. Place all other markers and miscellaneous counters aside for possible use later in the game.

4.0 SEQUENCE OF PLAY

Each game turn represents approximately one season, Spring-Summer-Fall-Winter, of approximately two to four months each.

Design Note: To match the game turn with the historical timeline, in general think of the high activity summer turns as being June and July, and the lower activity winter turns ranging from November through February.

4.1 GAME TURN ORDER

During each game turn, each faction will complete all **Faction Sequence of Play Phases** (4.2) before the next faction begins its actions. The faction order for each game turn is:

- **CP: Germany**
- **TE: Western Allies**
- **TE: Eastern Allies/United States**
- **CP: Central Allies**

At the completion of the **Central Allies** phase, the game turn is over and the game turn marker is advanced one space on the game turn track. If the game does not end earlier, it will end at the completion of the **Fall 1918** turn. The maximum length of the game is 17 turns.

4.1.1 The Central Powers Alliance (CP) player controls and activates two factions - *Germany* and *Central Allies*. He will move, fight and make all decisions for those factions during their phases.

4.1.2 The Triple Entente Alliance (TE) player controls and activates the other two factions - the *Western Allies* and the *Eastern Allies/United States*. He will move, fight and make all decisions for those factions during their phases.

4.1.3 German Pre-War Planning: During the first game turn (**Fall 1914**) certain conditions are placed on *Germany* to reflect their adherence to pre-war plans. *Germany* must conduct the "*von Schlieffen Plan*" as follows:

- Only **one** unit from *Hanover* or *Rhine* may move to *Prussia* or *Posen*
- Only **one** newly built army may be placed in *Prussia* or *Posen* during their Production Step
- As a reflection of their preparation and surprise, the German player may *reroll his attack dice up to two times* against units in *Belgium* or any area in France.
- If the Central Powers player controls the *Belgium* area at the end of the first turn, *Germany* gains one additional Production Point during its upcoming Production Phase (8.0).

4.1.4 Western Allies Pre-War Planning: During the first game turn (**Fall 1914**) certain conditions are placed on the *Western Allies* to reflect their adherence to pre-war plans. They must conduct "*Plan XVII*", as follows:

- One *Western Allies* army **must** make an attack with a -1 DRM from *Verdun* into *The Rhine*, applied to the first such attack.

Note: If the *Western Allies* player is unfortunate enough to have also drawn the *Pantalons Rouge* Event card on the first turn, he must make two attacks with a -1 DRM applied to each.

4.2 FACTION SEQUENCE OF PLAY

Players execute these phases in sequence for the current faction under their control.

A. Event Card Phase (5.0)

1. Rebuild Event Deck (*Spring Turn only*)
2. Draw Event Card

B. Movement Phase (6.0)

1. Move Armies, Artillery and Tanks
2. Redeploy Stosstruppen Marker (*Germany only*)
3. Move U-Boats (*Germany Only*)
4. Move Fleets (*WA & Germany only*)

C. Combat Phase (7.0)

1. Resolve Naval Combat (*WA & Germany only*)
2. Resolve Amphibious Invasions (*WA only*)
3. Resolve Ground, Guerilla & Beachhead Attacks

D. Production Phase (8.0)

1. Production Modifiers (8.2)
 - a. Check Blockade Box (*WA & Germany only*)
 - b. Resolve Events
 - c. Resolve U-Boat Attacks (*Western Allies only*)
 - d. Resolve U-Boat Attrition (*Germany only*)
 - e. Receive Transferred Production
2. Production Spending (8.3, *by nation, least to most PP*)
 - a. Refit Units
 - b. Raise New Units
 - c. Construct Trenches
 - d. Transfer Production
3. Technological Advances (8.4) (*WA & Germany only*)
 - a. Draw Bonus Technology Cards (*by Event only*)
 - b. Research Technology
 - c. Discard G1 Technology

E. Regroup Phase (9.0)

1. Determine Air Superiority (*WA & Germany only*)
2. Reset Heavy Artillery

Example: During the *Germany* faction sequence of play phases, the CP Player controls the nation of *Germany* and draws the top Event card from his deck, applying any effects as indicated. He then conducts the Movement Phase, resolving attacks during the Combat Phase. He then collects and spends Production Points in the Production Phase. Finally, the Regroup Phase is conducted. After completion of *Germany's* turn, the *Triple Entente* player begins his *Western Allies* turn sequence controlling the nations of *Great Britain*, *France*, *Belgium*, and *Italy* as they conduct the Event Card, Movement, Combat and Production Phases together as a group.

5.0 EVENT CARD PHASE

5.1 REBUILD EVENT DECK PHASE

At the beginning of each year's **Spring** game turn, the phasing player takes any cards remaining in their current event deck and shuffles them together with the next year's set of event cards. This procedure is followed at the beginning of each game year.

Example: At the beginning of *Germany's Spring 1915* game turn, the *German* player takes the remaining cards from the current 1914 event deck, without looking at them, and shuffles them together with the 1915 event cards. This rebuilt event deck is used for the 1915 game year.

5.2 EVENT RESOLUTION

The chosen event is enacted and resolved according to its description. Most of the card descriptions are self-explanatory. In some cases, one or more markers may be placed on the map. These markers are placed in an area or assigned to a specific unit as indicated. In most cases, and unless otherwise stated by the event description, a marker that is used for its effects is immediately discarded from the game after its application.

5.2.1 Bonus Technology Events: Some event cards can provide bonus technology by granting extra draws from the deck (e.g. *Fokker Scourge*, *Pressure Fuses*). When drawn, leave this event face up on the table. These bonus draws will not take place until the Production Phase (8.4.1) at which time the event card will be removed from play.

5.3 DISCARDS

Most Event cards are permanently discarded once drawn and implemented. Place them in a discard pile when that faction's turn is over. Some cards stay in the game and are added back into the Event Deck (e.g. *Lettow-Vorbeck Campaigns!*). These event cards have asterisks (*) around the "Year" entry which is printed in red. These cards **are not discarded** - instead they are combined with the *following* year's Event cards for that faction and shuffled back in when the next game year starts.

Recommendation: Players should keep Event cards that place a marker on the map face up in front of them as long as that marker remains on the map for easier reference.

5.4 ELIGIBLE CARDS

Some event cards show a limited time frame in which the cards' effects can take place (e.g. *First Line Formations* is restricted to 1914 & 1915). If the card is drawn outside of this eligible period, it is discarded without taking effect. No replacement card is drawn.

6.0 MOVEMENT PHASE

6.1 AREA CONTROL

6.1.1 Friendly Controlled Areas: Friendly controlled areas are areas that were originally controlled by the alliance at the start of the game or upon entry into the war; are currently occupied by friendly armies from the same alliance; or areas which the alliance's armies were the last to occupy. Control of the area immediately switches when occupied by enemy forces.

6.1.2 Enemy Controlled Areas: Enemy controlled areas are those areas originally controlled by the enemy alliance at the start of the game; currently occupied by enemy alliance armies; or areas which the enemy alliance armies were the last to occupy. Control of the area is immediately switched upon the above conditions being met.

6.1.3. Garrisons: Enemy controlled areas that do not have an army in them still have a "virtual" Garrison. Garrisons do not roll defensive dice and have a fixed non-modifiable defensive die roll value as follows:

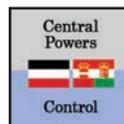
Garrisons in areas *originally controlled by the enemy alliance that have Mountains, Swamps, a Production Center or a Flag*, have a fixed non-modifiable die roll of 3. The attack is unsuccessful on a roll of 1 or 2.

Garrisons in areas *originally controlled by the enemy alliance that do not have Mountains, Swamps, a Production Center or a Flag*, have a fixed non-modifiable die roll of 2. The attack is unsuccessful on a die roll of 1.

Garrisons in areas *originally controlled by the friendly alliance* do not require a die roll by the attacker. The attacking army automatically wins and conducts an advance (7.2.7) into the area, then flips to its Spent side.

Note: *In the first two cases the attacker is attempting to conquer territory originally owned by the opposing Alliance. In the third case, the attacker is attempting to liberate his own territory that had been captured by the opposing Alliance.*

6.1.4 Control Markers: These markers are provided to help keep track of which side last controlled unoccupied areas.



6.2 AREA CAPACITY & SUPPLY

6.2.1 Area Capacity: Any number of armies and markers may occupy or move through non-square and non-circle areas. **Square** and **Circle** areas may only ever contain *one army unit* at the start and end of the Movement Phase and the Combat Phase. *Beachhead* markers (7.3.2) are limited to *two units*.

6.2.2 Area Supply: Some movement, combat and production functions require that units trace a "supply route", by land,

sea or a combination of both, back to a Home Area or Home Production Area.

6.2.2.1 Land-Supplied: Units are considered to be "land-supplied" if they can trace a path through *any number of adjacent, friendly controlled land areas* to a Home Area or, in some cases, a Home Production Area.

6.2.2.2 Sea Supply: Some tasks require tracing a path through sea areas or a combination of both sea and land areas (e.g. *Great Britain and USA refitting*, 8.3.2) Sea supply may be traced through the *Black Sea* (and through *Romania, Ukraine, and Kiev*) only if both *Gallipoli* and *Anatolia* are friendly controlled.

6.3 LAND MOVEMENT

The current active player may move **up to two army units** of the active faction only. These units can be in either Fresh or Spent condition. The player picks up the moving unit and physically traces its movement from one land area to any connected land area. Each unit may be moved from the area it currently occupies through *any number of adjacent, friendly controlled areas* to its final destination area which must also be friendly controlled.

6.3.1 United States: If the *United States* has entered the game, USA units may independently move one army which may be either a Land Move (6.4) or Sea Move (6.5). The other *Eastern Allies/United States* faction units (Russia, Romania, Serbia and possibly Greece) retain the ability to move up to two armies on their own.

6.3.2 Turkey: The *Central Allies* may move up to two armies among Austro-Hungarian, Bulgarian, or Turkish forces. Turkey may independently move one Turkish army. The Turkish army must make a legal move (2.1.8) starting in an original Turkish area and moving to another original Turkish area. No more than two Turkish armies may make a strategic move in any one movement phase.

6.3.3 Heavy Artillery & Tanks Movement: Successfully researching the **A1, A2, C1** technologies or drawing the *Central Allies Skoda Works* event card, allows the placement of **Heavy Artillery** counters in an area containing at least one land-supplied army (6.2.2.1). The *Western Allies A3* technology also allows the placement of the **Tanks** counter in an area containing at least one land-supplied army. Once these counters are placed they follow all of the movement rules of an army. They may move to another area and count as one of the two allowable moves for their faction. Heavy Artillery and Tanks can advance or retreat normally as a result of combat.

6.3.4 Redeploy the Stosstruppen Marker: If the **A3 Stosstruppen** Technology has been developed, redeploy the marker in any area containing a land-supplied German army (6.2.2.1).



6.4 LAND MOVEMENT RESTRICTIONS

Friendly units may not move into or through enemy controlled areas (6.1.2). If you want to move into an enemy controlled area, *even one that is currently unoccupied by enemy armies*, your armies must **attack** that area during your Combat Phase.

6.4.1 German Pride: Units belonging to the *Central Allies* faction may not conduct any movement into or through any German Home Areas. *Central Allies* units may retreat into a German Home Area if there is no other eligible available area and they may advance after combat normally if they have successfully recaptured a German Home Area. If a *Central Allies* unit resides in a German Home Area at the beginning of their movement phase, they may move through or out of such areas as long as their destination is not another German Home Area.

6.4.2 Impassable Areas: Areas that are unnamed (e.g., the black area that is obviously Switzerland) are impassable. Units may never be moved into or through these areas.



6.4.3 Neutral Nations: Nations that have not yet entered the game (10.2) are considered neutral and impassable as well (*Exception: 10.2.3 – Special Neutral Nations.*)

6.5 SEA MOVEMENT

All *Western Allies* faction units (**Exception:** 6.5.1.2), as well as units of the *United States*, are eligible to use Sea Movement. Their units may be “moved” through sea areas to friendly controlled areas. *Great Britain’s* armies may conduct an Amphibious Invasion (7.3) in enemy controlled areas using Sea Movement. The origin and destination areas for Sea Movement are limited to the following areas, each marked with an “anchor” symbol on the map: *United States, British Isles, Belgium, Paris, Somme, Southern France, French Alps, Northern Italy, Rome, Greece, Sinai, Basra* and *Gallipoli*. Units must start and end the move in an eligible area.

Of the two *Western Allies* moves permitted during this phase, **only one may be a sea move**. The *United States* may make **one strategic move** (which may be a sea move) per turn and the other *Eastern Allies* nations may still make their normal **two strategic moves**.

6.5.1 Army Sea Movement: Armies are moved through sea areas when moving from an eligible friendly controlled area to another eligible friendly controlled area.

6.5.1.1 Near East Restriction: The British MEF and IEF in the Near East may not be moved out of the Near East theatre unless Turkey is conquered, except as a result of defeat and naval evacuation (7.2.6).

6.5.1.2 Heavy Artillery and Tanks Restriction: Heavy Artillery and Tanks units may not use Sea Movement or participate in Amphibious Invasions.

6.5.2 Amphibious Invasions: Moving an army via Sea Movement into an eligible enemy controlled area is an Amphibious Invasion (7.3).

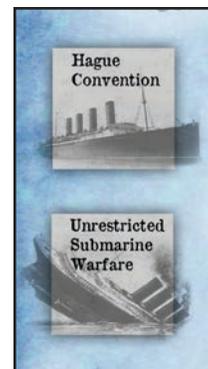
6.5.3 The Black Sea: Sea moves may be made through the *Black Sea* to *Romania, Ukraine* and *Kiev* if, and only if, **both** the *Anatolia* and *Gallipoli* areas are controlled by the *Triple Entente* player.

Important Note: *Great Britain* is the **only** country that can Refit their combat units by sea. *French, Italian* and *USA* units **may** use Sea Movement to get to *Greece, Sinai, Basra, Gallipoli, Romania, Ukraine* and *Kiev*, **but** once they become Spent they can never Refit.

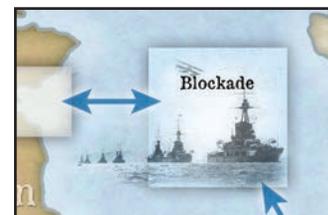
6.6 NAVAL UNIT MOVEMENT

The *Germany* faction may reposition its U-Boat units to either of the two Strategy boxes on the map each turn. *Germany* and the *Western Allies* faction may move their fleet units to the Blockade box from their respective Home Port box.

6.6.1 The U-Boat Strategy Boxes: The two U-Boat boxes represent the “Rules of Engagement” in effect for the U-Boat campaign (8.2.4.1). *Germany* places the U-Boat units, either Fresh or Spent, in **one** of the two Strategy boxes to indicate their attack posture. If a new U-Boat is built during the Production Phase (8.3.3), it is immediately placed in one of the U-Boat boxes. All of the U-Boats must be placed in the **same** Strategy box. The impact of the U-Boat campaign occurs in the Production Phase (8.2.4).



6.6.2 The Blockade Box: Either player can move one or more of his fleet counters into the Blockade box from its Home Port box. If both players have fleets located in the Blockade box, Naval Combat will occur during the Combat Phase (7.0). The impact of Naval Combat occurs in the Production Phase (8.2.2).



7.0 COMBAT PHASE

There are three different types of combat that can occur during this phase, Naval Combat (7.1), Ground Combat (7.2), and Amphibious Invasion (7.3). The East-African theatre has unique Ground Combat rules (7.4). The active faction may perform their Naval, Ground & Amphibious combat actions in any order.

7.1 NAVAL COMBAT

In order to simulate the naval campaign for control of the North Sea and thus the blockade of Germany, players utilize the Blockade box in the middle of the North Sea and the connecting *British Home Fleet* and *German High Seas Fleet* Home Port boxes.

7.1.1 Fleet Setup: *Great Britain* starts the game with three Fresh fleet units in the Blockade box. *Germany* has two Fresh fleet units beginning in the German Home Port box. *Great Britain* controls the blockade box at game start. If the *United States* joins the war, one Fresh U.S fleet will join the British naval forces one turn afterwards and will function in the same way as the British Fleet units.

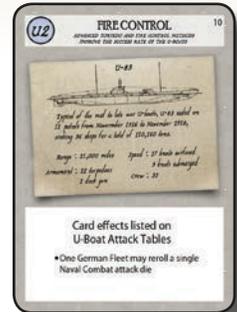
7.1.2 Naval Combat: If both *Germany* and *Great Britain*, or the *United States*, have one or more fleet units in the Blockade box, naval combat ensues. Only one round of combat is fought.

7.1.2.1 Combat Procedure: Both players roll one die for each Fresh fleet unit in the box. A roll of **1** inflicts one hit on the enemy and a roll of **2** inflicts two hits on the enemy. All other results are misses. Both sides then apply any hits received from the enemy rolls. One hit is absorbed by flipping a Fresh fleet unit to its Spent side. If all the fleet units are already Spent, then additional hits are absorbed by eliminating one Spent fleet unit per hit. After all hits are applied, combat is complete. The player with the *greater number of fleet units, Fresh or Spent, remaining in the Blockade box wins the battle*. The losing player's fleet counters are immediately placed into their respective Home Port box. If

the total number of fleets is equal, then the side with the *greater number of Fresh fleets wins*. If still tied, then the original controller of the Blockade box retains control and the Fleets of the losing player are moved back to their Home Port.

7.1.2.2 Technology Effects:

The **Central Powers** technology card **U2** also refers to the optics and range finding capability that the Germans developed during the war for their surface ships. If the CP player has this card active, each German fleet is allowed to reroll its combat die once per combat resolution and must use that second roll (ideally forcing the British to say, "There seems to be something wrong with our bloody ships today!")



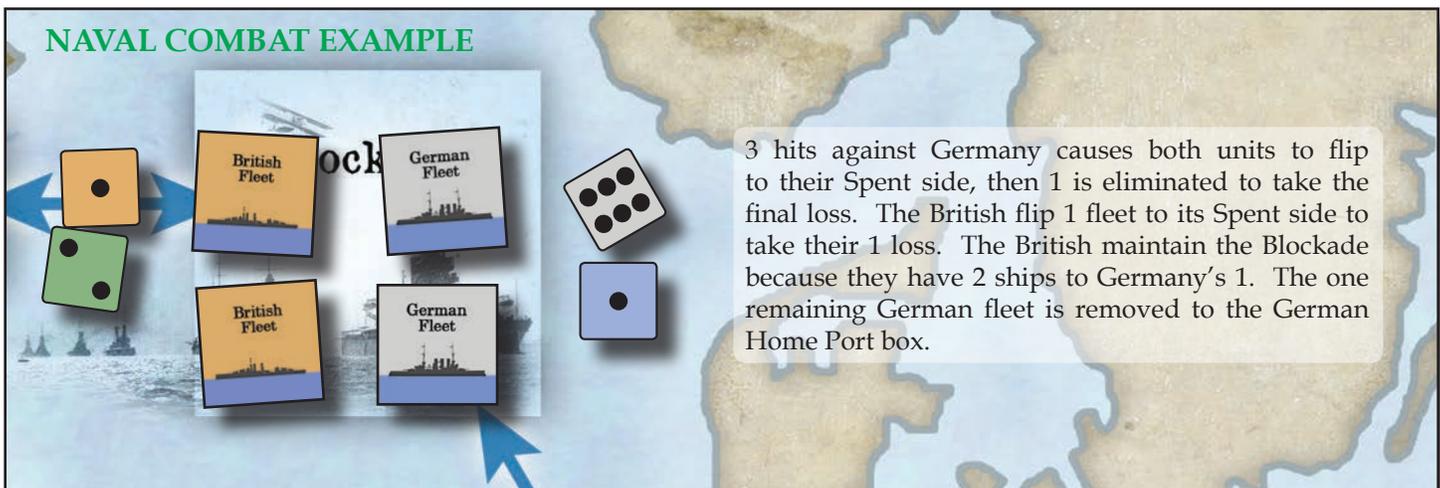
7.2 GROUND COMBAT

The current faction's army units may make attacks against *adjacent, enemy controlled areas*. There is no limit to the numbers of attacks that can be made, providing that *at least one Fresh attacking unit is available to conduct that attack*.

7.2.1 Unit Status: Army units are in one of two states: Fresh (front side up) or Spent (reverse side up). A unit must be Fresh in order to attack.

Design Note: *Fresh status means a unit is supplied, organized and otherwise prepared to undergo offensive operations. Spent status represents a unit that has taken casualties, is low on supplies, demoralized or otherwise unable to attack (and vulnerable to counterattack as well).*

7.2.2 Attack Procedure: An attack can be declared by any one Fresh friendly army unit against an adjacent, enemy controlled area.



ATTACK PROCEDURE:**Attacking an Occupied Enemy Area**

1. The attacking player designates which Fresh friendly army will be attacking an adjacent enemy occupied area.

2. Defending units **must** be attacked in the following order - Trenches, Fresh, Spent. All Trenches must be breached before Fresh armies can be attacked. All Fresh armies must be attacked before a Spent army can defend.

Note: Trench combat works differently than army combat. See section 7.5. This example applies only to attacks against Fresh and Spent units.

3. The defender designates which eligible friendly army will be defending against the attacking army.

4. The attacker rolls one die and applies any combat modifiers (7.2.3). In some cases, the attacker is allowed to roll two or more dice (e.g. with **A1** "Heavy Artillery" technology in effect). The player then rolls all the allowed dice simultaneously, applies all applicable modifiers and selects the **single highest net die**.

5. The defender rolls one die and applies any combat modifiers (7.2.3). In some cases, the defender may be allowed to roll two or more dice (e.g. with **C1** "Counter-Battery" technology in effect). The player then rolls all the allowed dice simultaneously, applies all applicable modifiers and selects the **single highest net die**.

6. Players compare their modified die roll totals and the high die roll wins the combat. If the totals are tied, the attacker normally wins the combat. In some cases, the defender will win ties (e.g. with **P1** "Air Recon" technology in effect). Regardless of the outcome the attacking army is flipped to the Spent side.

7a. If the **attacker wins** the combat against a Fresh defender, the defending player takes the loss and that army is flipped over to its Spent side.

7b. If the **attacker wins** the combat against a Spent defender (which can only occur when no unbreached Trenches or Fresh defenders remain) the defender must retreat all of his units in the attacked area using the retreat procedure (7.2.5) or attempt to cancel the retreat and instead eliminate a defending unit by declaring "They Shall Not Pass!" (7.2.4). If the defending units retreat, the attacker **must** conduct an immediate advance (7.2.7).

7c. If the **defender wins** the combat, nothing further happens. The now Spent attacking unit remains in its original area.

ATTACK PROCEDURE:**Attacking an Unoccupied Enemy Area****That the Attackers Alliance Originally Owned**

1. The attacking player designates the Fresh friendly army that will be attacking the adjacent unoccupied enemy controlled area that his Alliance originally owned.

2. The attacking army **automatically wins** and conducts an advance (7.2.7) into the designated area, then flips it to its Spent side.

Example: Assume Russia successfully attacked and occupied Prussia and then moved its armies out of that area in a subsequent turn. The area is still controlled by the Triple Entente, so Germany cannot conduct a move into Prussia during its movement phase. If a German army then launches an attack against that area from Posen, the attack will automatically win. The German unit would then be made Spent and must advance into Prussia.

ATTACK PROCEDURE:**Attacking an Unoccupied Enemy Area****That the Opposing Alliance Originally Owned**

1. The attacking player designates the Fresh friendly army that will be attacking the adjacent unoccupied enemy controlled area that the opposing Alliance originally owned.

2. If the designated area is a **Mountain, Swamp, Production** or **Flag** area, the Garrison's fixed die roll is **3**. Otherwise, its fixed die roll is **2**.

3. The attacker rolls one die and applies any combat modifiers (7.2.3). In some cases, the attacker is allowed to roll two or more dice (e.g. with **A1** "Heavy Artillery" technology in effect). The player then rolls all the allowed dice simultaneously, applies all applicable modifiers and selects the **single highest net die**.

4. The **attacker loses** the combat if the highest net die is less than the Garrisons fixed die roll. Regardless of the outcome the attacking army is flipped to the Spent side.

5a. If the **attacker wins** the combat, the attacker **must** conduct an immediate advance (7.2.7).

5b. If the **Garrison wins** the combat, nothing further happens. The now Spent attacking unit remains in its original area.

Example: During the first turn of the game the CP player has a German army from Prussia announce an attack into Poland. Since Poland is an unoccupied, enemy controlled area without any qualifying terrain features, the CP Player must roll anything but a 1 to win. If it wins, the German unit would then be made Spent and must advance into Poland.

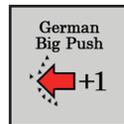
Players can make any number of attacks as long as they still possess a Fresh unit to attack with. The player may designate an attack from one area, change to an attack from another area and then return again to the original area.

If a particular battle involves many units and things get cramped, place the **Battle Location** marker in the combat area and place all the involved units off the map in a convenient location that provides more room.

In many combat situations specifying which armies are attacking and defending is unnecessary. However, there are several situations where it is critical to make these declarations before rolling the dice. The first is when the area contains units of more than one nation (e.g. *French* and *British*). The second is when some armies have Event Card markers or are using supporting combat units such as **Heavy Artillery**. When either player fails to declare which unit they are using to attack or defend and the dice have already been rolled, players may only select a unit without an Event Card marker and may not opt to use Heavy Artillery Support.

7.2.3 Combat Die Roll Modifiers (DRMs): There are several cases where a player's combat die roll can be modified.

- **Big Push:** If an *attack is successful*, the attacker receives a **+1 DRM** which is added to the die roll of the *subsequent* attack from the *same area* into the *same targeted enemy area*. Place the **Big Push** marker in the attacking area as a reminder. This bonus is lost if an unsuccessful attack occurs while it is in effect; if the attacking player switches to an attack from or into a different area or the attacker advances into that area. *Successful attacks against a Trench do not earn the Big Push modifier.*
- **Mountain Areas:** Units defending in an area with a **Mountain** icon are awarded a **+1 DRM** to all their defending combat die rolls.
- **Russian CAU Army:** Any Russian unit, other than the CAU Army, defending or attacking into the Kars or Caucasus square area, suffers a -1 DRM to all combat rolls.
- **Event and Technology Cards:** Some event and technology cards provide temporary combat die roll modifiers. In the case where both sides have eligible modifiers or markers in the area, *the attacker must always first state which effects he is going to apply*. Then the defending player does the same.



Example: *Austria-Hungary wants to attempt to take control of Serbia using the two armies in Hungary. One army has the First Line Formation marker which provides a +2 DRM to one combat. Serbia has a single army which gains a +1 DRM when defending in a Mountain Area. Since Austria-Hungary needs to win both attacks to take control he has to decide whether to commit the "FLF" army in the first or second attack. and announce that decision to his opponent.*



7.2.4 They Shall Not Pass! This option can only be chosen if the unit is defending *its own nation's Home Area* that has the **flag icon** or is a **Production Area**. **Example:** *Only French armies can choose this option defending Paris.*

If the defending player is required to retreat from an eligible area, he may declare a "last ditch stand" and attempt to avoid retreating at the cost of permanently eliminating the defending army. The defender may exercise this option with each separate attack, until he runs out of units.

If the defending player chooses this option, he announces the intent to do so after the combat result that caused the retreat from the area. The unit must then make a "tenacity test." The defending player rolls one die, subtracting 1 from the die roll for each permanently eliminated unit of the same nation that has been lost to this point in the game for whatever reason.

If the net die roll is **2** or higher, the test is **passed** and the retreat is *cancelled*, but the combat loss still applies. The chosen defending unit is then permanently eliminated from the game and may not be rebuilt. Set these units aside for the remainder of the game. A successful defense may cancel the ability of the attacking units to advance, *even if the eliminated unit was the last unit in the area*.

If the net die roll is **1** or less, the test is **failed** and the original combat result, including the retreat, is conducted per the normal rules.

7.2.5 Retreat Procedure: If only Spent defending units remain in an area and a successful attack is made against them, then **all** defending units in the attacked area must retreat to an adjacent, friendly controlled area, including an area controlled by an allied army or nation. Retreating units need not retreat to the same area. They can split up in any manner desired by the owning player. If there are no friendly controlled areas to which they can retreat or a retreat would cause an over-stacking situation in a square or circle area, all defending units are permanently eliminated and may not be rebuilt. Set these units aside for the remainder of the game (**Exception:** 7.4.4 - *East African Combat*).

7.2.6 Naval Evacuations: If the *Western Allies* or *United States* units suffer a retreat result while in a Naval Transport capable area ("anchor" icon) and have no eligible area to retreat to, the *Triple Entente* player may conduct a Naval Evacuation. This means the retreated units are still eliminated, but *not permanently* as would normally be the case. Instead, the evacuated units are placed back in the available pool of units and thus they can be purchased and brought back into the game as new units in the future.

7.2.7 Advance Procedure: When all defending units have retreated (7.2.5) or the attack against a Garrisoned area was successful (6.1.3, 7.2.2), the *designated attacking unit must* advance into that area. The attacking player simply moves the advancing unit into the area. Along with this attacking unit, the attacking player may also immediately advance **as**

many other friendly units as desired from areas adjacent to the just-defeated enemy area. These other advancing units may include any friendly units of the alliance, regardless of their current status, which faction they belong to or whether they have already been active during this game

turn. Advancing units maintain their current status after advancing and Fresh units **may continue attacking** adjacent areas from the now conquered area, except from the *Pripet Marshes* or a **Mountain** area. Remove the **Big Push** marker, if present.

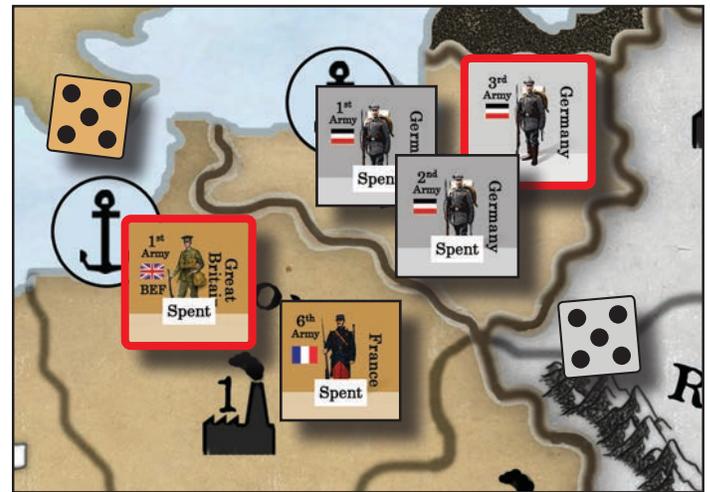
GROUND COMBAT EXAMPLE

The German 1st, 2nd and 3rd Armies are in Belgium and all are in Fresh status. The CP player announces that they will attack the Somme area, which contains a Spent British 1st Army and a Fresh French 6th Army. The German 1st Army initiates the attack and the TE player must defend with the French army because it is Fresh. Both players roll one die – the CP player scores a 4 and the TE player scores a 2. The Germans win the first battle and both the attacking German 1st Army and the defending French 6th Army are flipped over to their Spent side.

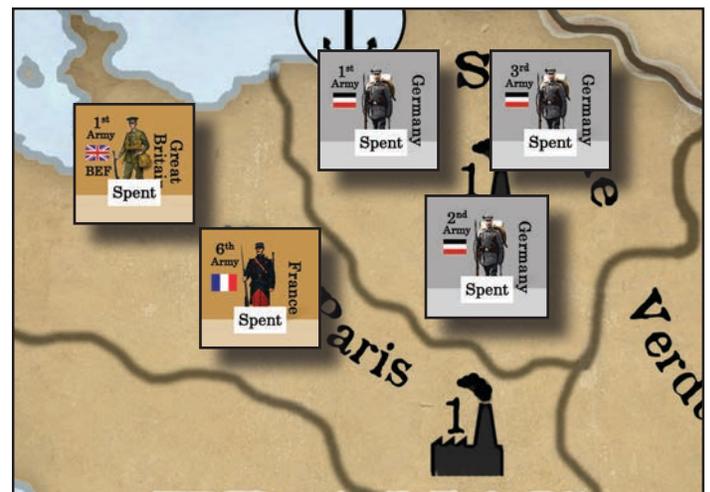
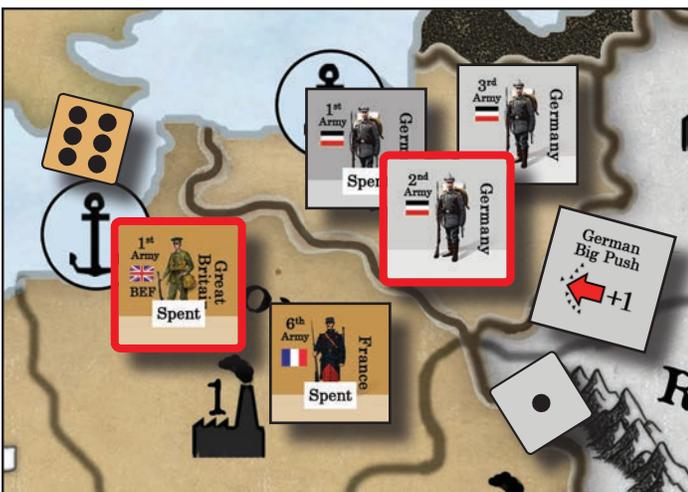
The German 3rd Army makes a final attempt to take the Somme. The TE player selects the British 1st Army to defend again. Note that the Big Push bonus is no longer in effect because the German lost the previous battle. The CP rolls a 5 as does the TE player. Since ties go to the attacker, this is a German win. The defending unit was Spent so both units in the Somme must retreat. The TE player does not opt for “They Shall Not Pass!” and both armies retreat to Paris. The CP player flips the German 3rd Army over to its Spent side and must advance that army into Somme. He decides to support the 3rd Army by also advancing the 1st and 2nd Army into Somme with it. Note that since all three German armies are now Spent, the CP player cannot make any additional attacks and will have to make sure he refits them in his Production Phase or they will be very vulnerable to a counterattack.



The German 2nd Army continues the assault. The TE player opts to defend with the British 1st Army (both his units are now Spent). The CP player gets a Big Push +1 modifier to his die roll. He rolls a 1, modified to a 2, and the TE player rolls a 6. Germany loses and flips his 2nd Army over to its Spent side. The TE unit is unaffected.

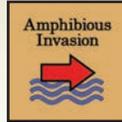


The final situation.



7.3 AMPHIBIOUS INVASION

A single British army may make a Sea Move (6.5.2) into an **enemy controlled** land area with an “anchor” symbol. This move is considered an Amphibious Invasion. A unit so moved is placed on the border line between the Sea area and the invaded enemy land area. Place the **Amphibious Invasion** marker on the moving unit.



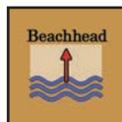
7.3.1 Amphibious Invasion Resolution: The single invading army **must** attack the enemy land area using normal combat eligibility and resolution procedures, with the following exceptions:

- The invading army may only roll a maximum of **one die**, even if allowed more dice due to a Technology Card. The die can only be adjusted by +1 if *Great Britain* immediately flips one of its Fresh fleet units to the Spent side. Only one fleet may be Spent for this purpose.

Historical Note: This represents the deployment of British battleship and cruiser squadrons to conduct shore bombardment in support of the invading land forces.

- If enemy units occupy the invaded area, the defending player may roll **one extra die**. If at least any *two* of the defending dice are *both higher* than the attacker’s roll, then the invading unit is *permanently destroyed* outright – no retreat is allowed.
- If no enemy units occupy the invaded area, the defending “garrison” is assumed to roll one die with an automatic “4” as its defending combat die roll.
- If the invaded area is **cleared of enemy units** (or had none to begin with) the assaulting army must advance into the area using normal advance rules (7.2.7)
- If the **invading army wins** but does not retreat the defending unit or it is itself defeated but not destroyed, it will form a **Beachhead**. The **Amphibious Invasion** marker is flipped over to its **Beachhead** side and is placed on the border between the Sea area and the invaded land area with the invading unit. Note that the unit does not retreat from the combat in the normal manner. Note also that since a “garrison” defender rolled only one die, a losing invading unit attacking an empty area cannot be permanently eliminated and thus a Beachhead is automatically formed.

7.3.2 Beachheads: While an army is located with a Beachhead, it is treated as being adjacent to the previously invaded land area. It can, therefore, be attacked from that same land area and if then defeated and forced to retreat, it will be eliminated or Naval Evacuated (7.2.6). Units in a Beachhead can be withdrawn on a later turn by using a Sea Move back to an eligible friendly land area. They cannot make another Amphibious Invasion directly from a Beachhead.



7.3.2.1 Reinforcing the Beachhead: The invading player may move one other army, via Sea Move, to an existing Beachhead. A maximum of two units can be stacked together in the same Beachhead location. This move does *not* constitute another amphibious invasion and therefore there is no mandatory attack on the adjoining land area.

7.3.2.2 Beachhead Combat Resolution: Combat between a unit(s) with a Beachhead and enemy units in the adjoining land area is conducted normally – the amphibious invasion restrictions and special rules *do not* apply. However, if the Beachhead unit is forced to retreat, it will be eliminated or Naval Evacuated (7.2.6).

7.3.3 Invasion of Belgium: WA units may not conduct an Amphibious Invasion into the *Belgium* area if *Germany* has at least one **Fresh** Fleet or U-Boat unit on the map.

Historical Note: Due to German U-Boat and naval bases being quickly established in Belgium, along with the associated infrastructure and defensive work improvements in order to accommodate other naval activities, a potential amphibious invasion of the Belgian coast was almost impossible.

7.4 EAST AFRICAN COMBAT

Only the *Lettow-Vorbeck* German army and the *British East African Expeditionary Force (BEAEF)* British army are permitted on the **East Africa Track**. Once placed, **they move only as a result of advancing after combat**. The armies in the East African theatre *may not* move during the Movement Phase.



7.4.1 East African Combat: Combat may be conducted normally, but no technology effects are allowed nor can Trench markers be placed in East African areas. If the *Lettow-Vorbeck* unit (only) elects to conduct a **normal combat attack** (instead of a Guerilla Attack – see 7.4.2), then the CP player adds a **+2 DRM** to the unit’s attack die roll. In addition, units may retreat into *any* adjacent East African area.

Historical Note: Regardless of the actual historical national ownership of the territories represented on the *East Africa Track*, armies from both sides can freely traverse these areas as they are immense and sparsely populated tracts of land.

7.4.2 Guerilla Attacks: This is a special form of combat and only allowed by the German *Lettow-Vorbeck* unit (either Fresh or Spent) against an adjacent enemy occupied area. Only **one Guerilla Attack** is permitted in a Combat phase. The CP player rolls one die – if the *Lettow-Vorbeck* unit is **Fresh**, a roll of **5** or **6** is successful; if the army is **Spent**, only a roll of **6** is successful. A Guerilla Attack is applied in the same way as a normal attack except that the attacking army is *not flipped* to its Spent side. The *Lettow-Vorbeck* unit *may not* make both a normal combat attack and a Guerilla Attack in the same turn.

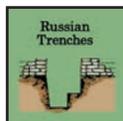
7.4.3 East African Supply: The BEAEF unit may Refit normally (8.3.2) during *Great Britain's* Production Phase. The CP player *may never* Refit the *Lettow-Vorbeck* army. If that unit becomes Spent, it only returns to Fresh status as a result of an Event card. While Spent, it can only conduct Guerilla Attacks.

7.4.4 East African Elimination: If either army unit is forced to retreat and has no space to do so (by being in the last space of the track) it is *permanently eliminated*. The BEAEF army may not use Naval Evacuation (7.2.6) to avoid elimination.

7.5 TRENCH COMBAT

Trench markers are created and placed during the Production Phase (8.3.4). If an area with a deployed Trench marker is attacked, *the Trench must be attacked first* (i.e. before a Fresh or Spent unit), essentially acting as the first defending unit. Trenches roll defense dice normally, *applying all normal die roll modifiers* and continue to be the defending unit until “breached”. If the attacker is successful in combat against a Trench marker, the trench is then breached. The attacking unit *is not Spent and may attack again*, but the attacker *does not receive the Big Push modifier*. Once breached, the Trench marker is flipped over to its “Breached” side.

In other words, the attacking units must first get through all of the defending trenches before they may actually come to grips with any defending enemy units.



Combat attacks against Trenches are resolved as follows:

1. If the **attack is successful**, the Trench marker is temporarily defeated by flipping it to its “Breached” side. *The attacking army unit is not Spent and may attack again.* After all Trench markers in an area are breached, all further attacks against that area from the original attacking area (only) are conducted normally against the defending armies. If the defending armies are forced to retreat from the area, *all Trench markers are removed from that area.* They are considered to be destroyed and are returned to the owning faction’s Force Pool.
2. If the **attack is unsuccessful**, the attacker is Spent normally and the Trench marker is unaffected.
3. If the defending units still hold the area after the attacking area is finished, any Trench markers that were breached are immediately and freely reset to their normal (non-“Breached”) side.

Attacks against Trench markers are treated as normal combat in all other ways -- modifiers, technology, and events - **except for the Big Push modifier** (which does not apply).

Important Note: *Trench reductions (breaches) apply to the attacks from one area only – if a second area begins an attack against the same area with breached trenches, the Trench markers are reset to their non-“Breached” side before the attack from the new area.*

Design Note: *Trenches are reduced to simulate a temporary breakthrough into the area, but the trenches themselves are not destroyed if the offensive does not succeed in holding the territory. The victorious defenders are assumed to reoccupy the previously breached works.*

7.6 TECHNOLOGY COMBAT EFFECTS

All types of Technology cards have an effect on combat.

7.6.1 Heavy Artillery (A1, A2, C1, Skoda Works): Heavy Artillery units are added to a nation's Force Pool. i.e. placed on the map, by drawing the A1, A2 and C1 Technology cards, as well as the *Central Allies – Skoda Works* Event card. Each of these cards allow Heavy Artillery to perform attacks, while the C1 Counter-Battery card allows them to be used for defense as well.

Note: *Although Austria-Hungary has only two Heavy Artillery units there are three cards (A1, C1 and Skoda Works) that allow them to place one. Depending on the order the cards are drawn the third placement is ignored.*

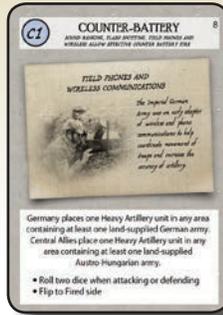


Heavy Artillery units are in one of two states: “Ready” or “Fired.” Only a Ready unit may be used to affect combat, attacking or defending. Once used, it is flipped to the Fired side and remains unavailable until reset during the Regroup Phase (9.2).

7.6.1.1 Attacking with Heavy Artillery: A Heavy Artillery unit can never fire (attack) by itself. Heavy Artillery always attacks in conjunction with an army in the same area and matches the nationality listed on the artillery - German, Austro-Hungarian, Russian and French or British in the case of Western Allies artillery. When combat is initiated, both the Heavy Artillery and the attacking army are flipped to their Fired and Spent sides respectively. Attacking with Heavy Artillery allows the attacking player to roll *two dice* in his combat roll. When the A2 Technology is obtained, *three dice* may be rolled if a Ready or Flown Air Superiority marker is present in the same area. In this case, the Air Superiority marker is unaffected. Heavy Artillery units may advance after combat normally.

7.6.1.2 Defending with Heavy Artillery: Heavy Artillery may not voluntarily be placed in an area that has no armies present. These units do not need to be attacked by an opponent to successfully conquer an area and retreat normally. If artillery units find themselves alone due to combat circumstances, they may remain so. If attacked when alone in an area, the unit is considered a garrison. The attacking enemy army makes a Garrison roll (6.1.3). If the attack is successful, all Heavy Artillery units in the area are *eliminated from the game permanently*.

7.6.2 Counter-Battery (C1): Once an alliance has the **C1** technology, Heavy Artillery units may be used on defense. If an area containing a Heavy Artillery unit is attacked and the artillery unit is in Ready status and the area also contains a Fresh or Spent army unit that matches the nationality of the artillery being used - German, Austro-Hungarian, Russian and French or British in the case of Western Allies artillery, then a counter-battery defense may be declared. When used, the Heavy Artillery unit is flipped to its Fired side and the defending unit will roll *two dice* on the defensive combat roll. Note that the actual defending unit does not have to be of the same nationality in order to be supported by counter-battery.



Example: The Russians declare an attack on Galicia which contains three Fresh Austria-Hungary (A-H) armies, one Fresh German army, and one German Heavy Artillery unit in Ready status. The German player has the **C1** Technology card active and declares he will use the artillery for counter-battery, flipping it to its Fired side. He chooses to have one of the A-H units defend and rolls two dice on defense for the combat roll. Note that the Central Powers player could have had the German unit defend, but it is not required as a result of the artillery use. Also note that the Heavy Artillery could be used for counter-battery even if the German unit in the area is in Spent status.

Important Note: More than one Heavy Artillery unit may be placed in the same area even if there is only one army present. However, only one of the artillery units can fire offensively since it must be coupled with an army to attack. Any other Heavy Artillery units present may fire defensively if they have the Counter-Battery technology, are still Ready and have a Fresh or Spent army unit that matches the nationality of the artillery being used.

7.6.3 Tanks (Western Allies A3 - Landships): The **Tanks** marker is a combat unit with special abilities. The Tanks unit attacks alone and does not require a supporting army. When it attacks it *automatically breaches one Trench*. If the **P3** aviation technology is also active when this unit attacks, it *automatically breaches a second Trench* (if present). Once this combat has been resolved flip the Tank unit to its Spent side. This unit must be Refit like an army at the cost of 1 PP in order to use it again. Tanks have no defensive value. This unit does not need to be attacked by an opponent to successfully conquer an area (whether it is Fresh or Spent) and it retreats normally. If attacked when alone in an area, the attacking enemy army is Spent and the Tank unit is *eliminated from the game permanently*.



7.6.4 Stosstruppen (German A3): The **Stosstruppen** marker allows the German player to make *up to two rerolls when attacking* with armies located in the same area (use

the red dots on each side of the marker to indicate how many rerolls are available). If any rerolls remain after successfully defeating an area, the Stosstruppen marker may advance along with the armies and may be used if combat continues into another area. After all combat for that area is resolved remove the marker from the map. The marker is redeployed during the Movement Phase (6.0).



7.6.5 Aviation (P1-P2-P3): Aviation technology grants factions the ability to use aviation for recon purposes in order to gain a defensive advantage over the opponent and likewise to attempt to prevent an opponent from using their aviation resources for the same purpose. If an area containing a Ready **Air Superiority** marker is attacked, *the defender wins the first combat that results in a tie* and then flips the marker to its "Flown" side. If an area containing Air Superiority markers is captured and all friendly units are forced to retreat, all Air Superiority markers in the area are removed from the map regardless of their current status. During the Regroup Phase (9.0) all remaining friendly Air Superiority markers are removed from the map and attempt redeployment.

Historical Note: Aerial reconnaissance was a primary use of aviation in the First World War. Being able to observe, report and photograph artillery placement, troop concentrations preparing for an attack, allowed the defenders to be better prepared and not be taken by surprise. As the importance of this recon was realized, so was the goal of denying it to your opponent.



7.6.6 Commerce Raiding & Fire Control (U1-2): These cards increase a U-Boat unit's chances of successfully reducing Great Britain's production when resolving the U-Boat Attack Table (8.2.4.2).



7.6.7 Q-Ships & Anti-Submarine Warfare (Q1-2): These cards increase Great Britain's chances of successfully reducing U-Boat unit availability when resolving the U-Boat Attrition Table (8.2.4.3).

7.6.8 Poison Gas (G1): The **Poison Gas** card provides a one-time only +1 DRM when used in the *first attack* from any one area.

8.0 PRODUCTION PHASE

The current faction determines how many **Production Points** are available to it and then decides how to allocate those points to replenish resources.

8.1 PRODUCTION POINTS

Each nation begins the game with a base number of **Production Points (PP)** available to them. The total production of each nation is calculated by adding the production numbers listed in their friendly controlled Production areas, if any, and is listed on the Player Aid Sheets as well as the Force Pool Summary & Setup (13.0). Each **nation** within the current active faction conducts its production *independently of the others*, providing, of course, that it has PP to spend. Production Points that are not used this phase are *lost and may not be accumulated*.



Design Note: Production represents not only the military industrial capacity of each nation, but also its manpower, logistics, technology, training and diplomatic strength.

8.2 PRODUCTION MODIFIERS

During the course of the game several factors can cause a nation's base production to fluctuate.

8.2.1 Enemy Control: If a friendly Production Area is controlled by enemy armies, the associated Production Points for that area are lost. Note that these points may not be used by the enemy - *they are simply denied to the original owner*. If the area in question is recaptured, those Production Points can then be used again by the original owner.

8.2.2 Raiders: If *Germany's* fleet units have control of the Blockade box, *Great Britain loses one PP* (which represents commerce raiding from the surface vessels) **and** *Germany gains one PP* (for freeing up the blockade).

8.2.3 Event Cards: Some Event cards may alter a nation's Production Points. When these cards are active resolve their effects in the indicated phase or phases and apply all effects including any Production Point modifications.

8.2.4 U-Boat Warfare: The German U-Boat campaign against allied shipping is simulated by the two Strategy boxes in the *Atlantic* area. U-Boat units are placed in one of the two boxes during the Movement Phase (6.6.1). These units have a Fresh and Spent status like an army unit.

8.2.4.1 Rules of Engagement: The "Rules of Engagement" choice determines what policy the German Navy will follow regarding the warning of targeted vessels - enemy and neutral alike.

- **The Hague Convention:** This indicates that the U-Boats will follow "prize rules" and give warning to any merchant shipping before sinking. This strategy is less effective in reducing *Great Britain's* Production Points, but also has less risk of moving the USA towards entry into the war.
- **Unrestricted Warfare:** This indicates that the U-Boats will target all commerce shipping and will not give warning. This increases the chances for affecting British production, and also increases the likelihood of moving the USA towards entry into the war.

Important Note: U-Boat combat has an unusual method of resolution. When the Western Allies are the active faction, Germany attempts to reduce *Great Britain's* production via the U-Boat Attack Table (located on the TE player's aid). When Germany is the active faction, the Western Allies attempt to weaken the effectiveness of the German U-Boats via the U-Boat Attrition Table (located on the CP player's aid).

8.2.4.2 U-Boat Attack Resolution: During the *Western Allies* Production Phase the *Triple Entente* player rolls two dice for **each** Fresh U-Boat unit in the game, adds the dice together and consults the U-Boat Attack Table to obtain the result.

U-BOAT ATTACK TABLE

U-BOAT ATTACK TABLE	
Each Success result causes the loss of one Great Britain Production Point.	
Roll (2d6)	Result
2	Success if Q1 Technology not active
3	Success if Q2 Technology not active
4	Success if Convoys not active
5	Success if Convoys not active
6	Success
7	Success if Unrestricted Warfare
8	Success if Unrestricted Warfare and increase USA Entry marker one space if Sussex Pledge in effect
9	Success if U2 Technology active
10	Success if U1 Technology active
11	Unsuccessful
12	Unsuccessful

8.2.4.3 U-Boat Attrition Resolution: During the *Germany* Production Phase, the *Central Powers* player rolls two dice for **each** Fresh U-Boat unit in the game, adds the dice together and consults the U-Boat Attrition Table to obtain the result.

Design Note: *This attrition represents U-Boat losses in their ongoing campaign, whether from enemy warships or dangers of the sea.*

U-BOAT ATTRITION TABLE	
Each Spent result causes one Fresh U-boat unit to flip to its Spent side.	
Roll (2d6)	Result
2	Spent if USA has declared war
3	Spent if USA has declared war
4	Spent if Belgium is not CP-controlled
5	Spent
6	Spent
7	Spent if Convoys active
8	Spent if Q2 Technology active
9	Spent if Q1 Technology active
10	No effect – U-Boat remains Fresh
11	No effect – U-Boat remains Fresh
12	No effect – U-Boat remains Fresh

8.2.5 Receive Transferred Production: Nations can transfer some of their Production Points to allied nations. Production transfers occur during Production Spending (8.3.5). If a nation is scheduled to receive transferred production from an ally it adds it to their base production when that nation's faction is active.

8.3 PRODUCTION SPENDING

After the active player tallies the number of Production Points available to each of his faction's nations, he may begin spending them. The player announces to his opponent how he is spending the points. Production Points may be spent on any combination of Refitting Units (8.3.2), Raising New Units (8.3.3), Constructing Trenches (8.3.4) or Transferring Production to friendly nations (8.3.5). The player deducts points as they are being Spent, announcing his new total as he goes.

8.3.1 Spending Sequence: Each faction must follow a strict sequence during the Production Spending phase. Factions

that have more than one nation must resolve each nation's spending *starting with the nation with the smallest default Production Points* and ending with the largest. Nations that normally have no production capability are listed in *italics*. These nations will only have PP to spend if they received PP transferred from another nation.

- Western Allies: *Belgium, Italy, France, Great Britain*
- Eastern Allies/US: *Serbia, Romania, Greece, Russia, United States*
- Central Allies: *Bulgaria, Turkey, Austria-Hungary*

Each nation must allocate, announce and resolve all spending for each category below before proceeding to the next.

- Refit Units
- Raise New Units
- Construct Trenches
- Transfer Production

8.3.2 Refitting Units: It costs one PP to refit a Spent army, U-Boat, Fleet or Tank and restore its status to Fresh. After spending the point, the owning player simply flips the unit being refit back over to its Fresh side. **Only** PP available to a specific nation may be used to refit armies of that nation (e.g. *French Production Points may only refit French armies.*)

Exception: *Any army occupying a Square area on the Near East Track that includes Basra, but is **not located** in the Basra area itself, must pay **two PP** to Refit.*

Note: *Spent fleets may be refit either in a Home Port box or in the Blockade box (i.e. while "on station").*

In order to be refit, a Spent army or Tank unit must be land-supplied (6.2.2.1) to a Home **Production** Area. Likewise, a Home Production Area may only supply its points to units that can trace a route through friendly controlled areas to it. Thus, units cut off together in a Home Production Area will only be able to be supplied by that Production Area.

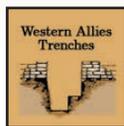
Great Britain and *United States* land-supplied units trace their path to *France's* Home Production Areas to be refit. **Only** *Great Britain* can use Sea Supply (6.2.2.2) to refit British units that are not land-supplied (e.g. *Near East and East Africa.*)

8.3.3 Raising New Units: A new Spent army or U-Boat unit may be raised for **one PP** and a new Fresh army or U-Boat unit may be raised for **two PP**. New units may be raised only if the unit counters are available in the nation's force pool. Newly raised armies must be placed in one of the active nation's Home Areas.

Example: *Great Britain may not build units directly into the British East Africa, Sinai or Basra areas since they are not considered Home Areas (2.1.1).*

Army units that are designated as being *permanently eliminated* during the course of the game that have been set aside *cannot* be raised again. Eliminated fleet units may be rebuilt, but at a cost of **two PP** to return a *Spent* fleet or **three PP** to return a *Fresh* one. Rebuilt fleets are placed in their respective Home Port box.

8.3.4 Constructing Trenches: Beginning with the **Spring 1915** game turn, players may purchase Trench markers (this is noted on the Game Turn Track).



Design Note: Trench markers abstractly represent the construction of extensive, strategic-level, defensive trench works in an area.

8.3.4.1 Constructing Trenches: All nations, except *Germany*, construct one Trench marker at a cost of **two PP**. *Germany* constructs one Trench marker at a cost of **one PP**. Trench markers may be placed into any area that also contains at least *one land-supplied army* (6.2.2.1) of the *constructing nation*. Two nations cannot share the cost to build a Trench marker (e.g. *Great Britain* and *France* may not spend one PP each to build a trench in an area both of their armies occupy together). Existing Trench markers may be augmented with a second Trench marker, as long as...



- The area contains at least *one land-supplied army unit of the improving nation*
- One Trench marker is **already in place** prior to the current turn
- The area is not a Square, Circle or Mountain area

If eligible, the player simply adds another Trench marker, up to a maximum of two. Two Trench markers cannot be purchased at the same time for the same area.

Exception: *Germany* may deploy two newly-built Trench markers into the same area if it wishes. This reflects the fact that the Germans were especially adept and skillful in the building of complex trench works.

8.3.4.2 Trench Limitations: Factions and nations have a fixed number of Trench counters available to them. Once all of their counters have been deployed, no additional trenches may be constructed. Some trenches are deployed at the start of the game as shown in the Force Pool Summary & Setup (13.0).



Germany	8 with 1 deployed at start
Western Allies	7 with 1 deployed at start
Austria-Hungary	3
Turkey	2
Russia	2

8.3.4.3 Deploying Trenches: Map areas have different limits on the number of Trench markers that may be deployed:

Standard Area	2
Square or Mountain Area	1
Circle Area	None

8.3.4.4 Abandoned Trenches: Trench markers in friendly controlled areas that have no units present remain on the map and cannot be removed. Trenches are immediately returned to the Force Pool only when an enemy army moves into that area.



8.3.5 Production Transfer: Following the expenditure of Production Points for all other purposes, any remaining PP may be transferred to other eligible nations for subsequent use. Transfers are the last transactions allocated in a phase, so they are not available for use in the same **Faction Phase** in which they are transferred. Thus, if Production Points are transferred to a nation within the *same faction*, they will not be available until the **following game turn**.

8.3.5.1 Transfer Procedure: When Production Points are transferred to another eligible nation, use combinations of the **Transfer** counters and place them in a Home Area of the receiving nation. The transferred PP will only be available to the receiving nation in their *next* Production Phase.

Examples: *Great Britain* transfers PP to *France* during the **Winter 1915** turn. These PP are not available for use until *France's Spring 1916* Production Phase. By the same token, if *Germany* transfers PP to *Austria-Hungary* in **Winter 1915**, *Austria-Hungary* **can** use them in their own **Winter 1915** Production Phase because their next Production Phase occurs *after* *Germany* transferred the PP.

Remove the Transfer counters at the time they are spent by the receiving nation. Transferred PP *cannot be saved* past the receiving nation's next Production Phase.

8.3.5.2 Supply Routes: Transfers may only be made if a path of *adjacent, friendly-controlled land areas* can be traced **from** a Home Production Area of the lending nation **to** a Home Area of the receiving nation *at the time the transfer is made, even if it no longer applies when received*.

Exception: *The Western Allies* and *the United States* may make transfers that include both land and sea areas.

8.3.5.3 Neutral Nations: The supply route can be traced through **one, and only one**, neutral nation. Doing so will cost the transferring nation **one additional Production Point**. This penalty PP is lost to the transferring nation.

Design Note: Consider this cost to be the price of diplomatic pressure and/or the additional logistics needed to get supplies and other assistance through neutral territory. Also note that after the *Salonika* event occurs, *Greece* can be traced through as a friendly controlled area and thus without penalty.

Example: *Great Britain* wishes to transfer 1 PP to *Serbia* by tracing through a totally neutral *Greece* (i.e. before the *Salonika* event occurs). The cost to the British is 2 PP's.

8.3.5.4 Transfer Eligibility: Each alliance has special transfer rules as follows:

Triple Entente

- The *United States* may not make any transfers until at least one of its army units has actually been moved from the *United States* area to another area. The *United States* may only then make transfers to any Triple Entente nation.
- Each *Western Allies* nation may only transfer PP to any of the *Eastern Allies* or other *Western Allies* nations who have a base Production Number less than its own.
- *Russia* may transfer to any of the *Eastern Allies* but **not** to any of the *Western Allies*.

Central Powers

- *Germany* may make PP transfers to any other Central Power nation. Other CP nations may not make PP transfers to anyone.

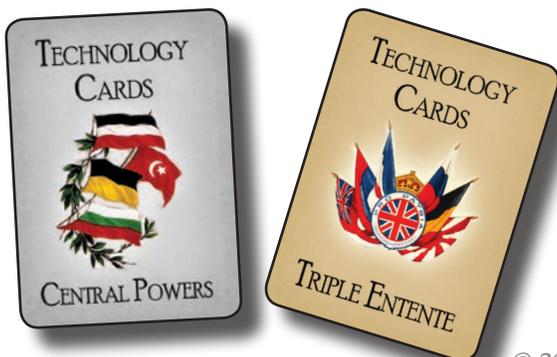
8.3.5.5 Transfer Limit: Regardless of circumstances, a nation may *never* make a transfer of more than 4 PP's to any single nation on one turn and a nation may never receive more PP than the receiving nations total production it possessed at the start of the game from any combination of contributors. Nations that have no production (e.g. *Bulgaria*) may receive a maximum of **1 PP**. Excess amounts are lost.

Design Note: A nation's infrastructure, manpower, ports, railways, and logistics capacity limits the amount of resources that can realistically be absorbed into production and put into use on a single game turn.

Production Spending Example - Western Allies Turn 3:

Italy is currently neutral so the WA player skips them and begins by determining how many PP are available for the French to spend. They have 5 PP available: 4 PP from Home Areas and 1 PP that was transferred by Great Britain on turn two. As a result of combat this turn on the western front, four French armies are Spent and could use a refit. France decides to refit three of them for 3 PP and flips them back to their Fresh sides. Having lost Belgium, he decides to use the remaining 2 PP to build a Fresh French army and places it in Somme (a Production Area).

Great Britain goes next and finds that their available PP is only 6 PP due to a loss of 1 PP from the U-Boat Attacks Table. The player decides to Refit two units (for 2 PP), raise a new Spent army in Britain (1 PP), construct a Trench in the Somme (2 PP) and transfer the remaining PP to France.



8.4 TECHNOLOGICAL ADVANCES

The *Western Allies* and *Germany* continue to research new technologies to assist them in their efforts to end the war. Each turn these two factions (only) get to draw **one Technology Card** from their respective Technology Decks in the hopes of making a breakthrough. They can also earn advances when drawing certain Event cards that grant them additional draws, called **Bonus Technology**.

8.4.1 Bonus Technology: Some Event cards grant free draws from the Technology Deck (e.g. *Fokker Scourge*, *Pressure Fuses*). The active player shuffles his deck and randomly draws **two cards**. He may keep **one eligible card** (8.4.2.1) if any and then returns any ineligible Technology cards back to the deck. If two eligible cards are drawn, the player may only select one to make active – the other is returned to the deck.

8.4.2 Technology Research: Only *Germany* and the *Western Allies* factions execute this step. The active player shuffles his Technology Deck and randomly draws **one card**. If it is an eligible card (8.4.2.1), he keeps it face up to show that it is now active. Otherwise, the card is returned to the Technology Deck with no effect.

8.4.2.1 Eligible Technology Cards: A Technology card is eligible to be activated if it is in the proper Technology sequence. Each card has a letter and numeric designation. To retain the card, the numeric designation must be equal to **1** or the player must **already possess** the immediately prior number of the *same letter* sequence.

Example: If the CP player has no active Technology Cards and draws **U2**, it is ineligible because he does not already have the **U1** card active. If he drew the **U1** card, then it is eligible and he places the card face up in front of him.

Note: It is possible to gain a maximum of two Technology advances in one turn - one new technology advance from Bonus Technology and another one from normal Technology research.

8.4.2.2 National Restrictions & Placement of Technology Units: The **A**, **C1**, and **P** series cards all place a combat counter on the map. These counters may only be placed in an area that contains at least one land-supplied (6.2.2.1) eligible army. The **G1** (Poison Gas) technology does not place a marker but the same restriction applies. The **+1 DRM** can only be used in an area that contains at least one land-supplied (6.2.2.1) eligible army. However, if the eligible army is in the same area with friendly armies that may not normally be eligible to use the ability, they may gain the benefit as long as the eligible unit remains in that area (in essence, they share the technology.)

Exception: USA units may only receive a shared technology benefit in this manner from a French army in its area.

Example: The TE player has the **G1** card active. Italian armies may not normally use its benefits. However, if the TE player moves a British army into the same area with those Italian armies, an Italian army may use the DRM+1 bonus on their first attack.

8.4.3 Discarding the G1 (Poison Gas) Card: During this step an active **G1** card may have to be returned to the Technology Deck.

- If the **G1** card was **just** drawn in the previous Research Technology Step (8.4.2) keep the card so that it can be used during your *next turn*.
- If the **G1** card was already in your possession during this turn, discard it and return it to the Technology Deck.

Design Note: *This mechanic is used to simulate research into different types of gases. The introduction of a new type of gas provided the attacker with a distinct, but temporary, advantage until the targeted side could develop effective counter-measures.*

9.0 REGROUP PHASE

In the Regroup Phase the faction performs some “cleanup” operations to prepare themselves for their opponent’s turn as well as their next turn.

9.1 AIR SUPERIORITY DETERMINATION

Aviation technology (represented by the **P** series of cards) grants the use of **Air Superiority** markers. One marker becomes available with each technology level researched successfully.

9.1.1 The Dogfight: Each turn the phasing player must determine how many of his available Air Superiority markers can be placed on the map. The opponent’s **P** technology level and a **Dogfight** resolution roll will determine exactly how many, if any, of their markers may be placed. The determination is made as follows:

- 1. Resolve Dogfight:** Both players each roll **one die** for each level of **P** technology they have active in play (i.e.; **P1** = 1 die, **P2** = 2 dice, **P3** = 3 dice). The **highest value thrown** by the phasing faction is its Air Superiority Value. The **highest value thrown** by the opposing faction is its **Air Interception Value**. If the *Air Superiority Value* is higher than the *Air Interception Value* then the phasing player may use Air Superiority markers **equal to the difference between the values**, up to a maximum of the number of Air Superiority markers he currently possesses. If the difference is zero or less, no Air Superiority markers may be used by the current player this turn.
- 2. Place/Rearrange/Remove Markers in a Qualifying Area:** The Dogfight results may require that Air Superiority markers be removed or it may allow the placement of additional markers. Markers that were already on the map may be moved to another qualifying area.
- 3. Combat Benefit:** The presence of an Air Superiority marker in an area will allow defenders in that area to *win the first tied attack* (7.6.5).

9.1.2 Qualifying Areas: Triple Entente Air Superiority markers may only be placed in an area that contains a land-supplied French or British army (6.2.2.1). Central Powers Air Superiority markers may be placed in an area that contains a land-supplied German Army.

9.1.3 The Red Baron: When this Event card is active the German player rolls **one additional die** during a Dogfight. During any Dogfight sequence, either the *Western Allies* or *Germany*, if the *Western Allies* player (only) rolls “doubles” and that value exceeds *Germany’s* current **P** Technology level, the Red Baron is “shot down”. The Red Baron marker is removed from play after resolving the current Dogfight, regardless of the overall result for the number of markers deployed.

Example: *During Germany’s Dogfight Phase, the Western Allies have P3 Technology and Germany has P2 and the Red Baron marker. The Western Allies rolls 3, 3 and 4 while Germany rolls 2, 3 and 6 (two dice for P2 and one die for the Red Baron). Germany has a high roll of 6 versus the Western Allies high roll of 4, which allows Germany to deploy both of his Air Superiority markers. The Western Allies rolled double 3’s and “3” is greater than Germany’s P2 level, so the Red Baron is shot down and removed at the end of the Dogfight.*

9.2 RESET HEAVY ARTILLERY UNITS

Land-supplied (6.2.2.1) Heavy Artillery units that have their Fired side face up are flipped back to their Ready status.

10.0 POLITICAL ISSUES

10.1 CONQUEST AND LIBERATION

Smaller nations that have only one Home Area (Belgium, Bulgaria, Greece, Romania and Serbia) are conquered if their Home Area is enemy controlled at the end of any Combat Phase.

Some larger nations that have multiple Home Areas (Austria-Hungary, Italy and Turkey), are conquered when their **flag** Home Area is enemy controlled at the end of any Combat Phase.

Russia collapses and is considered conquered when unique conditions are met (10.1.3 – *Russian Collapse*).

France is conquered when *Paris* is enemy controlled and they fail to regain control *by the end of their next Combat Phase*. This results in an immediate and game ending victory for the Central Powers (11.1).

Germany is conquered when Berlin is enemy controlled and they fail to regain control *by the end of their next Combat Phase*. This results in an immediate and game ending victory for the Triple Entente (11.2).

10.1.1 Conquered Nations: All units of that nation anywhere on the map are *permanently removed* from the game, **except one** (10.1.2 – *Conquered Armies*.) If units are removed from an enemy controlled area, resulting in no opposing units being present, ownership of that area reverts to the original owner. The conquered nation no longer generates Production Points and does not participate in the war for the rest of the game, even if later liberated and once again controlled by its alliance. *However, its liberation will prevent the enemy alliance from scoring Victory Points for that nation.*

10.1.2 Conquered Armies: All armies of a conquered nation are removed from the game except for a maximum of **one army** that finds itself in a friendly controlled area when its nation is conquered, even after a retreat. If there are multiple armies that qualify, the owning player may choose any eligible one. This army is made Spent, if it is not already, and may continue to function as an army of the alliance to which it originally belonged, *but it may never again be Refitted and made Fresh*. It remains Spent for the remainder of the game until eliminated. At the beginning of any Production Step of the Faction Phase to which the conquered army belongs, the owning player may “absorb” the conquered army by voluntarily *permanently eliminating it from the game* and immediately Refitting any one Spent allied army in the same area for no Production Point cost.

Example: *The Spent Belgian 1st Army unit is defeated and retreats with the Spent British 1st Army/BEF unit from Belgium to Somme. Belgium’s only Home Area is now occupied by CP units and has been conquered by Germany. The Belgian army unit may continue to activate with the Western Allies but must remain Spent until it is eliminated. Alternatively, the TE player could absorb the Belgian army on the next Western Allies Production Phase and Refit the British army, permanently eliminating the Belgian unit. The British army then flips to the Fresh side with no PP expenditure.*

10.1.3 Russian Collapse: If at any point in the game the CP player controls both the *Moscow* and *Petrograd* areas **OR** the *Treaty of Brest-Litovsk* is signed, *Russia* collapses and surrenders. When *Russia* collapses the following events occur:



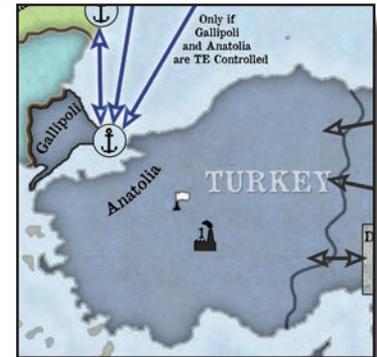
- **ALL** *Russian* units are removed from the map and are permanently eliminated
- Any **Triple Entente** armies in *Russian* Home Areas are placed back anywhere in their own Home Areas if they can trace a path through *Russian* or friendly controlled areas. If they cannot, they are also permanently eliminated.
- *Russia* no longer generates Production Points
- The CP player earns **four Victory Points** at game’s end

Design Note: *The capture of Moscow and Petrograd represents a military defeat of Russia by the Central Powers. The signing of the Treaty of Brest-Litovsk represents the collapse of the Russian Empire due to internal revolutionary struggles.*

10.2 NEUTRAL NATIONS

Nations that are not involved in the war at the beginning of the game are considered to be Neutral Nations. They may *not move, attack, produce Production Points, be attacked or be entered at any time*. Their armies are not deployed on the board while neutral.

10.2.1 Turkey: The nation of *Turkey* automatically joins the Central Powers at the start of the *Central Allies* phase of the **Winter 1914** turn. *Turkey* is a Neutral Nation for the first game turn only (this is indicated on the Game Turn Track as a reminder).



Important Reminder: *When the Turkish forces are deployed, Great Britain deploys the MEF army (Spent) in Sinai and the IEF army (Fresh) in Basra, and Russia deploys the CAU army (Spent) in Kars.*

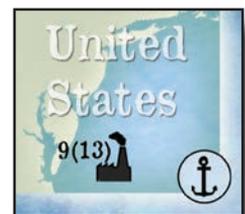
10.2.2 Declaring War: Bulgaria, Italy, Romania and Greece declare war when the relevant Event card is drawn. When a neutral nation declares war, place its units on the map as indicated in Force Pool Summary & Setup (13.0). From that point on, it participates in the game normally with the faction it belongs to.

10.2.3 Special Neutral Nations: There are three nations that have special rules governing them.

10.2.3.1 Albania: Neither side’s units may enter the *Albania* area during their Movement Phase. Instead, they must treat *Albania* as an enemy controlled area and thus *must attack the area to enter it*. Units may, however, retreat into the area as if it is a friendly controlled area but only if there is no other option. *Albania* is never “controlled” by either side unless an army is physically present there and that army may be attacked normally by the enemy. A Supply Route may never be traced through *Albania*.



10.2.3.2 United States (USA): Certain Event cards and other actions cause the **USA Entry** marker to be moved along the **USA Entry Track** on the map. The marker starts the game off in the “0” box of the track and then moves up the track an indicated number of spaces as instructed by drawn Event cards. Once the marker reaches the “8” box on the track, the USA immediately declares war and enters the game on the TE side.



USA Mobilization: During the first Production Phase for the *Eastern Allies/United States* faction after the *United States* declares war, the three USA armies are placed in the *United States* area in Spent status. The USA Fleet counter is placed with *Great Britain's* fleets, either in the Blockade box or in the British Home Port box. During each subsequent Production Phase, one USA army *may be automatically flipped from Spent to Fresh*. No USA movement or PP Transfers are permitted during these “mobilization” turns. Once all three USA armies are Fresh at the start of their Movement Phase, **one** USA unit may Sea Move to any area containing a French army. USA units may not be moved to any Near East (Square Area), East Africa (Circle Area) or to *Greece* or *Gallipoli*. Note that the USA may make **one strategic move** (which may be a sea move) per turn and the other *Eastern Allies* nations may still make their normal **two strategic moves**.

USA Combat: *United States* armies perform all of their operations during the *Eastern Allies/USA* turn, **NOT** the *Western Allies* turn. When USA armies become available for combat they may use WA Heavy Artillery units and the Tank unit if they are not already Spent from combat on the WA turn. They also get the defensive benefits of TE Air Superiority markers if they have not already Flown. If the USA Fleet becomes Spent due to Naval Combat, it may not Refit until 1918 and if destroyed may not be rebuilt.

USA Production: The USA may not make Production Point Transfers to any nation until at least one USA army has been moved out of the *United States* area. When eligible to transfer PP to other nations they have **9 PP** available during **1917** and **13 PP** available during **1918**.

Example: *The United States declares war during the Spring 1917 game turn. During the Eastern Allies/United States Production Phase, three Spent USA armies are placed in the United States box. During the Summer 1917 Production Phase, one USA army is flipped from Spent to Fresh. The second is flipped in Fall 1917, and finally, the third will be flipped to Fresh in Winter 1917. During the Spring 1918 Movement Phase, all three USA units are Fresh and the player chooses to Sea Move one army to Belgium which contains a French army unit. Later in the Spring 1918 Production Phase the United States can transfer PP to other nations since one USA army is located outside the United States.*

10.2.3.3 Greece: Due to Greece's conflicted political situation during this period, a number of special circumstances apply to its diplomatic status during the course of the game.

Greek Game Start: From the start of the game until the *Salonika* Event card is drawn Greece follows the standard neutral nation rules (10.2)



Salonika Event: When the *Salonika* Event is drawn the **Salonika** marker is placed in Greece on the “Salonika Open” side. While Salonika is “Open”:

- The *Western Allies* may move armies to *Greece* once Salonika is “Open,” but a maximum of **one** *Western Allies* army is allowed in *Greece* at any one time. If an army is moved **on the same turn that the card is drawn**, a *Western Allies* Trench marker is placed at no cost in *Greece* if one is available in the Force Pool.
- *Greece* is considered a Triple Entente ally for PP Transfers to *Serbia* and for retreat purposes.
- The Central Powers may only attack *Greece* if it contains a *Western Allies* army. If the CP attacks and would force that army to retreat, the retreat is **cancelled** and *Greece* is provoked into joining the Triple Entente. The Fresh Greek army is immediately placed in *Greece*; the Spent WA army remains without retreating and the Trench marker is removed (if present). The **Salonika** marker may be removed as *Greece* has now joined the TE and there is no longer a limit on the number of friendly units that may be in *Greece*. The Central Powers player may continue to attack if he has units available. If a WA army is forced to retreat into *Greece* and it already contains a different WA army, the retreating army is instead removed from the map and placed back into the Force Pool.
- At the end of any *Western Allies* turn that it does not have an army in *Greece* or *Bulgaria* **and** *Serbia* is controlled by the Central Powers, the **Salonika** marker is flipped to the “Salonika Closed” side. Once Salonika is “Closed,” the *Western Allies* permanently lose the ability to move an army into *Greece* **and** *Greece* returns to standard Neutral Nation status (10.2) for the remainder of the game **and** the *Exile of the Greek King* Event card is ignored when drawn.

Exile of the Greek King Event: Ignore this card if *Greece* returned to Neutral Nation status (10.2) and the **Salonika** marker is on the “Closed” side.

If the *Salonika* Event card was never drawn (i.e., the **Salonika** marker has never been placed on the map), place the Salonika marker in *Greece* on the “Salonika Closed” side and ignore the *Salonika* Event card should it be drawn later.

If the **Salonika** marker is in place and “Open,” *Greece* joins the Triple Entente. Place the Greek army in *Greece* in Fresh status and remove the **Salonika** marker. From this point on the WA player may move any number of armies into *Greece* and the Central Powers may attack *Greece* normally.



11.0 VICTORY CONDITIONS

11.1 CENTRAL POWERS AUTOMATIC VICTORY

An automatic and game ending victory occurs for the **Central Powers** if *Paris* is enemy controlled at the end of the next *Western Allies* Combat Phase.

The Triple Entente gaining control of *Berlin* during the next *Western Allies* Combat Phase **does not negate this condition**. If *Paris* **is not** recaptured and controlled, the game ends with a Central Powers victory. If *Paris* is recaptured the current Game Turn proceeds normally

11.2 TRIPLE ENTENTE AUTOMATIC VICTORY

An automatic and game ending victory occurs for the **Triple Entente** if *Berlin* is enemy controlled at the end of the next *Germany* Combat Phase.

Important: When *Berlin* is captured the game continues normally with the *Eastern Allies* and *Central Allies* completing their phases for the current Game Turn. At that point, begin a new Game Turn. If *Germany* does not recapture *Berlin* during its Combat Phase the game ends. If *Germany* does regain *Berlin*, the new Game Turn continues to the Western Allies phases.

The Central Powers gaining control of *Paris* during the next the *Germany* Combat Phase **does not negate this condition**. If *Berlin* **is not** recaptured and controlled, the game ends with a Triple Entente victory.

11.3 VICTORY POINTS

If neither side has achieved an automatic victory before the end of the **Fall 1918** turn, the game is decided on the basis of Victory Points (VP) at that time.

- Each side gets **one VP** for each enemy Home Area and each enemy Square Production Area controlled by his alliance. Neutral nations that join the opposing alliance during the war qualify as enemy Home Areas.
Exception: A maximum of **four VP** may be scored by the CP player for **all** of *Russia*.
- If the *United States* never declares war in the game and does not join the Triple Entente alliance, the CP player earns **one VP**.
- If the East Africa Track contains only **one army**, either *Lettow-Vorbeck* or the *British East African Expeditionary Force*, then the side owning that army receives **one VP**. If both armies are still on the East Africa track at game end, no VP is awarded.
- The Central Powers earn a maximum of **one VP** if **any** of the following conditions are met:
 - Greece joined the Triple Entente and the Central Powers control *Greece*

- *Salonika* is “Closed”
- Greece remained neutral for the entire game and the *Salonika* or the *Exile of the Greek King* Event card **was** drawn.

Both players total their Victory Points. If the **Central Powers** score **is at least 7 VP's higher** than the **Triple Entente** score, the **Central Powers win** (by securing a better than historic result and/or by achieving more favorable terms following the armistice). With any other result, the **Triple Entente wins**.

12.0 SOLITAIRE & MULTIPLAYER

Solitaire Play: While this game is specifically designed for multi-player setups, it is also quite solo-friendly. The nature of the Event card mechanic allows the player to “change hats” quite easily as he can concentrate on one Event card pull at a time and play that faction to the best of his ability. There are no “opportunity fires” and there is no hidden information. Enemy choices should always lean towards trying to conduct the action indicated by the Event card and if markers/units need to be placed, they should first be placed in the area containing the largest number of friendly armies. Logic will guide your actions and choices for the most part and wherever possible, try to mirror your opponent’s actual historical decisions and/or tendencies. Each of us has our own way of playing games solitaire and it would be presumptuous of us to tell you best how to do that. Suffice to say that the game will easily adjust and fit into everyone’s particular style of play. If there is a demand for true solitaire-dedicated scenarios, we are prepared to meet that demand by designing small scenarios that simulate specific campaigns or battles and with a fairly adequate (we hope) artificial intelligence. If that demand is made aware to us, we will post these scenarios on line for free download or have them appear in a future *Paper Wars* magazine.

Three and Four Players: While the game is designed for two players, the phases of the turn order make it adaptable for three or four players, though not all players will have proportional involvement. In a three player game, participants may choose to have one player control a single alliance while the other two split the responsibilities of the other. The recommended split is for the single player to lead the Central Powers (both *Germany* & the *Central Allies*) while the other two players lead the *Western Allies* and the *Eastern Allies/United States* forces. Players win and lose as a team, and there is no individual winner among the factions of the winning side. In a four player game, each player takes control of a single faction. The two players in each alliance may freely speak with one another to coordinate operations and to beg for Production Points and reinforcements from his/her ally. We really enjoyed this mode of play in our playtesting sessions and we hope you do too.

TRIPLE ENTENTE ALLIANCE

WESTERN ALLIES FACTION

Great Britain

Active: At game start
 Production: 7 PP
 Total Forces: 8 Armies, 3 Fleets
 Set-Up: *Belgium* (1st/BEF); *British East Africa* (BEAEF); *Blockade Box* (3 Fleet counters)

When Turkish units deployed: *Sinai* (MEF); *Basra* (IEF)

France

Active: At game start
 Production: 4 PP
 Total Forces: 9 Armies
 Set-Up: *Somme* (5th); *Verdun* (1st, 2nd, 3rd, 4th, 9th, Trench); *Paris* (6th)

Belgium

Active: At game start
 Production: None
 Total Forces: 1 Army
 Set-Up: *Belgium* (1st)

Italy

Active: By Event Card
 Production: 1 PP
 Total Forces: 5 Armies
 Set-Up: *Northern Italy* (1st, 2nd)

Western Allies Total Forces: 7 Trenches are shared by all nations

EASTERN ALLIES / UNITED STATES FACTION

Russia

Active: At game start
 Production: 4 PP (Event card can increase to 5)
 Total Forces: 13 Armies, 2 Trenches
 Set-Up: *Lithuania* (1st); *Estonia* (4th); *Brest-Litovsk* (2nd, 5th); *Ukraine* (3rd, 8th)

When Turkish units deployed: *Kars* (Cau)

Serbia

Active: At game start
 Production: None
 Total Forces: 2 Armies
 Set-Up: *Serbia* (1st, 2nd)

Romania

Active: By Event Card
 Production: None
 Total Forces: 2 Armies
 Set-Up: *Romania* (1st, 2nd)

Greece

Active: By Event Cards
 Production: None
 Total Forces: 1 Army
 Set-Up: *Greece* (1st)

United States

Active: By US Entry Track
 Production: 9 PP before 1918, 13 PP in 1918
 Total Forces: 3 Armies, 1 Fleet
 Set-Up: *United States* (1st, 2nd, 3rd); *Blockade Box* or *Great Britain Home Port* (1 Fleet)

13.0 FORCE POOL SUMMARY & SETUP

This section provides a summary of each Nation's total base Production Points; how their forces enter the game; where those forces are deployed at the start or upon entry into the war; and what condition they are in. Units listed in *italicized red* type set up in **Spent** status, otherwise they are **Fresh**.

CENTRAL POWERS ALLIANCE

GERMANY FACTION

Germany

Active: At game start
 Production: 12 PP
 Total Forces: 16 Armies, 2 U-Boats, 2 Fleets, 8 Trenches
 Set-Up: *Hanover* (1st, 2nd, 3rd); *Rhine* (4th, 5th, 6th, 7th, Trench); *Prussia* (8th); *Posen* (9th); *Tanga* (Lettow-Vorbeck); *Either U-Boat Strategy Box* (U-Boat, U-Boat); *German Port Box* (two Fleets)

CENTRAL ALLIES FACTION

Austria -Hungary

Active: At game start
 Production: 3 PP
 Total Forces: 9 Armies, 3 Trenches
 Set-Up: *Galicia* (1st, 2nd, 3rd, 4th); *Austria* (10th); *Hungary* (5th); *Bosnia* (6th)

Turkey

Active: Winter 1914 Game Turn
 Production: 1 PP
 Total Forces: 4 Armies, 2 Trenches
 Set-Up: *Gallipoli* (1st); *Anatolia* (2nd); *Ezurum* (3rd); *Damascus* (4th)

Bulgaria

Active: By Event Card
 Production: None
 Total Forces: 2 Armies
 Set-Up: *Bulgaria* (1st, 2nd)

14.0 DESIGNER'S NOTES

The Lamps Are Going Out is a conflict simulation of World War I, as it was fought. There have been many WWI games in recent years and each brings something different to the table and all have advantages and disadvantages in terms of playability, accuracy, and historic bias. *Lamps* aspires to accurately simulate the military and political developments of the war without being scripted or arbitrarily constraining the players. That said, it is not a game of "what if" scenarios or political possibilities with vastly different alignments of allies and factions. There are a wide range of possible developments over the course of the war but many of the events and consequences will often fall within realistic parameters. Event cards were selected to represent key situations and developments that shaped the course of the war or influenced its leaders, as well as certain fates of war that could benefit or hamper the various factions, consistent with themes of the First World War. *Lamps* is not a political or war game with a pasted WWI theme - *Lamps* aspires to be World War I.

ARMIES

Lamps was inspired by a desire to make a game that simulated World War I with the goal of being as accurate as possible while making the game as simple and fast playing as possible - the whole war in an evening, as well as giving players a real sense of history and also the dilemmas and tough choices leaders at the time faced. The main building block of the game (armies) are designed to be generic, equal as on-board units for the most part, and that differences in training and abilities be reflected in a nation's ability to supply and manage their forces. This is different to many wargames, where supply is equalized (simply tracing supply lines) and differences reflected in attack, defense, and movement ratings on each unit counter. In *Lamps*, once an army is supplied, it will function the same regardless of nationality. The differences are reflected in each nation's ability to sustain combat operations and the amount of its forces it can keep operative. The number of units available as well as the resources available to supply them represent the differences. For example, the German units represent somewhat fewer men per army and their production number slightly increased to reflect their training, organizational abilities, and logistics. The Russians, on the other hand, while they still have a large number of units available theoretically represent more men per unit. All this allows the on-board units to still represent generic field armies for combat purposes once supplied and fresh. Having units made spent as a result of combat results in essentially a 'bloodless' system, but one that represents the attritional nature of the war as well as the different capabilities of the various factions by their ability to keep their units fresh.

THE EVENT CARD SYSTEM

Lamps is not a card-driven war game where players have a choice in which cards to play to effect the game. Event cards are drawn from individual faction decks at the beginning of their turns and are resolved when drawn, with new cards introduced into the deck by year. Some cards get reshuffled back into the faction deck, but most are removed once they are drawn. It is through these event cards that nations join the war, technological bonus research opportunities occur, and other significant military and political events come about. The number of events chosen for the game and when they are introduced were worked out to provide a balance between significant historic events while also allowing a reasonable amount of variability. Not all cards will be drawn in the course of any one game, and faction decks do not contain the same number of cards. The fact that some cards have instructions for them to be replaced back into the deck also affects the total number of possible events to be drawn or not drawn by game's end.

U.S. ENTRY

Handling U.S. entry has always been a tricky dilemma for WWI games. Many recent works argue that U.S. entry was more likely than previous thoughts had suggested and while the U-Boats had a strong impact and served as useful propaganda for public support, the road to U.S. entry was being driven to from several different paths. As the war progressed, U.S. banks and financiers were lending huge amounts of money to the Allies. Exports also increased dramatically. It became clear that if the Allies lost, it would be a major economic catastrophe for the United States. There came a tipping point that the U.S. was so committed economically that it could no longer afford to see the Allies lose. The Russian Revolution had a double-impact. Removing the Tsar and establishing a fledgling democracy in Russia eliminated a lot of political opposition in the United States from powerful lobbies that opposed the Tsarist policies. With all the allied participants nominally democratic, the argument of making the world, 'safe for democracy,' became more prevalent, and the U.S. didn't want to be the only major world democracy left out of the post-war situation. Furthermore, with the political turmoil in Russia and the declining military situation there, it became clear to U.S. leaders that the Allies might lose, especially with Russia tinkering on the edge. Even though the Germans began unrestricted submarine warfare again in 1917, it seems no coincidence that the U.S. declaration of war came so quickly after the revolution and removal of the Tsar. President Wilson's circle had seen that the U.S. would probably need to get involved and with the 1916 election over, re-election political considerations were eliminated. The game attempts to represent these various factors towards the U.S. joining the war within the card system and three of the four faction decks have cards that can affect U.S. entry. Events that occur after Wilson's re-election are weighted slightly higher, as this represents the posture being taken by Wilson's cabinet. U.S. bankers and financial contributions give benefits to the Allies (in terms

of a production point bonus that turn) but also move the marker along the U.S. entry track. Other U.S. domestic issues that relate to the war can also occur, including pressure from the Atlanticists, passage of the National Defense Act, and even the Isolationist movement which can reduce the effects of the other cards. There are multiple cards relating to German commerce raiding including the Open Ocean Policy demands of the U.S., the sinking of the Lusitania, the Sussex Pledge, and these relate to each other along with either the success or use of U-Boats and/or unrestricted submarine warfare. All in all, the goal was to provide interesting dynamics for U.S. entry while ensuring that U-Boat raiding made a significant contribution, though not the only one. The German player will have to make key strategic decisions on how best to utilize the U-Boats as the political repercussions may not be immediately apparent. The entire event deck was computer modelled and simulated billions of times to measure the interrelated effects of the cards and the probabilities of the various events that the cards can trigger in order to make things as reasonable as possible.

RUSSIAN REVOLUTION

Another difficult task WWI games face in addition to handling U.S. entry is how to deal with events in Russia, including the end of the Tsar and subsequent turmoil. U.S. entry was discussed above and while there are several cards in the different faction decks relating to that, the Russian situation is more streamlined, while still maintaining historic realism. There are many significant events in Russian history in terms of the Revolution, removal of the Tsar, Bolsheviks taking over, the Civil War, the Treaty of Brest-Litovsk, and so forth. Having all of these represented individually as events would be both cumbersome from a game play perspective and also too much foreknowledge to the players about what events need to happen in what order for various consequences. Thus, in *Lamps*, the Russian political situation is represented with just three event cards: "Lenin/Bolsheviks Rise", "Russian Revolution", "Russian Civil War," and one marker with "Revolutionary Turmoil" on one side, and "Treaty of Brest-Litovsk" on the other. The first two trigger a Revolutionary Turmoil marker and set the stage for Russian collapse and the signing of the Treaty if the other card is drawn and Germany meets certain occupation requirements in Russia. Russian Civil War provides for immediate collapse depending on conditions or places the Revolutionary Turmoil marker to set the trigger for either of the other two cards. By using this interaction of the three cards, the proper odds and timing of events are set-up without having a complicated scripted sequence and without giving players exact knowledge of how many more increments of a multi-step process are required. These three cards provide for both the historic narrative as well as other possibilities in Russia and make sense since the events may be interpreted for different 'historic' results depending on the time and order the cards were drawn. "Lenin/Bolsheviks Rise," if drawn first, would refer to

German assistance in supporting and getting Lenin back to Russia, whereas if drawn after "Russian Revolution", would symbolize the funding and rise of the Bolsheviks in taking over from the post-Tsarist government. "Russian Revolution," likewise, could represent either of the pair of revolutions - the removal of the Tsar if drawn first, or either the Tsar removal or Bolshevik revolution if drawn second. And, finally, "Russian Civil War" could refer to events leading up to and including the October Revolution or the civil war subsequent to the Bolshevik takeover. There are secondary effects to these cards as well depending on the situation or status of the marker. "Russian Revolution" impacts U.S. entry, as the removal of the Tsar provided an impetus for U.S. movement towards war, and if the U.S. is not in the war, the Bolshevik revolution and the political implications for Russia's status in the war would also impact U.S. posture. If the Treaty of Brest-Litovsk is already in place, the Russian Civil War provides for a slight burden on U.S. production (if in the war) as resources are used to support the anti-communist elements. Likewise, the Civil War allows Germany to benefit with a slight production bonus due to their occupying forces and the chaotic infrastructure in Russia if the Treaty is in effect. All in all, the game's representation of the Russian political situation is designed to be as streamlined as possible to enhance playability while still maintaining historic realism.

EAST AFRICA

The East African theatre is represented with its own track on the board. Like many of the peripheral fronts it was not of major strategic significance in and of itself, but the consequences of failure could have potential long term implications. The game situation for East Africa was designed to be a somewhat simple representation (the rules governing it to be in proportion to consequences of the front) while still providing for the history and key decision points and showing the drain of "sideshow" fronts to the main fronts. The British will have to decide how and when to allocate resources there to deal with the German forces led by Paul von Lettow-Vorbeck, whose guerilla force has special attack capabilities. If the British have resources to spare, they might continually pour them into East Africa in order to eliminate the harassment or potential future worries of the German force, or they could procrastinate and only react to successful German advances - though this strategy might force the British to have to react when it is less convenient to do so. The British have more decision points in East Africa, but the German player has the key decision of when, or if, to make a full conventional attack on British forces to perhaps force the issue. The timing of such an attack would depend on the situation in the other fronts and also at what point in the war, since if Vorbeck is allowed to continue, his guerilla force will be able to resupply later in the war, thus giving him an opportunity to launch more probabilistically successful attacks, rather than harassing the British with lower odds (but free) guerilla attacks.

THE GUNS OF AUGUST

As the beginning of the game the *Schlieffen Plan* is firmly in place and the Germans are ready to unleash their offensive to the West. Certain event cards provide attack reroll bonuses but the Germans begin the game with two offensive rerolls available to them on the first turn to represent both the surprise of their attack and the quality and logistics of their training and mobilization. This allows the Germans to often times make their way through Belgium and into the Somme area, to the gates of Paris (though the historic result would indicate that their first roll of the game was a failure, and a reroll needed immediately as they overcame resistance in Belgium). Though the Germans can make it to Paris, mathematically they will not be able to take it on the first turn. This is consistent with the historic result but since the Germans almost made it, one might wonder if they shouldn't have at least a chance on that first turn. The balance of the initial turn was set-up to give the Germans a good chance of solidifying themselves into the Somme area, though with poor rolls can sometimes still be stuck in Belgium. Being able to take Paris on the first turn and an inevitable victory led to an unsatisfying experience, even if unlikely, where the game is essentially over after the first move of one player. Some aggressive German strategic movement, good die rolling, and poor planning on the part of the Western Allies may allow Paris to fall soon after

and since the game turns are of somewhat indeterminate length (seasonal turns, approximately two to four months) this would still fall into a timeframe consistent with reality had the First Battle of the Marne gone differently or the Germans able to successfully outflank the Western Allies in subsequent battles - occurring on the second game turn rather than the first. The range of possible outcomes for the Germans on their first turn will often set the tone and strategies for subsequent turns, from taking over the Somme (historic result) to not securing Belgium on the first turn (which makes it rough going for the Germans).

MULTIPLAYER

Lamps was essentially designed as a two player game, but due to the four factions taking their turns independently, becomes ideally suited as a three or four player game with no particular changes to the rules necessary. A four player game has the advantage of a more social setting as players may plan strategies together (or bicker) and is ideally suited for teaching new players the mechanics of the game before they take sole command in a two player contest. However, the Victory Conditions cover scenarios for a winning alliance only, and there are no provisions for calculating independent faction victories vs. their ally.

Kirk Uhlmann



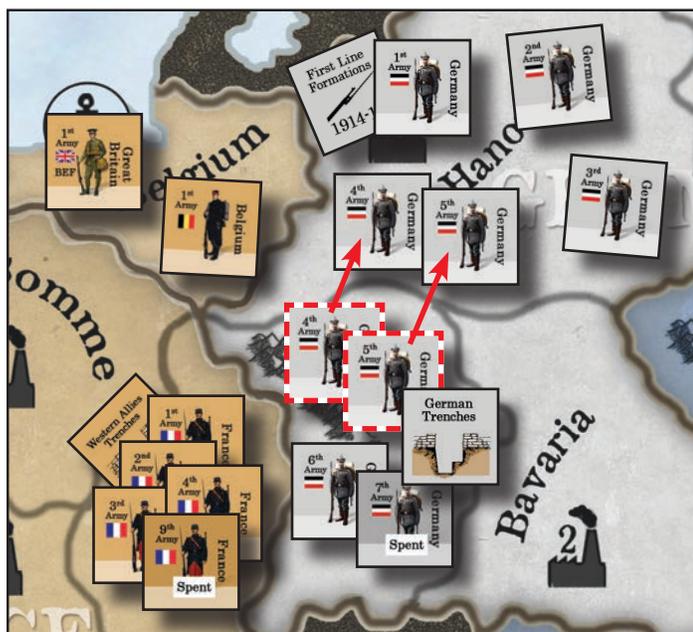
15.0 EXTENDED EXAMPLE OF PLAY

TURN 1 (FALL, 1914)

GERMANY

Event Card Phase: Germany draws *First Line Formations* and places the First Line Formations marker with the German 1st Army in Hanover.

Movement Phase: With two available moves, Germany moves the 4th and 5th armies from the Rhine into Hanover. The U-Boats will start the game in the Unrestricted Warfare box.



Combat Phase: Germany has no Naval Combat to resolve. They can make a Guerilla or standard attack against the British BEAEF in East Africa using the fresh Lettow-Vorbeck unit. He chooses a Guerilla attack so that the unit will remain Fresh even if the attack fails. Germany needs a 5 or 6 but their attack is unsuccessful with a roll of 3. No change in status to either unit.

Germany now begins its main assault from Hanover to Belgium with five fresh armies, the three originally in Hanover plus the two moved there. The Schlieffen Plan grants Germany a bonus of two re-rolls during the first turn as a result of pre-war planning and surprise. Germany declares an attack from Hanover to Belgium with the 5th Army and the Western Allies defend with the Belgian army. Germany rolls a 2 and Belgium rolls a 3. Germany chooses to use one of their re-rolls now and throws a 3, equaling the Belgian roll but ties go to the attacker. The German 5th army is flipped to spent (as a result of attacking) and the Belgian army is flipped to spent (as a result of losing the combat). Having made a successful combat into an area, the Big Push counter is placed as a reminder that Germany will get +1 to their subsequent attacks into Belgium so long

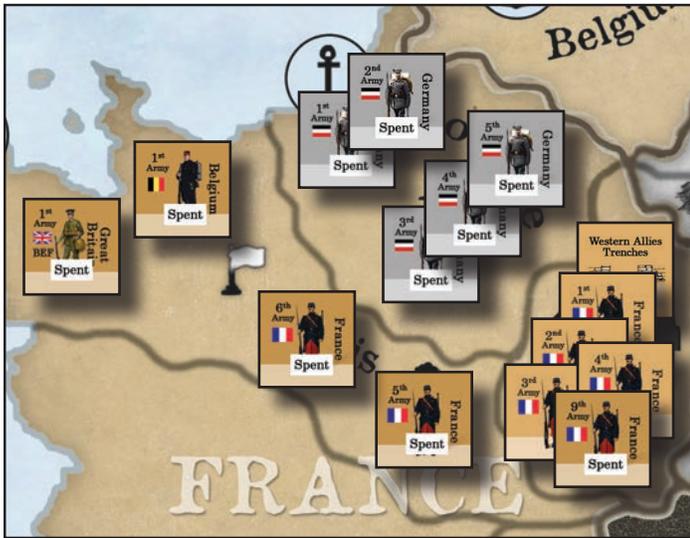
as they keep winning the battles. An unsuccessful battle will result in loss of the Big Push counter until another battle is won. Germany now attacks with the German 4th Army and the Western Allies put the British 1st Army up to defend. Britain rolls a 4 and Germany rolls a 3, but with Big Push, Germany gets +1 to make it a 4 and winning ties as the attacker makes both the British army and the German Army Spent. Germany continues with the 3rd Army. The Western Allies have no fresh units to defend with and so declare any one of the spent armies. The Western Allies roll a 4 and the German 3rd Army rolls a 6! Since no fresh units remain, the two Western Allied armies (Belgium and British 1st) are forced to retreat and both withdraw to the Somme (their only option). The German 3rd Army **must** advance into Belgium and the other four armies in Hanover may advance also. Germany decides to have all 5 armies advance. When an area is conquered the Big Push marker is automatically removed.

The Germans now have five armies in Belgium (three spent and two fresh - the 1st and 2nd) and the Somme has three Western Allied armies (the spent Belgian and British armies, as well as the fresh French 5th army).



The German player wants to maximize his odds of taking the Somme this turn and so chooses to attack with the German 1st Army with the First Line Formations marker to gain a +2 DRM. The goal is to maximize the successful attack odds in order to gain the Big Push bonus for the final attack into the Somme, and also providing best use for the remaining Schlieffen reroll if needed, whether for this attack or the next. The Western Allies must defend with a fresh unit if available and so the French 5th Army is on the defense. The French unit rolls a 5 and the Germans roll a 2! Even with the +2 bonus of the First Line Formations,

the Germans would not win. The Germans expend their last bonus reroll and get a 4. The +2 bonus is applied to the roll (whether original or re-rolled) and so the Germans have a 6, winning the combat and resulting in the French army and the German being made spent. The FLF marker is removed and the Big Push marker is placed. The Germans have one fresh army remaining, the 2nd, in which to attack the Somme - which contains only three spent armies. The Western Allies roll another 5, but the Germans roll a 4, modified +1 to become a 5 and winning the tie, forcing the retreat of the Western Allied armies. The French unit could choose to fight to the last man ("They Shall Not Pass") but decides they will need that unit to defend Paris in subsequent attacks. The three Western Allies units in the Somme all retreat to Paris, although they could have split up and have some retreat to Verdun. All five spent German armies advance into the Somme. The Germans choose not to make any further ground attacks this turn.



Production Phase: The Blockade box is still British controlled and there are no outstanding Event Card issues to resolve. Germany has one fresh U-Boat on station and an attrition roll must be made for each fresh U-Boat to see if it remains fresh. The German player rolls a 4 on 2d6 and consults the U-Boat Attrition table. A result of 4 indicates that the U-Boat becomes spent if Belgium is not German controlled. Since Germany already conquered that area they receive the benefit of the Belgian bases they now control and so the U-Boat remains fresh.

Germany determines how many Production Points they have available this turn and what they will spend it on. Their Home Production is 12 and they gain 1 bonus PP for having taken control of Belgium on the first turn for a total of 13. They do not receive 1 PP for the Somme as control of an opposing area only denies that nation (in this case France) from earning their points. *Note: Each nation must allocate, announce and resolve all spending for each of the four categories before proceeding to the next. Refit Units, Raise New Units, Construct Trenches, Transfer Production.*

The Germans use 5 points to refit (flip unit to the fresh side)

the five spent armies in the Somme, 1 point for the 7th Army in the Rhine and 1 point for the 9th Army in Posen. With six points remaining, the Germans allocate them to build three new fresh armies, placing the 11th and 12th armies in the Rhine and the 10th Army in Prussia. Note that the Schlieffen Plan restrictions on the first turn prohibit the building of more than one unit on the Eastern Front.

The Germans now research technology. They shuffle their technology deck and randomly draw one card. They draw the P1 card (Aerial Recon), the first of the Aviation technology cards. Cards along the same 'branch' require the previous level, so if the Germans had drawn P2 or P3, they would not be eligible to keep it. They place the P1 card in front of them, take one CP Air Superiority marker and place it on the card.

Regroup Phase: The Western Allies have no aviation technology, so Germany can place their one Air Superiority marker without a Dogfight and chooses to place it in the Somme. There are no German artillery markers on the board. This completes the regroup phase and also the German turn.

WESTERN ALLIES

Event Card Phase: The *Old Contemptibles* card is drawn. The WA player places the Old Contemptibles marker on the British 1st Army/BEF army.

Movement Phase: The WA player then moves the French 1st and 2nd Armies from Verdun to Paris to help solidify the defense there. Plan XVII is in force on Turn 1 and requires an attack with -1 DRM from Verdun into the Rhine. The WA player hopes this is successful or Verdun will be vulnerable. However, the defense of Paris takes priority.

Combat Phase: The WA player will have limited resources this turn for reinforcements and mobilizations since France is already reduced by one and any British PP transfer made this turn will not arrive until the following turn. France decides to minimize attacks to avoid being too weakened in case they are not successful.

To satisfy the Plan XVII requirement, the French attack the Rhine with the 3rd Army. The Rhine contains a trench, so it must be breached before an army can be attacked. The French roll a 4, which becomes a 3 due to the -1 Plan XVII modifier. The Germans roll a 2, which becomes a 3 because it is a mountain area which gives a +1 to defense rolls. A tie goes to the attacker and so the French win the combat and the trench is flipped to its "breached" side. A successful attack against a trench does not gain the Big Push bonus for a subsequent attack but a successful trench attack does not deplete the attacking unit, so the French 3rd Army is still fresh. Had the trench attack failed, the 3rd Army would have been made spent. The French now have a tough decision. The trench is breached and they can make another attack directly against the German units normally since Plan XVII has been satisfied. However, with production points in short supply this turn the French decide not to make

another attack in order to keep the maximum number of units fresh. Since no further attacks are made against the Rhine, the trench marker is flipped back to its non-breached side. The WA have no further attacks they wish to make this turn.

Production Phase: The Germans have one fresh U-Boat in which to menace the British and its affect is resolved now. 2D6 are rolled and the result is an 8. This is successful if the U-Boat is in the Unrestricted Warfare box. It is, and so the -1 PP U-Boat Attack marker is placed in Britain as a reminder to subtract 1 during their production phase. A result of '8' also states that if the Sussex Pledge is active then the US Entry counter is moved up one on the Entry track. Sussex Pledge is not active so no change occurs on the US Entry track.

Note: Factions that are comprised of more than one nation must resolve each nation's spending starting with the nation with the smallest default Production. On turn one, only France and Great Britain have production to spend so France completes their spending, then Great Britain.

France has three production points available, having lost one of their initial 4 PP. They refit 5th and 6th Armies in Paris, and the French 9th Army in Verdun. Great Britain's 7 PP is reduced to 6 due to the successful U-Boat attack. The WA player chooses to permanently eliminate the Belgian army and have it absorbed into the British 1st/BEF for refit at no cost. Britain builds the fresh British 2nd Army for 2 PP on the British Isles and then transfers the remaining 4 PP to France. Place a 4 PP Transfer counter anywhere in France. These points will be available to France during their production phase the following turn. Remove the -1 PP marker from Great Britain.

The Western Allies now conduct their research phase and, like the Germans, draw the P1 aviation technology. They place one Air Superiority marker on the P1 card.

Regroup Phase: Both the Western Allies and Germany have some level of aviation technology. A Dogfight must be resolved to determine whether the WA Air Superiority marker can be placed on the map this turn. Both factions have P1, so each player rolls one die. WA rolls 5 and Germany rolls 3. The difference between them is 2, which allows them to place up to two markers if they have them available. They only have one marker so they place it in Paris. Note that the Dogfight has no effect on Germany's Air Superiority marker in the Somme. The Dogfight only determines how many the active player may deploy each turn.

EASTERN ALLIES / USA

Event Card Phase: The *Entente Pressures Serbia* card is drawn, +2 DRM this turn to the first attack by a Serbian army against an Austro-Hungarian army.

Movement Phase: The Russian 4th Army moves from Estonia to Lithuania. They do not use their second move.

Combat Phase: Utilizing the Serbian first attack +2 DRM the Serbian 1st Army attacks Hungary, where the AH 5th Army defends. Serbia rolls a 2, modified to a 4, AH rolls a 5. The attack fails. The Serbian 1st Army is spent and the AH 5th is unaffected.



Russia attacks Prussia with the Russian 4th Army in Lithuania. The German 8th Army is on defense and rolls a 3 against the Russian 4. Both armies are flipped to spent and the Big Push marker is placed. The Russian 1st Army, also in Lithuania, follows up the attack against Prussia. Russia rolls a 3, modified to 4. The German 10th Army rolls a 4. Germany loses since the attacker wins ties. Both armies are flipped to spent. With the successes so far, the Russians press the attack by declaring that the Russian 2nd Army in Brest-Litovsk will attack Prussia. Since this attack is from a new area, the Big Push bonus is lost and the counter is removed. Both German armies in Prussia are spent and so a defeat in Prussia now would force a retreat. The Russian 2nd Army rolls a 3 and the spent German 8th rolls a 1 – disaster for the Germans. Since Prussia is a German production area and the defending army is German, the German player has the option to utilize "They Shall Not Pass" and risk sacrificing an army in order to prevent the retreat. The German player decides this is not worth it at this point in the game and retreats the two spent German armies from Prussia to Posen. The Russians must advance the spent 2nd Army since it won the combat and forced the retreat, but may also advance additional units from the same or adjacent areas to the just defeated area. The Russian 2nd Army advances to Prussia along with the Russian 1st and 4th from Lithuania. The EA player decides to make no further attacks this turn.



Production Phase: The Russians are currently the only Eastern Ally nation with production points, and they have four available. The Russian 1st and 2nd Armies are refit costing 2 PP but decide to leave the 4th Army there still spent, as they prefer to use the remaining 2 PP to mobilize a new fresh army, the Russian 6th in Brest-Litovsk in order to not leave that area vulnerable to Austria-Hungary.

Regroup Phase: The Eastern Allies have no actions in the regroup phase.

CENTRAL ALLIES

Event Card Phase: The Central Allies draw, *Skoda Works*. A1 technology is currently not active for the Central Powers and so the Central Allies player immediately deploys one AH Heavy Artillery counter with the "Ready" side up. They choose to place it in Hungary. Although the A1 technology has not been drawn yet by the Central Powers, this Heavy Artillery unit may attack in conjunction with an army using two dice, as if the A1 Technology was active.

Movement Phase: The Central Allies do not use either of their two possible moves.

Combat Phase: The *Skoda Works* card grants an automatic roll of "6" to Austria-Hungary's first Heavy Artillery attack made this turn. The CA player chooses to attack Serbia with the AH 5th Army in Hungary, using Heavy Artillery and Serbia defends with their fresh 2nd Army. Normally, the use of artillery would allow the attacking army to roll two dice in the attack and take the higher value of the two. Since the *Skoda Works* grants an automatic '6,' this is the value for the attack. The AH 5th Army is flipped to spent and the artillery counter is flipped to its "fired" side. The defending Serbian army's only chance is to roll a 6, which would then become a 7 with the +1 DRM bonus of the mountains in Serbia. Serbia rolls a 5 and the Serbian 2nd Army is flipped to spent. The CA player decides to try to force a retreat by attacking with the AH 6th Army in Bosnia against the spent Serb armies. The CA player regrets not having two units in the same area in which to attack Serbia in order to take advantage of Big Push in the event of a successful first attack. As it is, the attack from Bosnia is from a new area

and so no Big Push bonus is in effect. Both players roll a 3. The mountain bonus makes the Serb roll a 4 and so the AH 6th Army is spent and the Serbs hold on.



The Central Allies change their focus to Poland in order to put pressure on the Russians who have just captured Prussia. The AH 1st Army is declared to be attacking and Poland is currently an enemy controlled unoccupied area, and so the combat will be resolved against a garrison there. The garrison in Poland has an automatic defensive roll of 2, so the AH player need only roll a 2 or higher to win the combat. The roll is 4 and the CA player advances the now spent AH 1st Army to Poland but chooses to advance no other units. The CA have completed their combat.

Production Phase: Turkey is not yet in the war and Austria-Hungary has 3 production points available, and uses them to refit the 1st in Poland, the 5th in Hungary, and the 6th in Bosnia.

Regroup Phase: Artillery is reset in this phase, and so the AH Heavy Artillery unit in Hungary is flipped from its "Fired" side to "Ready."

TURN 2 (WINTER, 1914)

GERMANY

Event Card Phase: The *Hindenburg-Ludendorff Team* card is drawn which allows one extra combat die for up to two German attacks this turn from either Prussia or Posen.

Movement Phase: The Germans analyze the situation before deciding on their strategic movement and see several options. The Germans have five fresh armies in the Somme facing five Western Allied armies in Paris. Moving two additional units there and attacking with all gives a chance for a decisive blow. However, this would still require some good rolls and the Germans would also be facing the Old Contemptibles British 1st/BEF and the possibility of a French last stand. Transferring an army or two from the Somme to Rhine and attacking Verdun is also a possibility in order to deprive France of another production point, as there are only three French armies defending. However, the

trench marker (fortress) there adds some difficulty and this possibly leaves the Somme too weak for the following turn, as Germany cannot directly mobilize new units to foreign occupied lands.

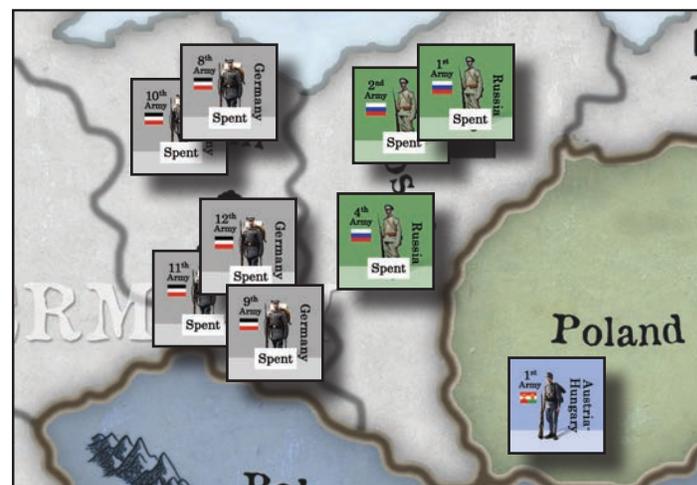


Germany needs to take Prussia back from the Russians as failure to do so will cost the Germans a production point later this turn and allow the Russians to reinforce the area. Weighing the options, the German player chooses to move the 11th and 12th army from the Rhine to Posen in order to attack Prussia, with the help of *Hindenburg-Ludendorff* card, and drive the Russians out. The U-Boats, one fresh and one spent, are left on-station in the Unrestricted Warfare box.



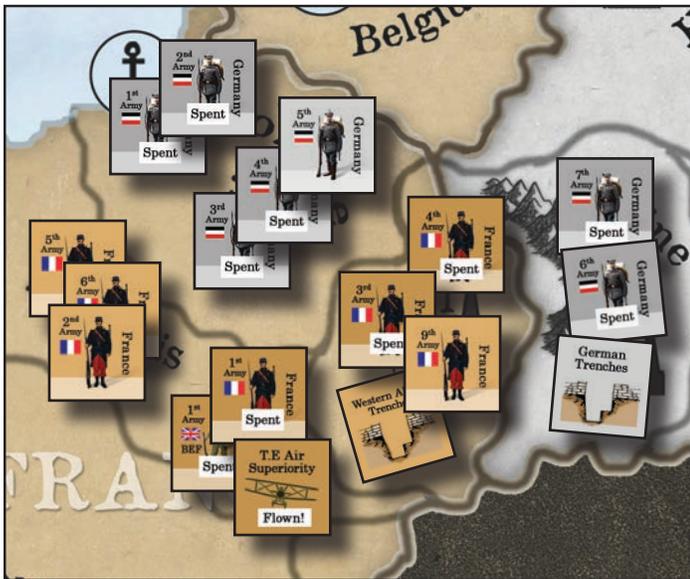
Combat Phase: The Germans plan to make attacks into Prussia, Paris, and possibly Verdun. They start with their army in the East African theatre. The Germans start with a guerilla attack and are successful on a roll of 5! The British BEAEF army is flipped to spent, the German army is not. The Germans then decide to resolve the attack into Prussia, as failure there might require an additional unit to be mobilized in the East and so Germany could reduce the number of attacks made in the West to make sure they allocate enough production points for the new units they

will need. Germany has five armies in Posen (the spent 8th and 10th, and the fresh 9th, 11th, and 12th) and Russia has three armies in Prussia (two fresh and one spent). Germany attacks with the 9th Army and uses the first of the two *Hindenburg-Ludendorff* bonuses in order to roll two attack dice, since it is important to get the Big Push bonus as quickly as possible. Russia defends with the fresh 1st Army and rolls a 4. Germany rolls a 2 and a 5, taking the 5 to win the battle. The German 9th and Russian 1st are both flipped to spent and the Big Push counter is placed. Germany attacks with the 11th and chooses to use the second of the *Hindenburg-Ludendorff* bonuses to roll two dice. Germany rolls a 3 and 6 against the Russian 2nd Army's roll of 4. The attack is successful and the German 11th and Russian 2nd are flipped to spent. All three Russian armies in Prussia are now spent and one more successful attack will force them to retreat. The Germans have one fresh army left (the 12th) and while they don't have two combat dice (they used both *Hindenburg-Ludendorff* bonuses already), the +1 Big Push is still in effect. The German 12th Army rolls a 4, modified to 5 and the Russians roll a 6! The German 12th is flipped to spent but the Russians hang on in Prussia.



With Prussia lost, Germany knows they will only have 11 production points later this turn. They plan to resupply all five German armies in Posen which will leave 6 points for refitting or mobilization. They decide to try attacking Verdun to weaken the French and, if successful, the Germans can keep the front there secure with just the two armies for now. The Germans attack with the 6th Army but the Verdun fortress has a trench marker, which must be breached first. The Germans roll a 5 and the French a 2, so the trench is flipped to the breached side and the German army is not spent. The Germans continue with the 6th Army and roll a 4 against the defending French 3rd Army's roll of 3. Both armies are flipped to spent and the Big Push counter is placed. The Germans continue the attack with the 7th Army and roll a 3, modified to 4 because of Big Push. The French 4th Army rolls a 2. Both armies are flipped to spent. The Germans have no fresh armies available in the Rhine to press the attack. They could attack from the Somme, but either way the Verdun trench marker is flipped back to its non-breached side.

The Germans decide to simply leave Verdun weak and instead attack Paris. At this point, Germany decides they won't need to reinforce the Rhine at the moment and they'll have to rely on Austria-Hungary to help out on the Eastern Front, so they can make four attacks from the Somme and still have enough points to make sure all of their armies are fresh at the end of their turn. The Germans attack Paris from the Somme with the German 1st Army. The British 1st/BEF is put up on defense and has the Old Contemptibles marker. The Germans roll a 3 and the British roll a 2. The "Old Contemptibles" marker is removed and its affect applied – reroll the defense dice. The British roll again and this time obtain a 5. Thus, only the German 1st is flipped to spent. The Germans attack again with the 2nd Army and the British 1st/BEF is chosen by the Western Allies to continue on defense. The Germans roll a 5 against the British 1, so both are flipped to spent and the Big Push marker is placed. Germany plans to make two more attacks and continues with the German 3rd Army. The French 1st is put up on defense and rolls 4. The German 3rd Army rolls a 3, modified to 4 with the +1 Big Push. The attacker normally wins on a tie, but Paris has an Air Superiority marker there which gives the win to the defender. So only the German 3rd is flipped to spent and the TE Air Superiority marker in Paris is flipped to its "flown" side. The Germans make one more attack with the German 4th Army without the benefit of Big Push. The French 1st defends again and rolls a 4. The German army rolls a 6 so both the German 4th and the French 1st are flipped to spent. The Germans have no more attacks they wish to make.



Production Phase: First resolve U-Boat attrition. One U-Boat is still spent. The 2d6 roll is 7. The '7' entry states that the U-Boat is "spent if convoys active." The "Convoys Formed" marker is not on the map so the German U-Boat is not spent.

The Germans normal production of 12 is reduced to 11 due to the loss of Prussia. All 11 points are spent on refits. 5 in Prussia, 4 in the Somme and 2 in the Rhine.

In the research technology step, the Germans shuffle their Technology deck (*note that this deck must be reshuffled every time that a card must be drawn*) and then draw the C1 Counter-Battery card. Germany can place one Heavy Artillery marker in an area with land-supplied German armies, i.e. armies that can trace a path to any German production area. They place it in the Somme. Austria-Hungary also gains one Heavy Artillery marker and it is placed in Galicia.

Regroup Phase: A Dogfight is required to determine if the CP Air Superiority marker is available this turn. The Germans roll a lower number than the Triple Entente, so they must remove the marker in the Somme. The Heavy Artillery units placed in the Production Phase are already "Ready."

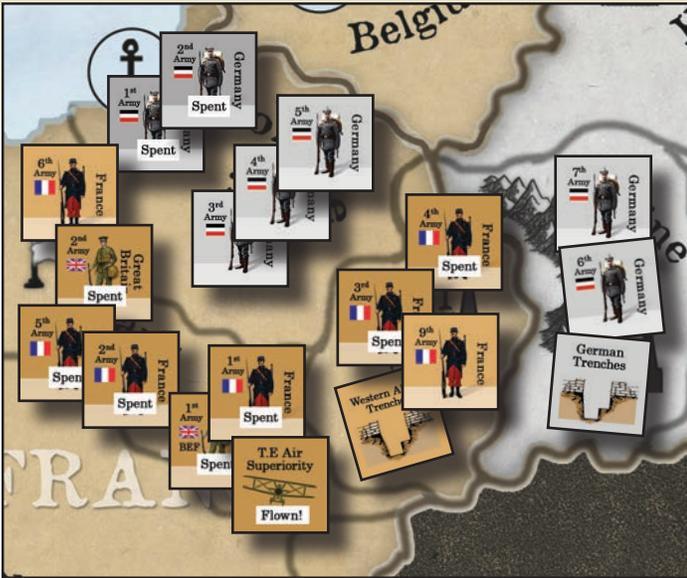
WESTERN ALLIES

Event Card Phase: The *Pantalons Rouge* card is drawn which mandates one French attack with -1 DRM this turn.

Movement Phase: The British 2nd Army makes a Sea Move to Paris.

Combat Phase: The French must make the *Pantalons Rouge* mandatory attack. They choose to get it out of the way with an attack in the Somme with the French 2nd Army. The defending German 1st Army rolls a 4. The French army rolls a 5, modified to 4 and wins on the tie. Both armies are flipped to spent and the Germans lament over their loss of their Air Superiority marker since it could have given the tie to the defender. Place the Big Push marker. The French decide to make another attack and send in the French 5th Army against the Somme. The Germans have a key decision to make with the Heavy Artillery unit. The C1 Technology would allow them to use two dice on their defensive roll. Doing this has a down side. The artillery unit would be "Fired" at the end of the combat and would not be available for offensive use during Germany's next turn since artillery is not returned to "Ready" status until the end of their turn. Germany decides to tough it out and save it for offensive fire. The French roll a 2 against the German roll of 5, so only the French unit is flipped and the Big Push marker removed. The British follow up with an attack by the newly arrived British 2nd. They roll a 4 against the German 2nd Army's roll of 2 – both are flipped. The WA wants to make sure they can resupply all their units and decides to make no further attacks.





Production Phase: U-Boat attacks are resolved first and the Germans still have one fresh U-Boat and so one roll is made on the U-Boat Attack Table. The result of the 2d6 is a 7, which is “success if Unrestricted Warfare.” The U-Boat is in the unrestricted box and so the U-Boat -1 PP marker is placed in Britain. If the U-Boat had been operating under the Hague Convention, it would not have been a success.

The French have 7 PP available (3 from their own areas plus 4 that were transferred from Britain last turn). They refit the 3rd and 4th armies in Verdun, and the 1st, 2nd, and 5th in Paris. The remaining 2 PP are used to raise a fresh 7th Army in Verdun. The 4 PP Transfer marker placed last turn by Britain is removed.

The British are again reduced from 7 PP to 6 due to the successful U-Boat attack. They use 2 PP to refit the British 1st and 2nd in Paris. The successful German Guerilla attack against the BEAEF threatens British East Africa forcing the British to spend 1 PP to refit the BEAEF. They use 1 PP to build a spent 3rd Army in the British Isles. *Note that it takes 2 PP to build a fresh army or 1 PP to build a spent army.* They finish their spending by transferring 2 PP to France. Place a 2 PP Transfer marker in France and remove the -1 PP marker in Britain.

The WA shuffles their technology deck and draw the A2 card. They do not already have A1 so they are not eligible to receive this card. Return the card to the TE Technology deck.

Regroup Phase: The WA must perform a dogfight for their Air Superiority marker. They currently have only one in Paris. Although Germany has his Air Superiority marker off the map and on his card, a Dogfight roll-off is still required because the both have P Technology. These Dogfight rolls will occur every turn for both players until the game ends. The WA’s 5 beats the German’s roll of 4 by 1. The WA could move the marker in Paris to another eligible area but chooses to leave the marker in Paris and flips it back to its “Ready” side.

EASTERN ALLIES / USA

Event Card Phase: The *Russian Steamroller!* card is drawn. Two spent armies can be placed on this card as a reminder that this event is resolved in the Production Phase.

Movement Phase: The Russians make no moves.

Combat Phase: The Russians know that two spent armies will be available to them during their Production Phase. Holding Prussia is a priority that will require spending 3 of their 4 PP to make those armies fresh. They decide to make only one attack into Poland this turn to attempt to weaken Austria-Hungary. The Russian 5th Army from Brest-Litovsk rolls a 5 and the Austro-Hungarian 1st Army rolls a 4. They breathe a sigh of relief and both are flipped to spent. The Big Push is active for an attack by the fresh Russian 6th Army in Brest-Litovsk, but the Eastern Allies player does not want to over deplete the Russian forces.

Production Phase: Russia uses his 4 PP to refit the three armies in Prussia (1st, 2nd, and 4th) and the Russian 5th Army in Brest-Litovsk. Although Russia has no PP to raise a new army, the *Russian Steamroller!* event card is resolved and one spent army is placed in Petrograd and another in Moscow.

Regroup Phase: No artillery is in play.

CENTRAL ALLIES

Turkey Enters the War: The four Turkish armies are deployed to the map (Turkish 1st fresh in Gallipoli, and the spent 2nd, 3rd and 4th in Anatolia, Erzurum, and Damascus, respectively). At the same time, the British spent MEF is placed in Sinai, the fresh IEF is placed in Basra and the Russian spent CAU army is placed in Kars.

Event Card Phase: The *Balkan War Veterans* card is drawn. For this turn, Serbian units get +1 DRM to their defense rolls.

Movement Phase: The Central Allies decide to move the AH 2nd Army from Galicia to Poland along with the Heavy Artillery unit there. The artillery unit is a combat unit and counts toward the limit of two strategic moves. Turkey has one independent move and decides to move the 4th army in Damascus to Jerusalem to threaten Sinai.

Combat Phase: Austria-Hungary now has two Heavy Artillery units in play, one from *Skoda Works* and the other from the C1 Technology card. Both units can now use two dice to attack or defend. AH decides to attack Serbia despite the +2 DRM defensive bonuses they will receive. The AH 5th Army and the artillery unit in Hungary attack Serbia. The artillery is flipped to its “Fired” side and the 5th Army rolls two dice for the attack, taking the higher value of the two. AH rolls a 2 and a 4. The defending spent Serb army rolls a 3. The Serbs get +1 DRM from the *Balkan War Veterans* card and another +1 DRM defending in a mountain region, giving a modified result of 5. The attack fails and the Serb armies are not forced to retreat.

The plan in Poland is to use the just moved AH 2nd Army along with the moved artillery to attack Prussia to weaken it in advance of a full German attack on Germany's next turn. The AH 2nd attacks along with the artillery. AH rolls a 3 and a 5. The Russian 1st Army defends with roll a 4. The Russian 1st and the AH 2nd are spent. The artillery is flipped to the "Fired" side. With only 3 PP available this turn, Austria-Hungary decides against further attacks as they do not wish to have too many spent at the end of their turn.

Production Phase: Turkey is in the war and has 1 PP to spend. They refit the Turkish 4th Army in Jerusalem in order to immediately threaten Spent British MEF army in Sinai. This should force the British to spend 1 PP in the Near East during their next turn.

Austria-Hungary has 3 PP and refits the 1st Army in Poland, the 5th Army in Hungary, and the spent 10th Army in Austria (a preventative measure in case Italy joins the war on the next turn). This leaves the AH 2nd Army still spent in Poland.

Regroup Phase: The Central Allies artillery units in Poland and Hungary are flipped from their "fired" side to their "ready" side.

1914 comes to a close and the game turn counter is advanced to the Spring, 1915 space which has a reminder that trenches may now be constructed.

TURN 3 (SPRING, 1915)

Turn 3 (Spring, 1915) is the start of a new game year. Before Germany draws a new Event card all factions add their 1915 Event cards to their remaining cards in their Event deck (on this turn there will only be one remaining) then shuffle them to create a new deck.

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