Pursuit of Glory
THE GREAT WAR IN THE NEAR EAST

RULE BOOK

2ND EDITION

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1.0 Introduction

Pursuit of Glory: The Great War in the Near East is a sequel to the original, award-winning *Paths of Glory* by Ted Raicer, which simulates the entire Great War in Europe and the Near East. *Pursuit of Glory* focuses on the Balkans and Near East. The Middle East as we know it today is largely the result of decisions made during the Great War by people in positions of power far away. We hope that *Pursuit of Glory* will give players some insight into the events of today.

In *Pursuit of Glory* the Central Powers (CP) player, representing the Ottoman Empire and its allies, attempts to use his central position and initial superiority to defeat his opponents quickly or to endure defensively until the enemy tires of the 'sideshow' and goes home. The Allied Powers (AP) player, representing primarily the British and Russian empires, attempts to delay the Russian Revolution and bring his increasing forces to bear before he must bring the boys back home.

Why was the war in this region fought so hotly? For many reasons, chief among these being: 1) the rivalry between the Ottoman and Russian empires in the Black Sea region; 2) Persian oil for the British Royal Navy, on which the safety and prosperity of the Empire depended; 3) prestige—proving either that 'backwards' Muslim Tribes and a 'third-rate' Muslim empire could not dictate terms to the great European powers or that the Turkish peoples could again rise to a position of dominance in the Near East and Central Asia;

and 4) the incomplete Berlin-Baghdad railroad, which would allow Germany to dominate the Near East, including oil, and move troops to the gateway to India, the jewel of the British Empire. This goal required the capture of Serbia's railroad and was one factor in the Central Powers' assault on Serbia in 1914. This emphasis on oil, power, and prestige is unchanged today.

2.0 Terminology

2.1 Abbreviations and Acronyms

AP: Allied Powers
CC: Combat Card
CP: Central Powers
LCU: Large Combat Unit
MA: Movement Allowance
MO: Mandatory Offensive
MPs: Movement Points
OOS: Out of Supply
OPS: Operations
RP: Replacement Points
SCU: Small Combat Unit
SR: Strategic Redeployment
TEC: Terrain Effects Chart
VP: Victory Point
See 3.2.6 for Unit Nationality Abbreviations

2.2 Important Terms—see page 46

Sample Infantry Unit

Front   **Back**

Unit I.D. → III Corps   III Corps ← Stripe indicates unit is reduced

Unit Nationality → TU ⊠ ▲   TU ⊠ ▲

Attack Strength → **4-3-4**   **3-3-4**

Loss Factor

Triangle = may not be replaced if eliminated (3.3)

Movement Allowance

The Three Types of Combat Units

TU ⊠ **2-1-4**   Egypt Rebel **1-1-3**   Senussi Ⓢ **2-1-3**

Regular
Indicated by NATO symbol

Irregular
Indicated by flags

Tribes
Indicated by circles

Regular Combat Units with Unique Abilities

Dual Nationality (PE and RU) → Persian Coss PE RU ▲ **2-2-6**

GeoProtct GE ⊠ ● **(1)-1-0** ← Dot: Can never take replacements

← Rectangle: In Supply only in a limited area.

Underline indicates a "Unique Special Unit" (pg. 47)

Dunsterforce BR ▭ **1-?-8**

Black Sea RU ⚓ ▲ **2-2-4**

"?" Unknown Loss Factor (3.2.5)

Triangle: May take replacements so long as it is not eliminated (3.3).

Color-Coding of Units (3.2.8)

⊠ Infantry   ⊠ Elite Infantry   ▱ Cavalry   ▢ Special

Special Designations

▶ HQ (16.1)   ∧∧ Camel (3.2.9)   🚌 Armored Car (3.2.9)   Ⓟ Persia Only (p. 46)   Ⓑ Balkans Only (20.1.3)

🐎 Tribal Cavalry (17.1.6)   ⊠ Mountain Infantry (12.2.8)   ▣ Heavy Artillery (16.2)   Ⓘ India Only (p. 47)   ▲● See 22.1.7, 22.1.8

Sample Markers

[D] Fort Destroyed (15.1.7)   *Revolution* Russian Revolution (18.3.4)   ☪ CP Control (10.1.1)   TU RP 1914 ☪ Turkish Replacements (22.0)   *Berlin-Baghdad Railroad* Railroad Completed Reminder (21.2.2)

3.0 Components

A complete game of *Pursuit of Glory* contains:

1 map	2 counter sheets	1 Reinforcement card
1 Rules booklet	2 Player Aid cards	110 Event cards
1 Play Book	1 Scenario card	2 dice

3.1 The Game Map

(3.1.1) In General: The map consists mostly of spaces (squares, stars, and circles) and lines (plain, dotted, and/or colored) indicating roads, railroads, and sea lanes. The larger spaces are Regions (see Glossary). Spaces connected by a line are "adjacent." All spaces are colored to show which player controls them in 1914 (some spaces are neutral). A red border indicates that a space is worth 1 or 2 Victory Points. A sword symbol shows that it is a Jihad City.

Types of Spaces

Clear   Desert   Swamp   Forest   Mountain

Water Crossing   1 VP Space   2 VP Space   Fortification   Beach-head

Symbols Inside Spaces

Tribal Spaces   Supply Sources   Jihad! Spaces   Port   Armenian Uprising Spaces

Paths

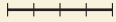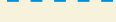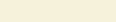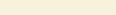|	
▬▬▬	Trans-Regional Path (9.2.4)
├┼┼┼┤	Rail Path (11.1.7)
■■■■■	Incomplete Railroad (9.4.5)
▬▬▬	Road Path (9.2.1)
▪ ▪ ▪ ▪	Sea Path (used in Amphibious Invasions: 13.2.3)
••••••••	Strait (9.4.6)
▬ ▬ ▬	Restricted Path (9.4.7)

(3.1.2) Colored Railroads: Colored railroads are labeled to indicate that only the units of certain nations (indicated on the map) may move (or SR) across those lines. There is no restriction on attacks across these lines—units may attack into areas where they cannot move (but cannot Advance After Combat).

EXAMPLE: No SB units may move between Belgrade and Galicia, but SB units may attack into Galicia.

Friendly units are allowed to trace supply across friendly colored railroads to an allowed Supply Source (14.2).

EXAMPLE: A space in Russia could remain AP-controlled by tracing supply to a BR Supply Source.

3.2 Combat Units

(3.2.1) Types of Combat Units: There are three types of Combat units: Regular, Irregular, and Tribes. Units with NATO-style designations are regular Combat Units. Units with flags and numbers are Irregular Combat Units. Units with colored circles are Tribes. Regular Combat Units are further divided into two basic types—Large and Small Combat Units.

(3.2.2) Large Combat Units (LCUs): are represented by 5/8 inch counters. LCUs represent corps or armies of about 20-50,000 men, as well as corps assets (such as command staff, communications, engineers, air, field hospitals, machine guns, and artillery).

(3.2.3) Small Combat Units (SCUs): are represented by 1/2 inch counters. SCUs usually represent divisions (and are referred to as divisions on the cards), but sometimes represent other smaller or miscellaneous formations, including Tribes. SCUs usually represent about 7-13,000 men. SCUs are either regular Combat Units, Irregular Units (17.2), or Tribes (17.1).

(3.2.4) Steps: All LCUs and SCUs are printed on both sides of the counter. The two sides are called steps. The front side represents the unit's full strength; the reverse side represents the unit's reduced strength.

(3.2.5) ? Loss Factor: Some units have a "?" instead of a Loss Factor. This means that the Loss Factor is determined by a die roll for each Combat involving that unit. If possible, damage must first be allocated to other units in the space (to prevent these units being used as "damage absorption sponges").

DESIGN NOTE: These units were able to fight against overwhelming odds.

(3.2.6) Unit Nationality Abbreviations

AH	Austro-Hungarian	GR	Greek
ANA	Arab Northern Army	IN	Indian
ANZ	Australia/New Zealand	IT	Italian
ARM	Armenian	PE	Persian
BR	British	RO	Romanian
BU	Bulgarian	RU	Russian
FR	French	SB	Serbian
GE	German	TU	Turkish (3.2.10)
GEO	Georgian	TU-A	Turkish Arab

(3.2.7) Dual Nationality Units: Some units have dual nationality. It is very important to understand that these units may be treated as belonging to either (or both) nation(s), at the owning player's discretion. This applies to all situations, including Activation costs for a space (7.2.2), fulfillment of Mandated Offensives, Replacement Points, Strategic Redeployment, and possibility of coordinated (multinational) attacks. This means a Dual-Nationality Unit can do anything that either one of its nationalities could do. *For example, the GE-BU LCU can enter swamps, because GE LCUs can enter swamps.*

(3.2.8) Color Coding of NATO Designation: The color inside the NATO unit symbol indicates the following:

⊠ (white)	White	Infantry
⊠ (blue)	Blue	Elite Infantry
⧄ (red)	Red	Cavalry
▢ (yellow)	Yellow	Special

(3.2.9) Cavalry, Camels, Armored Cars: If a player has one (or more) of these in combat and his opponent has none, he receives a +1 DRM (unless the combat involves a Beachhead).
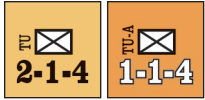
(3.2.10) Ottoman Ethnicity of Units: Turkish (TU) and Turkish-Arab (TU-A) units are identical for most uses, except when organizing LCUs or implementing the effects of Arab Desertion. TU/TU-A units are one nationality and use TU RPs. However, new and rebuilt TU-A units can only be placed at Damascus or Baghdad, whereas TU units can only be placed at Constantinople, Erzincan, or Kayseri. TU units and TU-A units can also be built in the Reserve.

(3.2.11) Special and Unique Regular Combat Units: Units with a yellow NATO symbol box are Special Regular Combat units, they don't fit into the main three categories of combat units: Infantry, Elite Infantry or Cavalry. Units with an underscore beneath their ratings are Special Units with unique attributes which are summarized on page 47.

(3.2.12) Movement Factor (MF) and Movement Point (MP): MF represents the distance an Activated unit may move. Entering a space uses one point of MF, regardless of terrain. One point of MF is also called a Movement Point (MP).

(3.2.13) 0 MF Units: Units with an MF of zero may never move, use Strategic Redeployment, or Advance After Combat. They may be activated to remove an Uprising marker (17.3).

3.3 Unit Symbols of Special Significance

● This symbol indicates that the unit can never take Replacement Points (RPs). Once reduced, it remains reduced. Once eliminated, it is permanently eliminated.

▲ A unit with this symbol can take RPs only so long as it remains on the map. If eliminated, it is permanently eliminated. After *Turkish War Weariness* is played, TU/TU-A units with this symbol can never take RPs. Note: Such a unit could incorporate replacements, but could not rebuild once its core cadre was eliminated.

Exception: The *Reserves to the Front* card can be used for RPs to repair or rebuild any TU unit, including ones that could not normally take RPs.

▢ Units with a rectangle around their movement rate are in supply only within a limited area and can never use Strategic Redeployment.

4.0 Sequence of Play Outline

Each game turn follows the following sequence of play:

A. Mandated Offensive (MO) Phase (5.0)

B. Action Phase (6.0)

Each Action Phase is divided into six identical Action Rounds. Each Action Round allows both players to take one action. The AP Player takes his action first in each Action Round.

C. Attrition Phase (14.3)

Any Out of Supply units (LCUs and SCUs) are permanently eliminated (may not be rebuilt). Control of OOS spaces also changes. Roll for damage to any TU LCU in Galicia (21.3.2).

D. Siege Phase (15.2 and 15.3)

Roll a die for each besieged Fort. If the number rolled is higher than the Fort's Combat Factor, the Fort surrenders and is marked with a Destroyed marker.

E. Revolution Phase

1. Tribal Warfare Check (17.1.2): The number of Tribes on the map is increased or reduced to equal the Jihad Level, either taking Tribes from the Tribal Warfare Key and placing them on the map, or returning Tribes to the Tribal Warfare Key.

2. Jihad Revolts (18.2.4): Each turn, the CP Player may roll for one eligible uprising or alliance (in addition to any roll(s) he may have made mid-turn). This assumes that the prerequisite events have been played, including *Pan-Turkism*.

3. Russian Revolution (18.3.7): If the Russian Revolution has begun, advance the Revolution marker one Stage on the Russian Revolution Track and implement the effects. The Revolution cannot begin or advance Stages if Russia controls Constantinople.

F. War Status Phase (23.1)

1. Check for Extra Victory Points (23.2).
2. Check for Automatic Victory (24.2.1).
3. Check for Armistice (24.2.2).
4. Check War Commitment Levels (23.3).
5. Check for Nation Collapse: Check to see if Bulgaria (19.3.5), Serbia (19.4.5), or Romania (19.5.5) has collapsed in that order.

Allied War Status ⚓	**Combined War Status**	**CP War Status**

G. Replacement Phase (22.0)

Each player spends any Replacement Points (RPs) recorded on the General Records Track. The AP Player takes replacements before the CP Player. Any unused RPs are lost. Exception: Unused TU RPs are used to increase the Max TU RP marker (if in play) by an amount equal to the number of unused TU RPs (22.1.4).

H. Draw Strategy Card Phase

1. Discard Combat Cards: Before drawing new cards, a player may discard any remaining Combat Cards (CCs) in his hand. Also, he must discard any CCs in front of him on the table (with the exception of the face-up *JAFAR PASHA* and *NO PRISONERS* CCs, which may be retained until used). CCs are the only cards which may be discarded. All other cards in a player's hand must be retained until played.

2. Draw Cards: Each player then draws cards from his Draw Pile, until he holds seven cards, including any cards remaining from his previous hand (not counting *JAFAR PASHA* or *NO PRISONERS*).
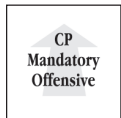
3. Reshuffle: If a player's Draw Pile is exhausted, he reshuffles his discard pile and draws enough cards to complete his hand.

I. End of Turn

Advance the Turn marker one space on the Turn Track, and begin the Sequence of Play again.

5.0 Mandated Offensives (MOs)

5.1 General Rules

(5.1.1) The Mandated Offensive Phase: Each player rolls one six-sided die (1d6) and consults his Mandated Offensive Table to determine which (if any) MO he must perform this turn. Use the MO marker to record this result on the Mandated Offensive Table. On Turn 1 (Fall 1914), both players automatically start with RU MOs.

(5.1.2) Result of "None": If the result is "None" or if the nation to be attacked has no units on the map when the MO roll is made, there is no MO for that player this turn. Place the MO on the "None or Made" space on the MO Table. If, at the instant the MO roll is made, the affected area contains no enemy units, roll again and use the new result only. Keep doing so until a valid MO occurs. If, at any point during the turn, the affected area is emptied of enemy troops, the VP penalty for failure to conduct the MO no longer applies.

(5.1.3) Conducting MOs: If the player has a Mandated Offensive, he must conduct at least one attack per MO this turn (in accordance with 5.2 or 5.3). Attacks by Irregular Units and Tribes alone cannot fulfill an MO. If a player fails to conduct all required MO attacks this turn, he suffers a total 1 VP penalty. For the CP Player the penalty is –1 VP. For the AP Player the penalty is +1 VP. This penalty applies even if the nation does not have any units that can make a legal attack (e.g., "Balkans" is rolled for the AP and he has no units in the Balkans and no invasions are possible), so long as the nation to be attacked has at least one unit on the map.

DESIGN NOTE: MOs represent pressure from politicians, the High Command, allies, the press, or public opinion. Failures to satisfy these calls for action damage national will and undermine alliance cohesion.

5.2 CP Mandatory Offensives

- **RU:** At least one CP unit must attack a RU Combat Unit. Ignore after Stage 4 of Russian Revolution (do not re-roll).
- **BR/IN/ANZ:** At least one CP unit must attack a BR, IN, or ANZ Combat Unit.
- **TU:** At least one TU/TU-A unit must attack any AP Combat Unit.
- **Enver to the Front:** The CP Player will have two MOs this turn. When Enver to the Front is rolled, the AP Player chooses one of the three above MOs for the CP Player, marking it with the "Enver to the Front" marker (such an MO is referred to as an "Enver Offensive"). The CP Player then rolls on the MO table again to determine the location of a second MO. If he rolls "Enver to the Front" again, he chooses any other MO on the table, including the one chosen by the AP player. If the second MO is the same as the first, each MO must be fulfilled by a separate attack (although the two attacks may occur during the same Action Round). If the CP Player fails to fulfill one or both of these MOs, he suffers a –1 VP penalty total (not –1 per failed MO).

5.3 AP Mandated Offensive

- **RU:** At least one RU unit must attack a CP Combat Unit.
- **BR (with red slash through it):** BR units have orders not to attack this turn—all resources are being devoted to the Western Front (IN and ANZ units may still attack). Nevertheless, the AP Player may Activate BR units for Attack normally this turn by paying a +1 VP penalty (one such penalty for the entire turn, not per Activation). On turns with this MO, units stacked with BR units may be Activated for Attack without Activating the BR unit(s). In this case, calculate Activation costs as though no BR units were present (7.2.2).
- **BR/IN/ANZ:** At least one BR, IN, or ANZ unit must attack a CP Combat Unit.
- **Meso or Persia:** At least one AP unit must attack a CP Combat Unit located in Mesopotamia or Persia or in any Region on the eastern side of the board e.g. India or Baluchistan.
- **Balkans:** At least one BR unit must attack a CP Combat Unit located in the Balkans. An attack by IN or ANZ Combat Units does not meet this requirement. This BR attack may be in addition to the one attack allowed per Action Round in the Balkans (20.1).
- **Egypt:** At least one BR unit tracing supply by land to Egypt must attack a CP Combat Unit. An attack by IN or ANZ units does not meet this requirement.

5.4 Events Affecting Mandated Offensives

(5.4.1) Adjustments to MO Rolls: Record adjustments to the AP MO die roll on the AP MO Modifier Track on the map as the following events are played (these modifiers are cumulative):

- *ASQUITH/LLOYD GEORGE COALITION:* +1 to AP MO rolls
- *LLOYD GEORGE TAKES COMMAND:* +2 to AP MO rolls
- *ALLENBY:* +1 to AP MO rolls
- *ROBERTSON:* –2 to AP MO rolls

Note: The MO Modifier can never be less than zero.

(5.4.2) Events Affecting MO rolls:

- RUSSIAN REVOLUTION: If the AP Player rolls an MO for RU after the Russian Revolution begins, the AP Player has no MO this turn.

- TALAAT PHASHA REFORMS CABINET: The CP Player makes no MO Rolls for the remainder of the game. Any unfilled MOs for this turn are immediately marked as "Made or None."

- ENVER GOES EAST: Attacks made as a result of this AP card may fulfill the required CP MO, if appropriate (e.g., if the Turks are required to attack RU units). See also AP#7 in Playbook.

- ENVER TO CONSTANTINOPLE: Cancels an Enver Offensive (i.e., an MO marked by the "Enver to the Front" marker).

6.0 Action Phase

6.1 General Rules

(6.1.1) Action Rounds: Each Action Phase has six Action Rounds, during which each player takes one action, the AP Player going first each time. The players continue to alternate taking actions until each player has taken six. This constitutes six Action Rounds and completes the Action Phase of the turn. All Activations (for Movement or Combat), SRs, recording of RPs, and events occur during Action Rounds.

(6.1.2) Possible Actions: During his half of the Action Round, each player must take one of five possible actions:

- Play a Strategy Card as an Operations (OPS) card (7.2).
- Play a Strategy Card as a Strategic Redeployment (SR) card (7.3).
- Play a Strategy Card as a Replacement (RP) card (7.4).
- Play a Strategy Card as an event card (7.5).
- Make an "Automatic Operation" with an OPS Value of 1. Note: This is done without playing a Strategy Card.

(6.1.3) Action markers: A player places the numbered Action marker for this Action Round on the corresponding box on his Action Round Chart to record the type of action he has taken. Some actions, as indicated on the Action Chart, may occur only once per turn per player or only once per turn for both players (e.g., Neutral Entry).
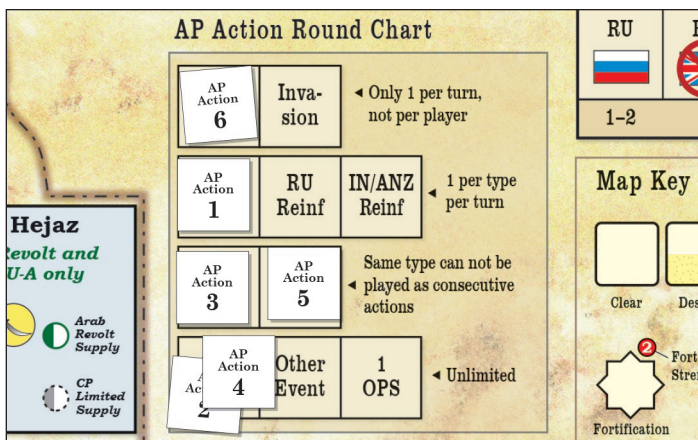
Players keep track of their Action Points using the Action Round charts.

7.0 Strategy Cards

7.1 General Rules

The Strategy Cards are the heart of the game. The players initiate almost all actions, including Movement and Combat, by playing Strategy Cards. Exception: Automatic Operation (6.1.2).
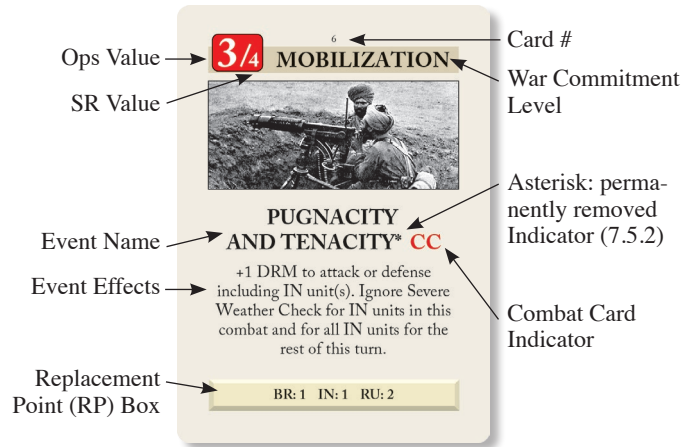
$3/4$	$4/4$	$2/2$	$2/2$
Operations Points/SR Value	Red box indicates a Combat Card (CC).	Yellow box indicates the card can be used for the event *and* the Operation Points.	Blue box is only used on the *KING CONSTANTINE* event as a reminder of the *GREECE* event.

[1 Cav Div] = Reinforcements that are listed in square brackets indicates they enter the game on their reduced side.

(2) = a number in regular brackets at the end of the Event Name indicates a change in the War Status (7.5.3).

1916 = indicates the card is used in the Total War setup (S3.6).

☾ = indicates the card impacts the Jihad level (18.1).

Allenby = card titles that are underlined indicate the event has a marker to remind players of the ongoing effects.

(7.1.1) In General: Each player has his own deck of 55 Strategy Cards, subdivided into three groups: 14 Mobilization Cards, 20 Limited War Cards, and 21 Total War Cards. Each player begins the 1914 scenarios using his Mobilization cards only, adding other sub-decks during the War Status Phase when his War Commitment Level increases (23.3). For the 1916 Total War Scenario see the specific scenario rules.

(7.1.2) Uses of Strategy Cards: Each Strategy Card can be used in one of four ways:

- Operations (OPS): 7.2
- Strategic Redeployment (SR): 7.3
- Replacement Points (RP): 7.4
- Event (including Combat Cards [CCs], which may be played as events only during Combat): 7.5

When played, the player chooses to use the Strategy Card in only one of these four ways. Exception: Some cards played as an event

are simultaneously used for OPS. Such cards include the words "Use for OPS" (use the full OPS value of the card in addition to the event) and have a yellow box in the upper left corner as a reminder.

7.2 Operation Points (OPS)

(7.2.1) In General: When a Strategy Card is played for Operation Points (OPS), the player receives a number of OPS equal to the OPS number on the card (the large number in the upper left corner). OPS are normally used to Activate spaces, not units. The units in that space may then be used for Movement or Combat during the current Action Round.

(7.2.2) Cost of Activation: The OPS cost to Activate a space (for Movement or Combat) is equal to the number of friendly nationalities having units (excluding Forts) in that space. The cost to activate a multinational space applies even if units of one or more of the nations will neither move nor attack (i.e., a player may not withhold units to lower the Activation cost). Exception: No British Attack MO (5.3).

(7.2.3) Activation Exceptions: The following exceptions apply:

- Irregular Units and Tribes do not count as a nationality for Activation—the cost for Activation is determined by the number of nations with regular Combat Units in that space. If there are no regular Combat Units in the space, it costs 1 OPS to Activate regardless of the diversity of Irregular Units and Tribes in it.
- TU and TU-A units count as one nationality for Activation (these are all Ottoman Empire units).
- BR, IN, and ANZ units count as one nationality for Activation (these are all British Empire units).
- The first GE Yildirim unit (page 47) in a stack does not count against stacking limits, nor as a nationality for Activation.
- DUAL NATIONALITY: A unit with dual nationality is treated as belonging to one nation (not two) when calculating Activation costs. The owning player chooses which nation the unit represents at the moment of Activation.

  EXAMPLE: The BU/AH Combined Division may itself be treated as either BU or AH for Activation. If it is stacked with an AH unit, the space would cost 1 OPS to Activate. But if the BU/AH unit were stacked with both a BU unit and an AH unit, there would still be two nationalities in the space (because of the other SCUs, not because of the BU/AH dual nationality unit), and it would cost 2 OPS to Activate the space.

- The GE Georgian Protectorate unit may not be Activated by either player (pg. 47).
- Balkan Activation Restrictions (see 20.1.1).
- Mackensen and Falkenhayn HQs (16.3.2).
- d'Espèrey HQ (16.3.4).
- If the "No British Attacks" MO is rolled, BR units may be ignored when calculating the Activation cost for a space, unless BR units are being Activated for the +1 VP penalty (5.3).

(7.2.4) Movement OR Combat: A space can be Activated for either Movement or Combat, but not for both, in a given Action Round. Specific attacks and moves do not need to be

designated at this time. Unoccupied spaces and spaces containing only friendly Forts cannot be Activated.

(7.2.5) Order of Activation: After all Activated spaces are marked, the player may move some or all of his units marked with a Move marker. After all Movement is completed, the player conducts any Combat(s) from spaces marked with an Attack marker.

(7.2.6) Activation in Regions: Regions are not Activated. Rather, units in a Region must be Activated stack by stack, according to normal stacking rules (8.0), as if each stack were in a separate space. This is true whether Activation is for Movement or Combat (12.10.1). The player may Activate as few units in the Region as he wishes, ignoring the rest. He may Activate more than one stack in the Region simultaneously, so long as he pays the OPS cost. Normal rules for multinational Activation and Combat apply.

Units in Regions must be organized into stacks for activation.

1 Ops to activate   **1 Ops to activate**

EXAMPLE: The CP Player has the units shown above. The CP player can Activate a stack containing a TU and the PE for 1 OPs (since the PE unit does not count as a nation for Activation). He could also activate a TU, a GE Yildirm, and a Tribe for 1 OPs (since neither the Tribe or the (first) GE Yildirim unit counts as a nation).

7.3 Strategic Redeployment (SR) (11.0)

(7.3.1) SR Points: If a Strategy Card is played for Strategic Redeployment (SR), the player may use Strategic Redeployment to relocate LCUs and/or SCUs. The player receives a number of SR Points equal to the SR Value of the card (the smaller number in the upper left corner). Units with a 0 Movement Factor can never SR. It costs the following SR Points to redeploy:

- 4 SR Points to redeploy an LCU (full-strength or reduced).
- 1 SR Point to redeploy an SCU (full-strength or reduced).

(7.3.2) SR Card Limitation: A player may not play a Strategy Card as an SR Card if he played an SR Card in the previous Action Round this turn. A player may play an SR Card in the last Action Round of one turn and in the first Action Round of the next turn. Exception: Some events allow the player to SR units—such SRs are not recorded as SRs on the Action Round Chart (unless the event so indicates).

7.4 Replacement Points (RPs) (22.0)

(7.4.1) Recording RPs: If a Strategy Card is played for Replacement Points (RPs), the player records on the General Records Track the number of Replacement Points listed along the bottom of the Strategy Card. The "CP-A" and "AP-A" RPs on the cards are minor ally RPs and are used for any non-specified allied nations controlled by the player (e.g., ANZ, Bulgaria, Serbia, Greece). The player conducts no other actions besides recording the RPs during this Action Round. Such RPs are not actually used until the

Replacement Phase at the end of the turn. Some events grant bonus RPs that are recorded or can be used at once.

PLAY NOTE: Rather than record RPs, some players prefer to stick their RP cards partially under the map near their Eliminated/Replaceable Units Box. This is a very quick way of noting RPs and is recommended. However, players must remember to check for additional RPs (such as the +1 BR RP per turn after play of the LLOYD GEORGE TAKES COMMAND *event).*

(7.4.2) Two-in-a-Row Not Allowed: A player may not play a Strategy Card as an RP Card if he played an RP Card in his previous Action Round of this turn. A player may play an RP card in the last Action Round of one turn and in the first Action Round of the next turn.

7.5 Events Overview

(7.5.1) Restrictions:

- If a Strategy Card is played as an event, the instructions on the card must be followed.

- Some events have pre-requisites listed on the card. No card may be played as an event unless the pre-requisite is met.

- You may play an obsolete event (out of date, no longer of any effect, or no longer allowed) in order to increase War Status or cull the deck. The event does not occur, but the War Status is changed if appropriate.

  EXAMPLE: AP playing RUSSO-BRITISH ASSAULT *for War Status after the first impulse of Turn 1.*

(7.5.2) Asterisk (*) events: A Strategy Card with an asterisk (*) is removed from the game when played as an event. Note: When played as a non-event (for OPS, SR, or RPs), it is put into the regular discard pile.

(7.5.3) War Status Numbers: Many Strategy cards contain a War Status number in parentheses to the right of the event name. When such an event is played, increase the player's War Status marker and the Combined War Status marker on the General Records Track by the amount of the War Status number on the card. Note that the Combined War Status marker never moves higher than 40.

(7.5.4) "Use for Ops" events: If the event says "Use for OPS" (the cards with the yellow boxes in the upper left corner), first carry out every possible action listed on the card, including placing new units, and then use the OPS to Activate spaces for Combat or Movement. This may include Activation of any newly placed units.

7.6 Neutral Entry Events

(7.6.1) In General: Bulgaria (19.3), Serbia (19.4), and Romania (19.5) enter the war only through events, and Greece (19.2) may do so. When a Neutral Entry event is played, immediately set up the units on the map as indicated on the Set-up Chart.

(7.6.2) Neutral Entry Restriction: Only one Neutral Entry card may be played per turn (not one Neutral Entry per player).

7.7 Reinforcement Events

(7.7.1) In General: New units enter play due to events. Some enter due to general events, but others enter due to specific Reinforcement cards (clearly labeled as such). Each player may play only one card labeled "Reinforcement" per turn, per nation, marking this in the Action Record box. An event card that gives the player new units but is not labeled "Reinforcement," is marked in the Action Record Box as "Other event" and does not preclude additional Reinforcements for that nationality this Action Phase.

- For players familiar with original *Paths of Glory*, it is permissible to play Reinforcement events on Turn 1.

- The AP Player may play one BR and one IN or ANZ Reinforcement event per turn.

- The CP Player can only play one TU Reinforcement per turn, regardless of whether the units are TU, TU-A, or a mix of the two.

(7.7.2) Arrival Location for Reinforcements: Some events specify a location where new units must be placed. But in general, new units are placed in the unit's national capital or any friendly-controlled Supply Source in that nation or labeled as belonging to that nation (14.2). If a Supply Source or capital is fully stacked with units, new units may be placed in space(s) adjacent to that Supply Source or capital, priority being given to the space(s) farthest from enemy units (if equidistant, the player placing the units decides). Exceptions, restrictions, and clarifications are listed below:

- *RESERVES TO THE FRONT* event (see CP#4 in Card Histories and Notes in the Playbook).

- Units may not be placed in (or next to) a Supply Source that is a besieged Fort.

- A player may not play a Reinforcement event for a nation if he cannot legally place all of the reinforcements on the map (e.g., if placement would violate stacking limits).

- BR Supply Sources in CP-controlled Regions may be used to place AP units normally (e.g., a BR LCU may be placed in CP-controlled Sudan/Darfur). *This is due to the reach of the Royal Navy.*

- Units entering as part of a single event do not have to enter at the same space, unless so designated. Exception: Units that are part of the same invasion must (if they are being placed onto an Island Base) be placed at one Island Base.

(7.7.3) Ottoman Empire Reinforcements: TU-Arab (TU-A) units may be placed only in Baghdad, Damascus, or the Reserve Box or in accordance with 7.7.2. Non-Arab TU reinforcements may be placed only in Constantinople, Erzincan, Kayseri, or the Reserve Box or in accordance with 7.7.2. *Units were recruited and trained regionally and ethnically.*

(7.7.4) Other CP Reinforcements: In addition to normal placement rules or specific instructions, GE and AH units may be placed in the Galicia Region. Exception: the *YILDIRIM* event.

(7.7.5) British Empire Reinforcements: BR, IN, and ANZ units may be placed at any BR Supply Source, even if enemy-controlled, or at any AP-controlled port (excluding Aqaba, Jiddah, and ports in the Black Sea and Caspian Sea). Note: A Beachhead is a port.

(7.7.6) Other AP Reinforcements: In addition to normal placement rules or specific instructions, the following are allowed:

- RU units may be placed at an AP-controlled RU Supply Source (including captured Trabzon). Two special RU SCUs (the 2/4 Special Division and the Yugoslav Division) may be placed at Lemnos or an AP-controlled port in Greece.

- FR and IT units may be placed at any friendly-controlled port bordering the East Mediterranean or Aegean Seas.

- The GR Corps of National Defense (CND) unit may be placed in Lemnos or at neutral Salonika, immediately converting the space to AP control without violating Greek neutrality.

- AP PE units are placed in any vacant or AP-controlled space in Persia.

- Arab Revolt Irregular Units are placed in The Hejaz Region. When the ALLENBY event is played, the Arab Northern Army (ANA) unit appears at Aqaba (if Aqaba is not AP-controlled, place ANA in the Eliminated/Replaceable Units box, from whence it may then be built using AP-Allied RPs, appearing in any AP-controlled port in Syria/Palestine).

(7.7.7) Corps Assets: If an event designates an LCU as "Corps Assets Box," it must be placed in the Corps Assets Box, from whence it may later be 'organized' onto the map (9.7). If not so designated, an LCU must be placed directly onto the map (in accordance with 7.7.2).

(7.7.8) Reserve Box: SCUs designated "Res" or "Res Box" must be placed in the Reserve Box. Those designated "Map" must be placed directly on the map, using the same rules as for other Reinforcements. If neither is specified, the SCU may be placed either in the Reserve Box or on the map. If there is more than one SCU entering without a designated placement location, the player may put some in the Reserve Box and some on the map (in one or more spaces).

(7.7.9) Invasion Event Reinforcements: Rather than conducting the historical invasion named on an Invasion event (e.g., Gallipoli), the AP Player may place the listed units on any one AP-controlled Island Base. *This flexibility allows the AP Player to exercise the historical reach of the Royal Navy and reduces predictability.* Alternatively, the AP Player may use an Invasion event as a BR Reinforcement Card, forfeiting any Beachhead markers and SRs listed on the card (13.2)—only the units are received, everything else is ignored. In this case the event can be played during Winter and CHURCHILL PREVAILS is not a prerequisite.

7.8 Combat Cards (CCs)

(7.8.1) Procedure: CCs are played at the appropriate time during a Combat (usually prior to Combat). The attacker plays his CCs before the defender. CCs are the only cards that can be played during an opponent's Action Round. A player may play more than one CC in a single Combat. A CC can only be used in one combat per Action Round.

(7.8.2) Retaining CCs: If a player wins a Combat (has a higher Loss Number than his opponent), he retains any of his non-starred (*) CCs used during that Combat, placing them face up on the table. He may then reuse those cards as CCs in later Action Rounds during the same turn. If a player uses a CC and does not win the Combat (i.e., he loses or ties), he must discard the CC. At the end of each turn, all retained CCs are discarded, with the exception of *JAFAR PASHA* and *NO PRISONERS*.

(7.8.3) *JAFAR PASHA* and *NO PRISONERS*: These two CCs do not operate as normal CCs. They pass from player to player as specified on the cards, and are not therefore subject to the normal rules for retaining or discarding after combat. Each of these cards is first played from a player's hand (per usual) and is thereafter retained on the table face up, available for use during any Combat meeting the criteria specified on the card. They are not discarded at the end of a turn, but are retained until used, not counting as a card in the seven-card hand.

(7.8.4) Cancel Cards: Some CCs cancel a Combat (e.g., *SANDSTORMS AND MOSQUITOES*). When this occurs, the OPS used for Activation are lost. Any CCs committed to the attack, except the one that canceled the Combat (and any CC that has already had an effect during this Combat) may either be returned to the owning player's hand (undoing any effects of the CC) or be discarded (and removed from the game, if starred). A canceled attack does fulfill an MO—the effort was made.

(7.8.5) Discarding CCs: At the end of the turn, a player may discard any CCs he still holds in his hand, putting them in the Discard Pile before drawing new cards or reshuffling his deck. CCs are the only cards which may be discarded.

7.9 Card Clarifications

- *GRAND DUKE TO TIFLIS:* AP card #23 is not a Reinforcement card. It may be played after Stage 4 of the Revolution for the three BR PersCordon units.

- *GORLICE-TARNOW,* CP card #31: BR RPs may not be converted to RU RPs on the turn this event is played.

- *I ORDER YOU TO DIE,* CP card #28: This CC may not be played if a Tribe or the Falkenhayn HQ is in the space.

8.0 Stacking

8.1 Stacking Limits

(8.1.1) Stacking in Spaces: A maximum of three Combat Units (including Irregular Units and Tribes) may stack in a space, including a Beachhead space.

(8.1.2) Stacking in Regions or Island Bases: Any number of units may stack in a Region or on an Island Base. For purposes of Activation, units in a Region or on an Island Base must be grouped into stack(s) which conform to the stacking rules, but these stacks may be freely rearranged prior to Activation at no OPS or SR cost—the player simply rearranges his units as he sees fit.

(8.1.3) Free Stacking Units: Forts, HQs, Heavy Artillery, and Uprising markers do not count toward stacking limits. However, only one HQ may be in a space.

EXAMPLE: An HQ and the Heavy Artillery unit may stack together in a Fort space with three Combat Units.

8.2 Stacking Units of Multiple Nations

(8.2.1) Stacking with Allies: Units of allied nations may always stack together, but there is usually a higher cost to Activate a space with more than one nationality (see 7.2.1).

(8.2.2) Stacking with Russians: RU units (including RU-PE units) cannot stack with BR, IN, or ANZ units. Exception: Two RU units which remain after the Russian Revolution (18.3.8) may stack with BR, IN, and ANZ units.

(8.2.3) Stacking and Yildirim: The first GE Yildirim unit in a space does not count against stacking or Activation costs. Additional Yildirim units in a space count as normal.

8.3 When Stacking is in Effect

Stacking limits are in effect at all times, except during SR, Movement, and retreats. Stacking limits may be exceeded during those times, but must be met by the end of the Action Round.

8.4 Overstacking Penalties

Should a player unintentionally overstack a space, his opponent permanently eliminates sufficient Combat Unit(s) in that space to meet the stacking limit. Note: In this situation, an eliminated LCU is not replaced by an SCU from the Reserve Box. Players may not intentionally overstack and then eliminate excess units.

8.5 Stacking of Opposing Units

Units of opposing sides may never stack together in the same space. Enemy units may coexist in a Region (but do not stack together). Forts and Uprising markers are not units and may be in spaces with enemy units.

9.0 Movement

9.1 Movement in General

Units may move only if their space is Activated for Movement, i.e., if it bears a Move marker (7.2.4). The following restrictions apply to Movement:

- A unit may never move to a space in which it would be Out of Supply.
- The Movement of all units in one space must be completed before units in another space may move.
- A unit must complete its Movement before another unit moves.
- Stacks of units are not required to move together. Units in a stack may move to different destinations or by different routes to the same destination. Some units in a stack may move while others in that stack remain in place.
- Movement is always from space to space along a connection (line). Spaces may not be skipped.
- All Movement must be completed before Combat begins.
- The player is not required to actually move any unit marked with a Move marker, but unused OPS are lost.
- Uprising markers are not units and cannot move.

9.2 Movement Procedure

(9.2.1) Movement Cost: Movement from one space to another generally costs 1 Movement Point (MP) regardless of the terrain or the type of the connector. However, if the connection is a Trans-Regional Path (solid green line), a unit must spend its entire MF in order to cross (9.2.4).

(9.2.2) Movement Points (MPs): A unit may never move more spaces than its Movement Factor (MF) in a single Action Round. Note: This limit does not apply to Strategic Redeployment (SR), since SR is *not* Movement. Unused MPs cannot be accumulated for future Action Rounds or transferred to other units. Unused MPs are lost.

(9.2.3) Movement through and into Activated Spaces: Units may move through but not end their Movement in a space containing an Attack marker. Units may end their Movement in a space containing another Movement marker, but no unit may move twice in the same Action Round. Units may move into (or out of) a Region where one or more stacks have been activated for combat. The units so moved may not participate in the combat.

(9.2.4) Trans-Regional Paths: The solid green connections indicate great distances which require a unit's entire movement allowance to cross. Exception: The BR Dunsterforce special unit only spends 4 MPs (half its Movement Factor) to cross. Tribes cannot move (or attack) across the Trans-Regional Paths connecting Central Asia, Baku, and Enzeli.

9.3 Terrain Effects on Movement

Generally, terrain does not affect Movement. It only affects Combat, including retreats and Advances After Combat. There are, however, important exceptions:

- DESERT: LCUs operating into or out of a desert space may move,

attack, or Advance After Combat only along a railroad that can trace a route to a friendly Supply Source or to a friendly-controlled (for AP LCUs) port. Desert also affects SCUs when using SR (11.1.6) and LCU Organization (9.7.3).

- ANZAC Desert Corps: The normal restrictions on Desert movement and combat for LCUs do not apply to the ANZAC Desert Corps. It may move into and attack Desert Spaces at will, just like an SCU.

- SWAMP: TU/TU-A LCUs and BU LCUs may never move into a swamp, end an SR in a swamp, or be organized in a swamp, but may attack into swamps.

9.4 Movement Restrictions

(9.4.1) Movement and Enemy Units: Units may not enter a space containing an enemy unit of any sort, but may enter Regions containing enemy units. There are two exceptions:

- The *Catastrophic Attack* event allows CP units to move through a space containing AP units.

- Friendly units may enter a space containing an enemy Uprising marker at no extra Movement cost (and with no effect on the Uprising), but must end their Movement in that space.

(9.4.2) Movement and Enemy Forts: Units may enter a space containing an intact enemy Fort only in two situations: (1) if they will be able to besiege it by the end of the Action Round (alone or in conjunction with other units that will move into that space during the same Action Round); or (2) if the Fort is already besieged (see 15.2). Note: Friendly units may also move through a space containing a besieged enemy Fort.

(9.4.3) Movement and Neutral Nations: In general, units may not enter a space in a neutral nation until it enters the war. Exceptions: 1) Units may always enter neutral Greece; 2) Units may always enter Neutral Persia after either the *Persian Push* or *Secret Treaty* event is played (19.6.1); 3) CP SCUs can always enter neutral Afghanistan (19.7).

(9.4.4) Bulgarian Units and Turkey: BU units cannot voluntarily enter Turkey. They may only do so as the result of a retreat. Once inside Turkey, if Activated for Movement, BU units can only move toward Greece or Bulgaria (they may Activate normally for Combat). TU units may enter Bulgaria.

DESIGN NOTE: Bulgaria and the Ottoman Empire fought a bitter war in 1912-1913, which included the Bulgarian capture of Adrianople. Intriguingly, the Bulgarians did allow Turkish troops to enter Bulgaria for operations against Romania.

(9.4.5) Incomplete Railroads: Some stretches of railroad on the map are not yet constructed. These connections may still be used for normal Movement and SR of SCUs, but they cannot be used as railroads until certain events are played. Thus, prior to those events, these connections cannot be used for SR by an LCU; for Movement of an LCU through a desert space; for LCUs fighting or organizing in desert spaces (9.7.3); for SCUs SRing through deserts (11.1.6).

(9.4.6) Straits and Ferry Lanes: There are five Straits on the map all in or near the Gallipoli Map. Each is numbered from 1-5 indicating its position within the waterway between the Aegean and the Black Sea. AP units may move or attack across a Strait if the AP Player controls the spaces on both sides of all lower numbered Straits (i.e., has complete control of the waterway up to that point). He may always move or attack across Strait 1. CP units may move or attack across a Strait if the CP Player controls the spaces on both sides of all higher numbered Straits (i.e., has complete control of the waterway above that point). Note: In order to use the #5 Strait (Bandirma to Constantinople), the CP must control The Bosphorus Forts space.

9.4.7 Restricted Paths: The dashed paths in Syria/Palestine and in Egypt may only be used by the units that are labeled on the path. The Restricted Paths labeled (A) may only be used for movement by the three Arab Revolt units; the Restricted Paths and Railroads labeled (A/T) may only be used for movement by the three Arab Revolt units, the ANA, and TU/TU-A units. The Restricted Paths in Egypt may only be used for movement by the Senussi Tribe. For those units the paths are treated as normal paths. All other units may attack across them but may not move or advance across (12.1.5).

9.5 Beachhead Spaces
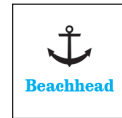
(9.5.1) Beachhead markers: Units may only enter a Beachhead space if it contains a Beachhead marker. Beachhead markers are placed during an Amphibious Invasion (13.0). Once placed, a Beachhead marker cannot be moved, but it can be permanently removed, either voluntarily by the AP Player (13.1.4) or if a CP unit enters the space during Movement or Advance After Combat (13.5). Beachheads function as AP ports.

(9.5.2) Beachhead Movement: If a Beachhead space contains a Beachhead marker placed in the *current* Action Round, then see Amphibious Assaults (13.0). If a Beachhead space contains a Beachhead marker placed during a *previous* Action Round, AP units may move through the Beachhead space and move inland (if the space opposing the Beachhead contains no enemy units) using normal Movement and treating the Beachhead space as though it were a normal space.

(9.5.3) Stop on Island Base: AP units moving from the mainland or Beachhead space back to an Island Base must stop their move on the Island Base. They cannot continue movement through the Island Base and out into another Beachhead space.

9.6 Gallipoli Map Movement

(9.6.1) Procedure: It costs 1 MP to move onto or off of the Gallipoli map (e.g., moving from Rodosto to the Gallipoli map costs 1 MP). Units moving from Rodosto, Bandirma, Edremit, or Lemnos into the small box on the main map labeled "Gallipoli Inset Map" shift immediately to the Gallipoli Map—to Bulair, Chardak, Ezine, or a Beachhead space (with a Beachhead marker) respectively—at the cost of 1 MP. (The unit may continue movement on the main map using any remaining MPs.)

NOTE: The reverse is also true—leaving the Gallipoli map costs 1 MP and the unit reappears on the main map in the space corresponding to its exit route from the Gallipoli map.

(9.6.2) MP Costs Within: Due to the greatly reduced distances represented on the Gallipoli map, players may move through any number of spaces on the Gallipoli map not containing enemy units or an intact, unbesieged enemy Fort, for the total cost of 1 MP regardless of who controls the spaces.

(9.6.3) Forts on the Gallipoli Map: It costs one additional MP to enter a space containing an intact, unbesieged enemy-controlled Fort (a besieged enemy Fort does not cost an extra MP).

(9.6.4) Straits and Ferry Lanes on the Gallipoli Map: Straits and Ferry Lanes may be crossed at no extra MP cost if the player fulfills the criteria for using that Strait (9.4.6). Don't forget to factor in the effect of any intact, enemy-controlled Forts.
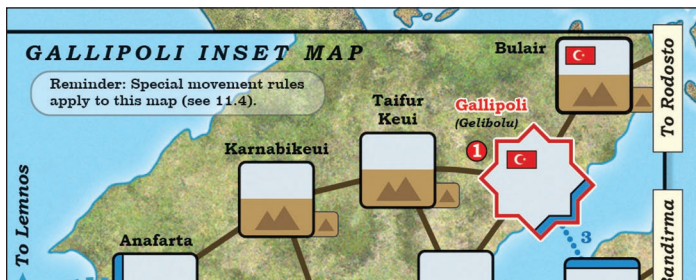
EXAMPLE: A BR unit moving onto the Gallipoli peninsula from Rodosto and moving all of the way to the southern tip of the peninsula to besiege Seddul Bahr would pay only 3 MPs (assuming that no enemy units block its way): 1 MP to move onto the Gallipoli map, 1 MP to move any distance within the Gallipoli map, and 1 MP to move onto the intact, enemy-controlled Fort at Seddul Bahr. If that unit were to exit the Gallipoli map on its next move, it would pay 1 MP to move within the Gallipoli map and 1 MP to exit back to the main map, for a total cost of 2 MPs.

9.7 Organizing (Building) LCUs

(9.7.1) In General: It takes two or three SCUs to build one LCU. An LCU may only be built if there is an LCU in that nation's Corps Assets Box. The SCUs used to organize an LCU must begin the movement part of the action round in the same space and be activated for movement. The units organizing into an LCU may not move, but any other unit in that space may move.

DESIGN NOTE: This simulates adding specialized corps assets (e.g., command staff, air, hospitals, communications, artillery, machine guns, engineers) to the existing SCUs, thereby increasing their combat cohesion and effectiveness.

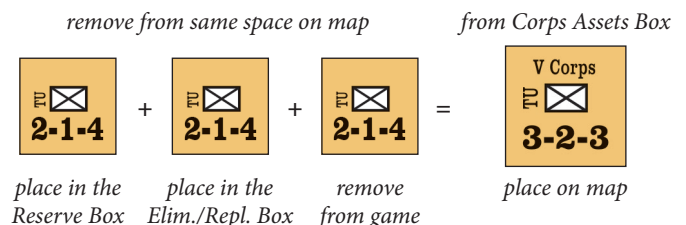**(9.7.2) Restrictions on LCU Organization:**

- Irregular SCUs and Tribes may not be used.
- No Special SCUs may be used to organize an LCU (not even when organizing a special LCU).
- Only LCUs that are in the Corps Assets Box may be organized. LCUs in the Replaceable/Eliminated Units box never return to the map through organization. They return to the map only by being rebuilt using RPs during the Replacement Phase.
- The SCUs used to organize an LCU must begin the Action Round in the same space and be activated for Movement. The units organizing into an LCU may not move, but any other unit in that space may move.

(9.7.3) Where to Organize LCUs: An LCU may be organized in any supplied, friendly-controlled space that contains two or three regular SCUs of the same nationality as the LCU. There are exceptions:

- LCUs may organize in desert only if that space is connected by railroads to a friendly-controlled Supply Source or (for the AP Player) an AP-controlled, supplied port.
- TU and BU LCUs may not organize in a swamp space (since they cannot enter swamps).
- LCUs cannot organize in a Region that is not connected to the map by railroad. Thus, LCUs cannot be organized in: Central Asia, Afghanistan, the three Persian Regions, India, and Baluchistan (the latter two represent the frontiers of British India).

  DESIGN NOTE: This simulates the lack of infrastructure to support large-scale formations in these Regions.

- TU LCUs may not organize in Egypt. FR and BR/IN/ANZ LCUs may not organize in Russia or Caucasia.
- SCUs which are in Limited Supply may not organize into LCUs. Units in Disrupted Supply may organize (for the usual additional cost to activate the space.)
- See also Restricted Areas (9.8.2, 9.8.3).

(9.7.4) Organizing Procedure: Players may create a full-strength or a reduced strength LCU.

- FULL STRENGTH LCU: When organizing an LCU at full-strength, take an LCU from the Corps Assets Box, remove three SCUs from the same space on the map, and place the LCU in that space. Next, place one of the removed SCUs in the Reserve Box (player's choice), one in the Eliminated/Replaceable Units Box, and remove the third SCU from the game (the LCU unit itself represents the manpower of two of those SCUs, with the third SCU in reserve).

remove from same space on map   *from Corps Assets Box*

place in the   *place in the*   *remove*   *place on map*
Reserve Box   *Elim./Repl. Box*   *from game*

- REDUCED STRENGTH LCU: When organizing a reduced LCU, take an LCU from the Reserve Box, remove two SCUs from the same space on the map and place the LCU (reduced side face-up) in that space. Place one of the removed SCUs in the Reserve Box (player's choice) and remove the other SCU from the game.

(9.7.5) LCU Composition Restrictions: A full-strength LCU is organized from three regular Combat SCUs of the same nationality as the LCU. A reduced-strength LCU is organized from two regular Combat SCUs of the same nationality as the LCU. In both cases, the first two SCUs used must be the exact same type as the LCU (e.g., elite infantry) but better SCUs may be substituted. For this purpose, TU infantry divisions are considered better than TU-A infantry divisions. The SCUs used do not have to be full-strength—three reduced SCUs may organize into a full-strength LCU.

EXAMPLE: Elite infantry may be used in place of regular infantry when organizing a regular infantry LCU. However, regular infantry cannot be used to organize an elite infantry LCU.

(9.7.6) Organizing Special Ottoman LCUs: When organizing a special LCU, the first two SCUs used must be regular infantry, or elite infantry (no TU-A infantry). If a third SCU is used to create a full-strength special LCU then that third SCU may be a TU-A SCU.

EXAMPLES: (1) A regular infantry LCU could be organized by using two regular infantry SCUs and one cavalry SCU; (2) A regular infantry LCU could be organized from one regular infantry SCU and two elite infantry SCUs; (3) A reduced TU-A LCU could be organized by using two TU-A infantry SCUs or by using one TU infantry SCU and one TU Elite Infantry SCU.

(9.7.7) Organizing Commonwealth LCUs: When building a full-strength BR, IN, or ANZ LCU, the third SCU may be of any British Empire nationality (BR, IN, or ANZ) of the AP Player's choice.

EXAMPLES: (1) A full-strength ANZ cavalry LCU could be organized by using two ANZ cavalry SCUs and one reduced IN infantry SCU; (2) A full-strength BR infantry LCU could be organized by using two reduced BR infantry SCUs and one ANZ cavalry SCU.

9.8 Restricted Areas

(9.8.1) The five areas on the map where each space within the area has diagonal lines are Restricted Areas. The number of LCUs allowed in each of these five areas is severly restricted (9.8.3). The five areas are:

- Syria/Palestine (including the Sinai)
- Mesopotamia
- Persia (see pg. 46)
- Central Asia
- Afghanistan

DESIGN NOTE: These areas have very poor infrastructure and a general inability to supply large bodies of troops.

(9.8.2) LCU Organization Restriction: LCUs may be organized in Restricted Areas, but only in spaces connected by a railroad to a friendly-controlled Supply Source or (for the AP only) to a friendly, supplied port.

(9.8.3) LCU Limit: A player's War Commitment Level determines the number of LCUs they may have in each of the Restricted Areas (see chart below). This limitation is per Restricted Area per player.

|	Mobilization	Limited War	Total War
Maximum # of LCUs per player	1	2	3*

*The CP player must first play the BERLIN-BAGHDAD RAILROAD event.

If a player ever has more LCUs in a Restricted Area than allowed (even if due to a retreat), he must permanently eliminate all excess LCUs as if they were Out of Supply. The owning player chooses which LCUs to permanently eliminate.

EXAMPLE: During Total War, the AP and CP Players may each have 3 LCUs in Syria/ Palestine/Sinai, 3 LCUs in Mesopotamia, and three in Neutral Persia.

10.0 Control

10.1 Control of Spaces and Regions
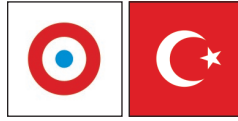
(10.1.1) How: Players gain control of each space and vacant Region immediately when they move a Combat Unit into or through it, unless the space contains an undestroyed enemy Fort (even if that Fort is besieged). Control of a space can also change when a besieged Fort is destroyed (15.1.8) or during the Attrition Phase (if the space cannot trace supply to any friendly Supply Source).

PLAY NOTE: HQs, Heavy Artillery units, and Uprising markers are not Combat Units and may never take control or Partial Control (10.2) of an enemy space.

(10.1.2) Place Control markers: When taking control of an enemy space, especially a VP space, it is helpful if a player either marks it with one of his Control markers or removes the enemy's Control marker. This is especially important when RU units capture VP spaces (18.3.1).

(10.1.3) Full Control: When a regular Combat Unit moves into an enemy-controlled or neutral VP space, the moving player seizes control of the space and its VP(s) immediately. The space remains under control even if the regular Combat Unit subsequently moves away. The VP marker is adjusted in that player's favor a number of spaces equal to the VP value of the space.

(10.1.4) Control of Regions: A Region is always controlled by one player or the other. If the Region is contested (10.1.5), it is still controlled by the player who had units in the Region before enemy units entered. A player gains control of a *contested* enemy-controlled Region as soon as all enemy units in that Region either leave or are eliminated.

(10.1.5) Definition of Contested: A Region is contested if both friendly and enemy units are present in the Region.

10.2 Partial Control

Irregular Units and Tribes operating without a regular Combat Unit cannot permanently take Control of a space nor put enemy units out of supply. However, their presence in the space does Disrupt the space (10.3) and may cause Disrupted Supply (10.4). This is called Partial Control.

DESIGN NOTE: The intent of this rule is simple, but it is extremely hard to write in an elegant, uncomplicated fashion. Players are encouraged to follow the spirit of this rule rather than the precise letter, if a strict interpretation of the letter ever violates the spirit.

10.3 Disrupted Spaces

(10.3.1) How: When Irregular Units and/or Tribes (unaccompanied by a regular Combat Unit) cease movement in an empty enemy-controlled or neutral space (e.g., Hamadan or Athens), they Disrupt that space so long as they occupy it. A space is never Disrupted if a regular Combat Unit is present; rather it is under the owning player's Full Control. Regions, however, continue to be Disrupted if initially occupied by an Irregular Unit or Tribe and then entered by a regular unit of the other side. They cease to be Disrupted if

entered by a regular unit of the same side.

EXAMPLE: Southern Persia is occupied by the Tangistani Tribe alone—it is Disrupted. The British build a Persian cordon there—it remains disrupted and is now also contested. It is then entered by a TU-A infantry division and it is now no longer disrupted, but, as there is an allied unit present, it is still contested.

(10.3.2) Effects of Disrupted Spaces:

- If the Disrupted space is a VP space or Jihad City, the VP marker or Jihad Level is shifted in the moving player's favor.

- If the space was enemy-controlled but is colored as friendly or neutral on the map, place an enemy Control marker under the Irregular Units or Tribes to indicate that the enemy retains Partial Control of the space.

- If a friendly regular Combat Unit enters a Disrupted space, the player takes Full Control of the space (i.e., the space is no longer Disrupted, but is fully controlled). Any enemy Control marker is removed.

- If a Disrupted space is vacated, it reverts to enemy control (if so marked). If the space is a VP space or Jihad City, the VP marker or Jihad Level is adjusted in favor of the enemy player. If a disrupted space is vacated due to an attack by Russian Combat Units and the Russian units advance into the space after the combat, that space becomes a RU VP space if it was not already.

- A unit tracing supply through an Uprising marker's space is in Disrupted Supply, but the Uprising marker has no effect on control of the space.

10.4 Disrupted Supply

(10.4.1) Disrupted Supply: Disruption does not cut enemy supply lines, but does interfere with them. Enemy units that can remain in supply only by tracing supply through (or out of) a Disrupted space are in Disrupted Supply. Units can trace full supply through a space Disrupted by *friendly* units.

(10.4.2) Effects of Disrupted Supply:

- The space they occupy costs +1 OPS to Activate, and units in Disrupted Supply pay +1 SR point to SR (11.7) and pay double RPs to repair, just as if tracing supply through an Uprising marker (17.3.2). There is no additional penalty for being forced to trace supply through more than one Disrupted space.

- During the Attrition Phase, friendly units in Disrupted Supply are not eliminated, for they are not Out of Supply. Likewise, friendly spaces that can only trace supply through a Disrupted space are not Out of Supply and do not switch to enemy control.

EXAMPLES:
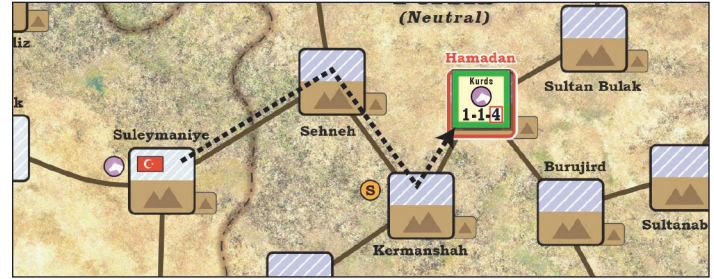
1) A Kurdish Tribe moves into neutral Hamadan in Neutral Persia, thereby Disrupting the space. The CP player moves the VP marker +1. If the Kurdish Tribe vacates Hamadan, move the VP marker −1, for Hamadan is again neutral. If Hamadan was marked with a RU VP marker, then increase the VP total +1 and leave the RU VP marker under the Tribe (to indicate that the space was RU-controlled when the Tribe entered).
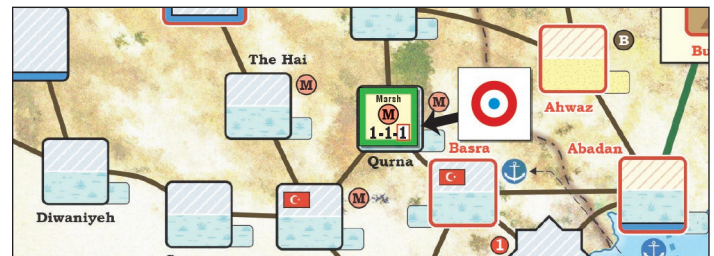
2) A Marsh Arab Tribe appears in AP-controlled Qurna. An AP Control marker should be placed under that Tribe to indicate that the space is Disrupted. So long as the Tribe remains there, AP units tracing supply solely through Qurna will suffer Disrupted Supply. If the Tribe vacates, Qurna reverts to AP control.

3) The AP Armenian Revolt Irregular Unit captures Van (which was CP-controlled) and adjusts the VP marker −1. Place a CP control marker under the unit. If the ARM unit leaves Van, the space immediately returns to CP control, and the VP marker is adjusted +1.

11.0 Strategic Redeployment

11.1 In General

(11.1.1) Purpose: SR is used to transfer units long distances through friendly-controlled territory or to transfer SCUs to or from the Reserve Box (11.2).

(11.1.2) SR Cost: The cost to SR is as follows:

- 1 SR Point to SR an SCU (full-strength or reduced), HQ, or Heavy Artillery.
- 4 SR Points to SR one LCU (full-strength or reduced).

(11.1.3) SR Restricted Units: The following units may not SR:

- Units with a Movement Factor of 0.
- Irregular Units, Tribes and Uprising markers (17.0).

(11.1.4) SR Procedure: A unit may SR from its space to any other friendly supplied space via paths (including Trans-Regional Paths). The route may only enter friendly-controlled spaces, but any of the spaces may be adjacent to enemy units or Forts. Units may SR into, out of, or through a space that contains a besieged enemy Fort, so long as the Fort remains besieged when the player completes his half of the Action Round. Units may SR into, out of, or through a space under Partial Control of a friendly Irregular Unit or Tribe. This brings the space under the Full Control of the player.

(11.1.5) Using SR Points: SR Points may be split up among different nationalities and spaces as a player sees fit. A player may SR some units from a space and not others without any penalty. Players may sequence the order of their SRs as they wish.

(11.1.6) Restrictions on SR Movement:

- Units must be in full supply or in the Reserve Box (11.2) to use SR.
- NATION'S CAPITAL: If the enemy controls a nation's capital, no SCUs or HQs of that nation may SR to or from the Reserve Box.
- No unit may SR more than once in an Action Round.
- Colored railroads indicate that only the units of certain nations (indicated on the map) may SR across those connectors.
- EGYPT: Turkish units cannot SR into, out of, or within Egypt.
- DESERT: SCUs using SR must halt when they enter a desert space, unless they can continue movement out of that desert space along a friendly-supplied railroad. Units in the Reserve Box can SR into a desert space containing a supplied unit of the same nationality if that desert space can trace a route to a friendly, supplied Supply Source (if this route is traced through other desert spaces, it must be traced wholly along a friendly-supplied railroad).

  EXAMPLE: If a Turkish SCU SRs from Baghdad towards Egypt it would have to stop in El Arish (which is desert), because there is no completed railroad leading further into the Sinai desert.

- See Suez Canal restrictions (11.8).

(11.1.7) Additional SR Restrictions for LCU units:

- RAILROADS: An LCU must redeploy from space to space along a completed railroad connection. The railroad must be able to trace back to a friendly controlled Supply Source or (in the case of the AP) to an AP-controlled port.

  NOTE: There are two unfinished railroads on the map (21.2). Until they are completed, these railroads may be used as normal road connectors, but LCUs may not SR across them.

- HOLDING BOXES: LCUs may never SR out of or into the Reserve Box or the Corps Assets Box (7.7.7, 18.3).
- SWAMPS: Turkish LCUs (TU/TU-A) and Bulgarian LCUs cannot end an SR in a swamp.

11.2 SR Into and Out of the Reserve Box

(11.2.1) SR Into the Reserve Box: SCUs and HQs can SR into the Reserve Box if able to trace supply to a friendly Supply Source that is not a Limited Supply Source.

(11.2.2) SR Out of the Reserve Box: SR for SCUs and HQs out of the Reserve Box works in a similar way. The destination space must be one of the following:

- Into the friendly-controlled supplied capital of that SCU's nation or into a friendly-controlled Supply Source of that SCU's nation that is not a Limited Supply Source.
- Into any space containing a fully supplied unit of the same nationality that could receive a unit using SR (11.1.6) within stacking limits. *Note: BR/IN/ANZ units are treated as one nationality for SR. The same is true for TU/TU-A units.*
- BR, IN, and ANZ SCUs may SR from the Reserve Box to a friendly-controlled port in the East Mediterranean, Aegean Sea, Red Sea, or Persian Gulf, even if no units of those nations are in that port. FR and IT SCUs may SR from the Reserve Box to a friendly-controlled port in the Eastern Mediterranean or Aegean Sea, even if no units of those nations are in that port.
- Dual nationality units are considered as belonging to both their nations for the purposes of this rule.

11.3 Consecutive SR Rounds Prohibited

Strategy Cards may not be played for SR Points in two sequential Action Rounds in the same turn—at least one Action Round must intervene between play of Strategy Cards for SR Points. However, a player may perform an SR on the last Action Round of a turn and again on the first Action Round of the next turn.

11.4 SR and Russia

RU units may SR overland between Odessa, Petrovsk, and Central Asia, even though there are no lines connecting these Regions. The Regions are treated for this purpose as if they were connected by Rail.

11.5 SR and Sea Movement

SCUs and HQs may SR by sea from one friendly-controlled port to another friendly-controlled port. Units that SR by sea may not combine this with SR overland—in other words, such units must start and end in a friendly port. The following restrictions apply to SR by sea:

- LCUs and Heavy Artillery may never SR by sea.
- Units in Caspian Sea ports can only SR by sea to other Caspian Sea ports. Units in ports not on the Caspian Sea may not SR by sea to ports on the Caspian Sea.

- Before the *BLOCKADE* event is played, CP units may not SR by sea to or from the Red Sea and the Persian Gulf, unless the CPs control the Suez Canal.

- After the *BLOCKADE* event is played, CP units may not SR outside the Black Sea or Caspian Sea (and must, of course, restrict their SR between two ports on the same sea).

- THE BLACK SEA: BR, IN, ANZ, and RU units can SR by sea between ports in the Black Sea and ports outside the Black Sea if the AP controls the Bosphorus Forts and all Straits/Ferry Lanes. Exception: The RU 2/4 Special Division and the RU Yugoslav Division may SR from the Reserve Box to an AP-controlled port in the Aegean Sea and vice versa.

  DESIGN NOTE: Historically, these RU units were part of the Salonika campaign in Greece, journeying the long way around through northern waters, railing through France, and reembarking at Marseilles.

11.6 SR and Contested Regions

- Units may always SR into, out of, or through a *friendly*-controlled Region, even if it is contested (10.1.5).

- Units may SR into or out of (but not through) a contested *enemy*-controlled Region.

- BR, IN, and ANZ SCUs can SR by sea into or out of a CP-controlled Region that contains a port—even if the Region is not contested!

11.7 SR and Disrupted Supply

A unit SRing out of a space in Disrupted Supply (10.4), including a space containing an enemy Uprising marker, must pay one additional SR point. *Note; there is no additional penalty if the route is traced through more than one Uprising marker.* If a unit's SR route enters a space with an enemy Uprising marker, it must stop in that space.

11.8 The Suez Canal

(11.8.1) The Canal and Strategic Redeployment: No AP unit may SR directly from India, a Persian Gulf port, or a Red Sea port (including Sudan/Darfur) to a port in the East Mediterranean or Aegean Seas (and vice versa), if the CP controls any space on the western shore of the Suez Canal (i.e., Pt. Said, Ismailia, or Suez). Furthermore, if both Pt. Said and Suez are CP-controlled, then Ismailia can no longer function as a port.

(11.8.2) The Canal and Unit Delays: If the Suez Canal is blocked (per the above rule), AP troops can still move between ports in the E. Mediterranean and ports in India, the Persian Gulf, or the Red and Aegean Seas (and vice versa), but their arrival is delayed one turn. At the time of SR, place the units one turn ahead on the Turn Track and make a note as to their general destination (e.g., "the Persian Gulf"). The units may be placed in any friendly port in the designated arrival area during the Replacement Phase of the turn of arrival. If no such port is available, they may be moved to any friendly port but are delayed one additional turn.

12.0 Combat

12.1 General Rules of Combat

(12.1.1) Who May Attack: Combat is initiated by units in an Activated space marked with an Attack marker. Each Combat can involve only one defending space. Each space (or Region) can be attacked only once each Action Round. Combat is fully voluntary—all, some, or none of the units in an Activated space may actually participate in the attack. A player need not announce which units (if any) are attacking which spaces until the Combat actually occurs. The player controlling the Activated space (Fully or Partially) is, for purposes of this Combat, the attacker, regardless of the overall strategic situation.

(12.1.2) Multiple Space Combat: Units in any number of Activated spaces adjacent to the defending space may join in a combined attack against that space. All units participating in a single Combat add their Combat Factors (CFs) together to find an overall Combat Strength for the attacker. Units in an Activated space are not required to participate in the same Combat—they may attack different spaces adjacent to the Activated space, each Combat being resolved separately. However, each unit may conduct only one attack per Action Round, and a unit's Combat Factor (CF) cannot be divided between multiple attacks.

(12.1.3) Participating Units: Only attacking units participating in the same Combat may take losses or Advance After Combat. Other attacking units in the same space that are not participating in this Combat (i.e., are attacking a different space or not attacking at all) are not allowed to absorb losses or Advance After Combat.

(12.1.4) Multinational Coordinated Attacks: Units of different nations in multiple spaces may coordinate for a combined attack on the same space if at least one stack of attackers includes a unit from each nation in the attack.

(12.1.5) Where Attacks are Allowed: In most situations units can attack into areas into which they are not allowed to move or Advance After Combat. This includes attacks by TU/TU-A or BU LCUs into swamps, attacks across railroads restricted by nationality, and attacks across Restricted Paths (9.4.7). However, see The Caspian Sea (12.3.7), the Central Asian Rebellion (18.2.5), and Deserts (12.3.3) for exceptions.

(12.1.6) Attacks Across Trans-Regional Paths: Only one stack of units involved in a multi-space attack can attack via a green line.

EXAMPLE: BR units in Central Persia and Southern Persia may not combine to attack a unit in Isahan.

(12.1.7) Zero Strength Units: Units with a CF of 0 may attack or defend (even if alone). When in a stack, they add nothing to the overall Combat Strength, but can absorb losses.

(12.1.8) Attacks against Retreating Units: A player may not attack a space solely containing enemy units that retreated earlier in this Action Round (see 12.7.7).

(12.1.9) Units in a Besieged Fort Space: A player may Activate units in a besieged enemy Fort space for Combat. Only the units above those required to besiege the Fort may attack adjacent spaces.

However, all units in the besieged Fort's space may attack the Fort. If during Movement, all friendly units exit a space containing an enemy Fort, the non-besieged Fort may be attacked by units in adjacent spaces Activated for Combat.

12.2 Combat Sequence

Each Combat is resolved in this order:

1. Designate the Combat (12.2.1).
2. Announce Flank Attack (if any) (12.2.2).
3. Severe Weather Check (if any) (12.2.3).
4. Determine Combat Strengths (12.2.4).
5. Play Combat Cards (12.2.5).
6. Announce Turkish Withdrawal (12.2.6).
7. Attempt Flank Attack (12.2.7).
8. Combat Resolution (12.2.8).
   a. Determine DRMs (12.2.8.a).
   c. Determine Fire Table and Fire Column (12.2.8.b).
   d. Roll Dice and Determine Results (12.2.8.c).
   e. Determine Combat Winner (12.2.8.d).
   f. Apply Losses—defender first (12.2.8.e).
9. Determine Retreat (12.7), Withdrawal (12.8), and Advance After Combat (12.9).

(12.2.1) Designate the Combat: The active player designates which units in spaces Activated for Attack are participating in this Combat and which space they are attacking.

(12.2.2) Announce Flank Attack: If certain requirements are met, the attacker may declare and determine the success of a Flank Attack (12.4). Once announced, this decision cannot be canceled.

(12.2.3) Severe Weather Check: *This rule applies to Mountains in Winter and to Desert and Swamps in Summer.* The attacker rolls to determine whether full-strength regular Combat Units attacking from or into hostile terrain during inclement seasons will be reduced one step prior to Combat Resolution in Step 8 (see 12.5). Only one check is made, even if both the attacker's and defender's spaces contain hostile terrain.

(12.2.4) Determine Combat Strengths: Each player totals the Combat Factors (CFs) of his units involved in the Combat to determine his total Combat Strength. The defender also adds the strength of any Fort in the defending space to his Combat Strength.

(12.2.5) Combat Cards: The attacker may play any number of CCs (so long as the conditions listed on each CC are met by this Combat), including CCs that were retained in front of him from use in a Combat in a prior Action Round this turn (or the special *JAFAR PASHA* or *NO PRISONERS* CCs). After the attacker plays his CCs, the defender also plays any eligible CCs that he wishes. (Some CCs indicate that they are played later during combat.) CCs that ignore Severe Weather (e.g. *PASHA 1*), must be played prior to the Severe Weather check.

(12.2.6) Announce Turkish Withdrawal: The CP Player announces whether all TU/TU-A SCUs in the Combat will withdraw at the conclusion of the Combat (12.8).

(12.2.7) Attempt Flank Attack: If a Flank Attack was announced in Step 2, then the attempt is resolved now (12.4).

(12.2.8) Combat Resolution

NOTE: If a Flank Attack was attempted or this attack involves a Water Crossing (12.3.4), damage will be rolled for and absorbed sequentially, not simultaneously.

a. Determine Die Roll Modifiers (DRMs): Each player examines the CCs played and other factors listed below to determine his total DRM for this combat. The number rolled can never be reduced to less than 1 or increased to greater than 6.

+1	Cavalry, Camels, Armored Cars
+1 or +2	Heavy Artillery (may participate only if attacking)
+1	Alpenkorps (GE Mountain Infantry)—if attacking into mountains or defending in mountains
+0, 1 or 2	HQ (a defending HQ must participate; an attacking HQ may participate)

DESIGN NOTE: Cavalry was used in the Near East much more widely and wisely than in Europe, including effective use of entire cavalry corps. Allenby's breakthrough in Palestine was in large measure due to effective use of cavalry, including a massed charge, and Russian successes in Persia were in large measure due to Baratov's cavalry corps. Most frequently, cavalry was used for reconnaissance and for threatening the enemy's flanks—hence, the +1 DRM if your enemy is unable to counter your mobile forces. Camel corps were used for similar ends. British armored cars brought firepower and speed to bear and were effectively used on numerous occasions, most notably in Persia and western Egypt (the Brits also sent armored car units to Romania!)

b. Determine Fire Table and Fire Column: Each player determines which Fire Table he must use. If the player's units contain one or more LCUs (even if reduced), he fires on the Heavy Fire Table; otherwise, he uses the Light Fire Table. Each player finds his Combat Strength on the appropriate Fire Table and determines his Fire Column, shifting columns as required by Trenches and Terrain Effects (terrain and Trench effects are cumulative, 12.3). Column shifts cannot cause the Fire Column to shift off the table. Excess column shifts are ignored.

c. Roll Dice and Determine Results: Each player rolls a die, modifies it by his DRM, and cross-references the result with his Fire Column to determine his Loss Number (the potential damage he could inflict on the enemy). This step is conducted simultaneously unless a Flank Attack was attempted or all attacks were through Water Crossings (12.3.4).

d. Determine Combat Winner: The player who rolled the higher Loss Number wins the combat (modify for Turkish Withdrawal, if any). The winner may retain any CCs played in this combat that do not have an asterisk (*). All other CCs used in this combat are discarded. (If both players' Loss Numbers are the same, there is no winner and both players must discard any CCs used.) Exception: Follow the special rules on the *JAFAR PASHA* and *NO PRISONERS* CCs.

e. Apply Losses: If possible, a player's units must absorb the damage indicated by the enemy's Loss Number (12.6).

12.3 Terrain and Trench Effects

(12.3.1) Mountains: If the defender is in a mountain, the attacker's combat column shifts one left.

(12.3.2) Swamps: If the defender is in a swamp, the attacker's combat column shifts one left. Note: TU and BU LCUs may attack into a Swamp, but cannot Advance After Combat. If forced to retreat into a swamp, a TU/TU-A or BU LCU is permanently eliminated and replaced by an SCU from the Reserve Box.

DESIGN NOTE: Historically, TU and BU LCUs avoided swamps, not wishing to expose their troops to malaria. This restriction also prevents ahistorical play in Mesopotamia and Greece, and is therefore an important part of the design's balance—the Turks simply could not support large bodies of troops in swamps.

(12.3.3) Deserts: If the defender and/or attacker is in a desert space, the attacker's combat column shifts one left. If the attacker is in a desert space, and the defender's space is also desert, there is only one column shift. However, if the defender's space is a swamp or mountain, there would be a 2-column shift for terrain. The following restrictions apply to LCUs and Desert:

• An LCU can attack from or into a desert space only across a friendly-supplied railroad.

• A Retreat or an Advance After Combat by LCUs into or out of a desert space can occur only across a friendly-supplied railroad.

• An LCU that cannot retreat in accordance with this restriction is permanently eliminated (and replaced by an SCU from the Reserve Box).

• Card 49 "*MASSED CAVALRY CHARGE*": This card cancels all Desert effects as well as all Trench effects in the space attacked. This does not allow LCUs other than the ANZAC Desert Corps to attack into Desert spaces.

(12.3.4) Water Crossings: This includes attacking across a Strait or entering a space across a Water Crossing. The attacker's combat column shifts one left and the defender fires first and inflicts any damage on the attacker before the attacker fires back. This defensive benefit only applies if:

• The defender is attacked *solely* across Water Crossings; a Water Crossing has no effect if the defenders are attacked through a non-Water Crossing side of the space (e.g., if the defenders at the Suez Canal are attacked from the east and from the west simultaneously).

• The effects of Water Crossings and other terrain or trenches in the space are cumulative, but the defender receives only one column shift for Water Crossings, no matter how many Water Crossings are involved in a combat.

(12.3.5) Trench Effects: If units defend in a Level-1 Trench, the attacker's Fire Column shifts one to the left, and the defender's shifts one to the right. If units defend in a Level-2 Trench, the attacker's Fire Column shifts two to the left, but the defender's still shifts only one to the right. These effects are in addition to any shifts for terrain. Reminder: Forts in a space with a Trench, but with no friendly units, do not benefit from a Trench. Also, a Trench in the attacker's space never affects combat.

(12.3.6) Beachheads: CP units may attack into beachheads. Treat as clear Terrain except that the DRM for Camels/Cavalry/Armored Cars does not apply for an attack on a beachhead.

(12.3.7) The Caspian Sea: Tribes and the Central Asian Uprising unit may not attack across the Caspian Sea, i.e., the Trans-Regional Paths connecting Baku to Central Asia, Baku to Enzeli, and Enzeli to Central Asia. Tribes and the Central Asian Uprising unit may attack across other Trans-Regional Paths.

(12.3.8) Forest: Forests do not affect the Fire Column during combat; they do affect retreats and advances.

12.4 Flank Attacks

(12.4.1) Conditions for Flank Attack: The attacker may announce a Flank Attack if: 1) he has units in two or more spaces joining together for an attack against one defending space; and 2) at least one of the attacking units is an LCU. Also, the defender's space:

• cannot be attacked solely through Water Crossings;

• cannot be a Swamp or Mountain;

• cannot contain a Trench marker;

• cannot contain an undefended Fort (15.1.3). A Flank Attack may be made against a space that has an enemy Fort and unentrenched enemy units;

• cannot be a Region.

(12.4.2) Pinning Spaces and Flank Attack DRMs: When attempting a Flank Attack, the attacker must designate one attacking space as the "frontal assault" or "pinning" space. For each additional attacking space (other than the "pinning" space) that is not connected to an enemy-occupied space (other than the defenders' space), the attacker receives a +1 DRM for the Flank Attack Attempt die roll.

• Spaces that contain only an enemy Fort are not considered enemy-occupied.

• Enemy-occupied spaces connected to friendly attacking units only by colored railroads or Trans-Regional Paths are not considered enemy-occupied for this purpose.

NOTE: The Flank Attack DRM is checked at the moment of the attack. Thus, the sequencing of combats may alter the number of enemy-occupied spaces, due to Retreats or Withdrawals.

(12.4.3) Flank Attack Resolution: The attacking player rolls one die to determine the success of the Flank Attack, adjusted by the DRM mentioned above.

• SUCCESS: If the modified die roll is 4 or higher, the Flank Attack succeeds and the attacker will resolve step 8 before the defender, including inflicting losses. (Thus, if the Flank Attack succeeds, the defender's strength would be reduced by any losses he suffers, before he fires back at the attacker.)

• FAIL: If the modified die roll is 3 or lower, the Flank Attack fails and the defender resolves step 8 before the attacker, including application of losses. (Thus, in the case of a failed Flank Attack, the attacker's strength would be reduced by any losses he suffers,

before he fires back at the defender.)

During a failed Flank Attack, the attacker's CCs are still used when he finally rolls the results of his combat, even if the conditions for their use can no longer be met.

EXAMPLE: If ARM and GEO units using the Armenian Druzhiny CC failed a Flank Attack, the CC would still be used even if no ARM units survived the defender's preemptive fire.

12.5 Severe Weather Check

(12.5.1) In General: All full-strength regular Combat Units may suffer one step loss when attacking from or into hazardous terrain during an inclement season (swamp and desert spaces in Summer, or mountain spaces in Winter). Exception: Mountains in Syria/Palestine do not have this effect.

(12.5.2) Severe Weather Check Resolution: Severe Weather Checks are made prior to Combat Resolution, and any damage is applied immediately, before determining Combat Strength. To resolve the Severe Weather Check roll one die for each space containing attacking units. If the number rolled is equal to or greater than the current Action Round number, then attacking full-strength regular Combat Units in that space (and participating in this combat) are reduced. Units that are already reduced suffer no penalty.

NOTE: Attacks later in the season (e.g., March and September, i.e., Action Rounds 5 and 6 of the Winter and Summer turns) have less likelihood of causing damage due to Severe Weather, whereas Action Round 1 causes automatic damage due to Severe Weather.

(12.5.3) Units Immune to Severe Weather Checks: The following units are not affected by Severe Weather Effects:

- Units in the attacker's space(s) not engaged in this combat (e.g., units that are not attacking or are attacking a different space).
- Irregular Units, Tribes, HQs, and Heavy Artillery are never affected by Severe Weather Checks.
- Certain cards exempt units from Severe Weather Checks. They are played before the Severe Weather Check, e.g., *PUGNACITY AND TENACITY*.

Note: Optional Rule 25.4 allows players to adjust the Severe Weather Check die roll.

12.6 Taking Losses

(12.6.1) Loss Numbers: The result of each player's die roll on the Fire Table determines the amount of damage that he can potentially inflict on his opponent's units (the Loss Number). The opponent's units must, if possible, absorb all of the damage represented by this Loss Number.

(12.6.2) Absorbing Damage: Damage is absorbed by reducing or eliminating Combat Units actually involved in this combat or by eliminating defending Forts in the combat space.

(12.6.3) Loss Factors and Damage: Each "step" removed from a Combat Unit contributes that unit's Loss Factor (LF) towards meeting the total possible damage (the Loss Number) inflicted by the enemy. A full-strength unit is damaged ("reduced") by flipping it to its reverse, lower-strength side. A unit that is already reduced and takes damage is eliminated.

REDUCING LCUs to SCUs: If a supplied LCU is eliminated, it is replaced by an SCU from the Reserve Box (whenever possible), and this SCU may then also be reduced or eliminated (12.6.5).

ELIMINATED UNITS: Destroyed units are placed in the Eliminated/Replaceable Units box (although those marked with a black dot or triangle are permanently removed from the game). However, see effects of being eliminated while OOS (12.6.7).

FORTS: Forts can never take damage so long as a friendly Combat Unit survives the combat (12.6.6).

ABSORPTION WITHOUT STEP LOSS: Each player must absorb as much of the Loss Number as possible. However, the player may never take more damage than the Loss Number, nor take fewer losses than required if it is possible to take the exact Loss Number. This may mean, in some cases, that the enemy units absorb the blow without taking any damage (if the Loss Number is less than the units' smallest Loss Factor). In such a case, the enemy units have absorbed the blow without a reduction in their combat effectiveness.
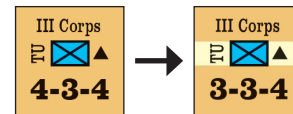
EXAMPLE 1: A full-strength TU LCU with a Loss Factor (LF) of 3 must (if possible) absorb a 5 Loss Number. First, the LCU is reduced (flipped), thereby absorbing 3 points of damage (since its LF is 3). 2 points of damage remain, but the LCU is not further damaged, since its Loss Factor is higher than the remaining damage—the remaining 2 points of damage are absorbed by the unit without any further reduction in its combat effectiveness.
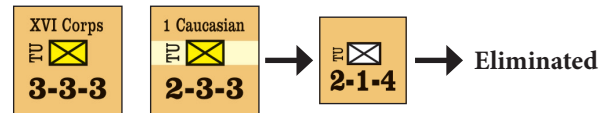
EXAMPLE 2: Two Turkish corps—one full strength and one reduced must (if possible) absorb a 5 Loss Number. At first glance, it may appear that these units cannot absorb the full damage, since the Loss Factors on both units is 3. However, these units can indeed absorb the full damage, and must do so. The CP Player must first eliminate the reduced strength LCU (3 points of LF). The eliminated LCU is replaced with an SCU from the Reserve Box. The newly placed SCU then takes two step loses (1 point of LF each) and is eliminated for a total of 5 points of damage.

(12.6.5) Eliminating LCUs: An eliminated LCU must be replaced immediately in its current space by an SCU from the Reserve Box that is of the same nationality. Dual nationality SCUs may be used. If possible, the SCU should also be of the same type as the LCU (e.g., elite infantry). If an SCU of the same nationality is not available, the LCU is permanently eliminated (may not be rebuilt). Exceptions: 1) TU or TU-A units may be used for all Turkish LCUs; 2) In the case of a BR, IN, or ANZ LCU, if an SCU of the same nationality is not in the Reserve Box, an SCU of any of these British Empire nationalities may be used.

ACCEPTABLE SUBSITUTES: If an SCU of the same type (e.g.,

TU-A infantry) as the LCU is not available, any regular SCU of the same nationality/empire may be used. (Special and Irregular SCUs may not be used.) If the LCU itself is "special," use any regular infantry SCU (normal or elite) of the proper nation/empire.

DUAL NATIONALITY UNITS: A dual nationality LCU can be replaced by an SCU of either nationality. Likewise, a dual nationality SCU can be used to replace an LCU of either nationality. This overrides the rule that special SCUs cannot replace LCUs. If more than one SCU meets the criteria, the owning player chooses which to use.

UNUSUAL SITUATIONS: If a player has LCUs involved in a combat with no appropriate SCUs in the Reserve Box available to replace them, and it would be possible to fulfill more of the Loss Number inflicted in that combat if such an SCU were in the Reserve Box, losses must be taken as if such an SCU existed, resulting in the permanent elimination of the LCU.

EXAMPLE: A TU 2-2-3 and a TU 3-3-3 were involved in a combat and they took 4 losses the Reduced unit would need to be eliminated due to the combat.

(12.6.6) Damage to Forts: When a space containing a Fort and defending Combat Units is attacked, the Fort may be damaged only if all defending Combat Units in the Fort's space are destroyed (including any SCUs that replaced destroyed LCUs). Any Loss Numbers in excess of those required to destroy the defending Combat Units may be used to destroy the Fort immediately, if the excess Loss Number equals or exceeds the Fort's printed strength. Forts never take partial damage. They are either fully intact or completely destroyed. Note: Forts controlled by the attacker cannot absorb losses during combat.

VACANT FORTS: If a Fort is attacked when no defending Combat Units are in the space, the Fort is destroyed if the attacker's Loss Number equals or exceeds the Fort's printed strength.

DESTROYED FORTS can never be repaired. They should be marked with a Destroyed marker.

(12.6.7) Permanent Elimination of Units: A unit is permanently eliminated (may not be rebuilt) due to damage taken during combat in three cases:

- An LCU is permanently eliminated if it is destroyed during combat and no replacement SCU appropriate to that LCU (see 12.6.5) is in the Reserve Box.
- A unit is destroyed while Out of Supply during combat. In the case of an eliminated Out of Supply LCU, a replacement SCU is not eliminated or placed onto the map.
- A unit marked with a black dot or triangle is permanently removed from the game when eliminated.

(12.6.8) Eliminating HQs and Heavy Artillery: If all defending Combat Units are eliminated, any HQ and/or Heavy Artillery in that space is permanently eliminated.

12.7 Retreats

(12.7.1) Who Must Retreat: All surviving defenders must retreat if the following three conditions apply:

- The attacker wins the combat. The winner of the combat is the player that rolled the highest Loss Number on the Fire Tables. The actual damage done to units does not determine the winner.

  EXAMPLE: The CP rolls a 2 LN, but the Loss Factor on the defending AP Corps is 3, so 0 damage is actually done. The AP rolls a 1 LN, and an attacking CP reduced Inf Div absorbs that damage, being eliminated. In this case, the AP clearly inflicted more damage than the CP, but the CP won the combat—he rolled the highest Loss Number.

- After absorbing Combat Damage at least one attacking unit is full-strength. A defender never retreats if the attacker has no full-strength units after damage is absorbed (but any TU Withdrawal must still occur).

- The defender is not in a Region—defenders in a Region never Retreat.

If the above conditions apply then the defender *must* retreat—even if the attacker chooses not to advance or cannot advance (e.g., the attacking units lack sufficient strength to advance and besiege an intact Fort in the defending space [see 15.2]).

(12.7.2) Length of Retreat: Generally, the defender must retreat two spaces. However, if the attacker's Loss Number (LN) is only one greater than the defender's LN, the defender retreats only one space. Uprising markers do not affect the length of Retreat.

(12.7.3) Retreat Cancellation: Defenders in Trenches, Forests, Deserts, Mountains, or Swamps may cancel a retreat by taking one additional step loss. This additional step loss cancels the entire retreat. This rule has the following restrictions:

- The sole remaining defender cannot be eliminated in order to cancel a retreat.
- Defenders that retreat from Clear terrain into a Trench, Forest, Desert, Mountain, or Swamp space cannot take an additional step loss in order to cancel a second space of retreat.

(12.7.4) Retreat and Permanent Elimination: A non-Tribe unit is permanently eliminated if unable to complete a retreat:

- if forced to retreat into a space that would result in that space being overstacked; or
- if unable to retreat and also unable to cancel the retreat by taking an extra step loss. In either case, if an LCU is destroyed, no SCU is taken from the Reserve Box to replace the LCU.

NOTE: If an LCU was destroyed in combat and replaced by an appropriate SCU that is required to retreat but cannot or that must retreat into an overstacked situation (and which cannot cancel the retreat), both the LCU and SCU are permanently eliminated.

(12.7.5) Retreat to Regions or Island Bases: Defenders may retreat across a Trans-Regional Path into a Region as the first or second space of retreat. However, when a unit retreats into a Region as the first space of a two-space retreat, it never retreats a second space—retreat into a Region constitutes the full retreat. Likewise,

units retreating onto an Island Base as the first space of a two-space retreat, must stop their retreat on the Island Base—the second space of the retreat is negated.

(12.7.6) Other Retreat Considerations: Units that retreat must observe these rules:

a. Defenders may retreat to different spaces.

b. Defenders may not enter a space containing an enemy unit or an unbesieged enemy Fort (even if the retreating units could otherwise besiege the Fort), but may retreat into an enemy-occupied Region.

c. Defenders may not end their retreat overstacked, but may retreat in violation of stacking limits through the first space of a two space retreat (i.e., may retreat through spaces containing friendly units). In cases where the defender has no other route, he chooses which retreating units to stack within limits and then permanently eliminates the excess retreating units. Note: If an LCU is eliminated in this manner, it is not replaced by an SCU from the Reserve Box.

d. In general, defenders must retreat into friendly-controlled spaces if possible (even if Out of Supply), but may retreat into empty enemy-controlled spaces if necessary. However, retreating units must not overstack if there is another option. If a unit has a choice of spaces to which it can retreat without overstacking, the following priorities apply:

  1) Into a friendly space in supply.

  2) Into a friendly space Out of Supply.

  3) Into an enemy space that would result in the retreating unit being in supply.

  4) Into an enemy space that that would result in the retreating unit being Out of Supply.

e. For two space retreats, follow the retreat priority for the first space and then consult the priority again when retreating from the first space to the second.

f. For a two-space retreat, defenders may not retreat back into the original defending space.

g. Defenders required to make a two-space retreat may end their retreat(s) adjacent to the original defending space, so long as the units retreat two spaces.

h. Defenders retreating two spaces do not gain control of an enemy-controlled space they retreat through, but do gain control of an enemy-controlled space(s) in which their retreat ends.

i. Defenders cannot retreat across a colored railroad that they would be unable to use for Movement.

(12.7.7) Retreated Units and Further Attacks: If defenders retreat into a space that is subsequently attacked in the same Action Round, the retreated units do not participate in the next battle (do not add their Combat Factors to the defenders' combat strength). Also, if the attacker achieves a Loss Number of at least 1, the retreated units are immediately destroyed and do not count towards fulfilling the Loss Number for that subsequent battle. Note: In this case, a destroyed LCU is not replaced by an SCU from the Reserve Box and may be rebuilt per normal rules (assuming it was destroyed in supply).

CLARIFICATION: BULL'S EYE DIRECTIVE *card: The additional attack is made after all other attacks for this round have been made. The units added by* BULL'S EYE DIRECTIVE *may not be added to stacks without TU/TU-A units or to stacks that could not be reached by SR from the Reserves. If the additional attack is against any units that retreated this round those units are destroyed if LF > 0. Exception: units that retreated from the units making the additional attack are not destroyed and fight as normal.*

(12.7.8) Attacking Units and Retreat: Attacking units never retreat after losing a combat. Exception: The *CATASTROPHIC ATTACK* event requires the losing attackers to retreat (12.9.9).

(12.7.9) Retreat and Space Control: Retreating from a space does not cause control of that space to automatically change to the other player. Control of the space changes only if at least one attacking unit actually advances into the space after combat (12.9) or if the space was only under Partial Control.

(12.7.10) Retreats from a Beachhead: If AP units are required to retreat from or through a Beachhead, they must stop their retreat on the adjacent Island Base (and this completes the required retreat). See 13.5 for possible "capture of materiel" and Jihad effects of CP units entering a empty Beachhead.

(12.7.11) Retreats by Sea: Units cannot retreat by sea. Exception: BR, IN, and ANZ SCUs, and the RU Black Sea Division, can retreat by sea to a friendly port (on the same sea) if they were defending in a port. Units retreating by sea only retreat one space.

- LCUs cannot retreat by sea. However, if a BR/IN/ANZ LCU defending in a port is eliminated, the replacement BR/IN/ANZ SCU from the Reserve Box can (if retreat is required) retreat by sea.

- CAPTURED MATERIEL: For each AP LCU (or three AP SCUs) in a non-Balkan port which cannot retreat by sea add 1 Bonus TU RP to the General Records Track without adjusting the Max TU RP marker *(for AP materiel)*.

- JIHAD EFFECTS: If the last AP unit(s) supplied solely through a given port in the Ottoman Empire is required to retreat by sea (even if it cannot), the Jihad Level rises +2 (18.1.2).

- WINTER TURNS: No SCUs may retreat by sea during Winter in the East Mediterranean and Aegean Seas, and units required to do so are permanently eliminated.

12.8 Turkish Withdrawal

(12.8.1) In General: When an attack is announced against a space containing no CP LCUs, and the space has a defensive advantage (e.g., trench, Fort, mountain, swamp, desert, or attacks solely through Water Crossing space sides), the CP Player may announce the withdrawal of all TU and TU-A SCUs in that space. Prior to the withdrawal, combat occurs normally, but the attacker's Loss Number (the potential damage inflicted on the defender) is reduced by 1. This may change the outcome of the battle (alter the winner/loser).

NOTE: This ability does not work in Regions as you cannot retreat from a Region.

(12.8.2) Procedure: Regardless of who won, if Turkish Withdrawal was announced, surviving TU and TU-A SCUs must retreat exactly one space. If the AP Player won the combat, all surviving CP

Example of Combat

It is the Winter 1915 turn, during the 5th Action Round. The Turkish IX Corps is at Koprukoy, and the reduced Turkish X Corps with a cavalry SCU are at Malazgirt. They attack the Russian I and IV Caucasian Corps (both reduced) in the Eleskirt space.

Since the Turks are attacking from two different spaces, the CP Player decides to announce an attempted flank attack. Since it is a winter turn, the Turkish player must roll a Severe Weather Check for both spaces with attacking units. He rolls first for Koprukoy, rolling a 4. Since this is less than the Action Round number (5), the unit avoids any damage due to weather. He next rolls for Malazgirt, rolling a 3—again, the units are safe. Note, if he had rolled a 5 or 6, the cavalry unit would have been reduced, but the TU LCU would not have taken damage (since it was already reduced).

The CP Player announces he will use his *German High Command* CC which is face up in front of him from a successful defense in a previous Action Round. The AP Player decides to play the *Armenian Druzhiny* CC.

Next, the Turks attempt their flank attack. They designate the IX Corps space as the pinning space. They roll a 3 which is modified by +1 since the Corps is not adjacent to any enemy unit other than the defending unit. The flank attack succeeds, so the Turks will fire first with a strength of 6, rolling on the 6-8 column of the Heavy Fire Table. In Combat, the Turks receive a +1 DRM since they have cavalry

and the Russians do not, and also receive a +1 DRM for the CC. The Turks roll a 3 and add the +2 DRM, for a net result of 5. This results in a Loss Number of 5 (5 points of damage to apply to the Russians). Since this is a Flank Attack, the Russians must absorb this damage immediately. Both Russian LCUs have a LF of 3, so the RU player can reduce either unit one step loss to satisfy the first 3 points of damage. He eliminates the I Caucasian Corps (which is already reduced) and replaces it with a RU Infantry SCU (full-strength, 2-1-4) from the Reserve Box. Since 2 points of damage still need to be absorbed, the RU SCU (which has a LF of 1) must also lose 2 steps and is eliminated.
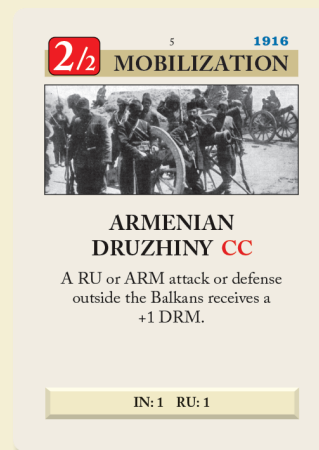
The Russians now fire back with combined strength of 2, using the Heavy Fire Table, rolling on the 2 column. The AP Player rolls a 4, which is increased to 5 by the +1 DRM for the CC. This indicates a Loss Number of 3. The Turkish player chooses to reduce the X Corps, eliminating it and replacing it with a TU infantry SCU from the Reserve Box. This satisfies 3 of the 4 LF of required damage. He then flips the cavalry unit (which has a LF of 1), thereby satisfying the remaining point of damage.

Since the Turks' Loss Number (5) was higher than the Russians' Loss Number (3), the Turks win. Since the Turks still have a full-strength unit, the surviving Russians must retreat. Since the difference between the two Loss Numbers is greater than 1, the Russians retreat two spaces. The AP Player chooses to retreat his LCU to Erevan. The CP Player then decides to advance two of his full-strength units (IX Corps and the infantry SCU) to Kagizman. The TU cavalry cannot advance, since it is reduced.

If for some reason, the Russian units had not been able to absorb the full four points of damage, perhaps absorbing only two points, the Turks would still have won the Combat. The Loss Numbers are compared to determine the victor (5 v. 3), not the damage absorbed.

Since the AP Player lost the Combat, he must discard his CC, even though it does not have an asterisk. And since the Turkish player won, he may again retain his CC face up in front of him for use in another Action Round. If either CC had an asterisk, it would have to be discarded regardless of who won.

SCUs must also retreat one space. If the CP won or tied, only the TU/TU-A SCUs are required to retreat (although other CP units in the space—including Tribes—may retreat one space at the CP Player's option).

(12.8.3) Advance and Turkish Withdrawal: In either case (even if the AP lost the combat), if all defenders retreated or were eliminated, then any attacking units (even reduced units) may advance.

DESIGN NOTE: The Turks were masters at fading away during the night. These were planned withdrawals designed to preserve precious military resources, trading space for time, materiel, and men.

12.9 Advance After Combat

(12.9.1) Which Units May Advance: After all damage is allocated, up to three *full-strength* attacking units may advance if all defending units retreated or were eliminated. If the defender was attacked from more than one space, the advancing units may come from more than one of those spaces. Advance After Combat must abide by the following restrictions:

- All advancing units must be Full Strength and no more than three units total may advance.
- Units cannot Advance After Combat into an area where they are not allowed or would be Out of Supply.
- Units with a 0 MF cannot Advance After Combat.

The following exceptions apply to the rule above:

- HQs and Heavy Artillery may advance, even if flipped or not participating in the combat, when accompanied by another Combat Unit eligible to advance and do not count towards the three unit limit.
- Reduced AP units may advance after a Turkish Withdrawal (12.8).
- One GE Yildirim may advance in addition to the three-unit limit.

(12.9.2) Advance After Defender Elimination: If all defending Combat Units are eliminated, advancing units must stop their advance in the combat space.

DESIGN NOTE: This rule may seem odd, but historically WWI rarely produced successful breakthrough exploitations on a grand scale (such as Allenby's great cavalry breakthrough in Palestine). If the enemy was destroyed, the victors focused on rounding up prisoners and looting enemy supplies, especially later in the war. Also, the massive artillery fire that often accompanied victory left the terrain largely impassable to the victorious army.

(12.9.3) Terrain and Advance: In cases of a two-space retreat, advancing units may advance into any space(s) that the retreating units passed through or vacated. However, advancing units must stop if they enter Desert, Forest, Mountains, or Swamp, or cross a Water Crossing.

(12.9.4) Defenders Unable to Retreat: If defending units are eliminated due to inability to retreat, the advancing units may advance into the last space occupied by the defending units.

(12.9.5) Advance and Forts: If the combat space contains an enemy Fort, the attacker cannot advance unless (1) the Fort is destroyed or (2) the attacking units are able to besiege the Fort (see 15.2). In

the case of a two-space retreat, advancing units in excess of those required to besiege the Fort may continue to advance beyond the Fort's space. Also, in the case of a two-space retreat, advancing units may advance into a space containing a Fort that was not part of the combat if the advancing units are able to besiege the Fort.

(12.9.6) Advance and Regions: Advancing units may never enter a space containing enemy units, but may advance into a Region containing enemy units. *Reminder: Uprising markers are not enemy units.*

(12.9.7) Defending Units Never Advance: Defending units never advance after winning a combat. Exception: The CP CATASTROPHIC ATTACK event (12.9.9).

(12.9.8) Control of Spaces After Advance: Advancing regular Combat Units immediately gain control of any space/Region they enter, unless the space contains an undestroyed enemy Fort or the Region contains enemy units. Note: Irregulars or Tribes advancing without regular Combat Units only gain Partial Control (see 10.2).

(12.9.9) Catastrophic Attack: The CP defending Combat Card CATASTROPHIC ATTACK forces an AP stack to retreat and allows the CP defenders to advance. The normal rules for retreating and advancing do not apply to this card. Instead, see below:

- If more than one Allied stack participated in the combat, the Central Powers player chooses which stack to retreat. Only one stack retreats and only the units that participated in the combat in that stack retreat.
- The Allied player retreats one space (he may retreat into a Region). Follow all the guidelines for retreating as spelled out in 12.7.6 with the exception the retreating stack may temporary overstack (which must be resolved by the end of his next card play), the stack may not use terrain or a Trench to cancel the retreat (12.7.3), and the retreating stack must remain together. If the stack cannot retreat one space it is permanently eliminated and the usual Jihad penalties apply.
- The Central Powers player may play this card in a combat in which he chose to execute Turkish Withdrawal (12.8). The card is played before the Withdrawal step and cancels the Withdrawal step completely.

ADVANCE AFTER COMBAT: The CP player may now advance up to three spaces with the defending stack. Reduced strength units may participate in this advance. The first hex must be into the attacker's vacated hex. After reaching that space, the CP player may split his stack for the final two spaces of the advance. Some, none, or all advancing CP units may advance through the space the attacker retreat to. The following rules apply to the advance:

- Terrain does not affect the advancing units.
- Units with MF > 0 can advance the full 3 spaces.
- The advancing units cannot enter a space containing AP units that did not retreat, and the advancing units may not stop in the space of the retreating units.

  PLAY NOTE: The CP player is entitled to advance through the attacking stack that he forced to retreat, but he is not entitled to advance through any other Allied units, even if they participated in the attack from a different space.

- The advancing units cannot enter Beachheads unless the space adjacent to the Beachhead is free of Allied troops.
- The advancing units may not advance to places where they would be OOS after all units have completed advancing. If this happens, the CP player must redo the advance from the beginning.
- Units may not advance into terrain or use paths they are prohibited from using in normal movement.
- The Central Powers player may draw supply through the Allied stack which he forced to retreat, if that stack is OOS.
- The space containing the Allied stack remains under Allied control while there are Allied units there.

12.10 Combat in Regions

(12.10.1) Activating Units in a Region for Combat: A Region is not Activated for Combat—the attacking units in that Region must first be grouped into stacks which are then Activated stack by stack, as if each stack were a space. The player need not Activate all his units in a Region, but may choose to Activate as few or many as he wishes, so long as he can pay the OPS cost (see also 7.2.6).
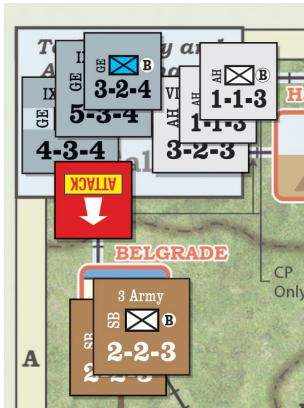
EXAMPLE: In Galicia, there are 3 GE units and 3 AH units. If the CP Player wishes to Activate them all for a combined two-stack combat vs. Belgrade, he must use at least 3 OPS, because at least one of the stacks must be of mixed nationality in order to cooperate during the attack (12.1.4).

Alternatively, the player could Activate only one stack containing 3 GE units for 1 OPS, ignoring the AH units. He could also Activate the AH units for combat for one additional OPS, but they could not attack the same defenders as the GE units (since neither stack includes units from both nations). Of course, a stack of GE units could be Activated on one Action Round, and then a stack of AH units could be Activated on the next Action Round (in other words, the player is free to Activate as few units in the Region as he wishes—even just 1 GE unit.)

(12.10.2) Attack Within and Into or Out of Regions: Combat may occur between friendly and enemy units within a contested Region. Attacks may also be made from one Region to an adjacent Region or space, or from a space into an adjacent Region (however, see restriction below). An attack into a Region may combine with an attack by friendly units already within the Region, observing the normal rules for multinational combat (12.1.4). More than one stack of attackers in a Region may attack within or out of that Region (even in combination against the same target).

A multi-stack attack into a Region cannot be made across more than one Trans-Regional Path. *Communications of the day would not allow that kind of coordinated assault.*

(12.10.3) Defending in a Region: When defending in a Region, the defender may only defend with one stack of units—he must choose three units (and a Yilidirim, if present) to act as the defenders in

this combat (assuming he has more than three units in the Region). This is the defending stack. The defender may choose whether an HQ takes part in the combat, if one is present. The defender's other units in the Region (in excess of three) do not participate in this combat and cannot be used to absorb combat losses, even if the attack causes more damage than the defending stack can absorb.

(12.10.4) Regions and Terrain: If a Region contains terrain, the normal terrain effects apply during combat. However, there can never be a Trench in a Region.

(12.10.5) Regions and Retreat: If the defending stack in a Region loses the combat, it never retreats. In effect, it is retreating within the Region. As a consequence, Turkish Withdrawal (12.8) may not be used in Regions.

(12.10.6) Regions and Advance: If the attacker wins the combat, all full-strength attacking units outside the Region may advance into the Region (but no farther).

(12.10.7) Control of Regions after Combat: Destroying the defending stack in a Region does not cause control of the Region to switch automatically to the attacker, unless at the end of the combat (including any Advance After Combat) there is at least one attacking unit in the Region and no enemy units (including enemy units not involved in the combat).

13.0 Amphibious Invasions

13.1 Amphibious Invasions in General

(13.1.1) Invasion Prerequisites: Amphibious Invasions require the play of an Invasion event card. The *CHURCHILL PREVAILS* event is a prerequisite for all amphibious invasions with the exception of the *PROJECT ALEXANDRIA* invasion (due to its small scale), but *EGYPTIAN COUP* is a prerequisite for that invasion.

(13.1.2) Invasion Location: The name of the Invasion card does not mean that the AP Player must use the card at the historical location—he may place the units at any one AP-controlled Island Base or Beachhead, as indicated on the card.

(13.1.3) Invasion Restrictions:
- ONE PER TURN: The AP Player can play no more than one Invasion event per non-Winter turn.
- WINTER: During Winter, Invasion cards may not be played (unless played as BR Reinforcements), Beachhead markers may not be placed, and voluntary withdrawals may not be performed. Exception: The RU Black Sea Division may stage an amphibious assault during Winter (13.3.4). Existing Beachheads may be Activated for Movement or combat during Winter.

(13.1.4) Beachhead Markers: The limit on Beachhead markers is absolute. Once removed from the map, a Beachhead marker is removed from the game. No additional Beachhead markers should be created. The AP Player can remove an empty Beachhead marker on his turn for no penalty and at no cost, so long as this does not involve withdrawing units to an Island Base and does not place any AP units out of supply.

13.2 Amphibious Invasion Procedure

(13.2.1) Build-Up: With the exception of *PROJECT ALEXANDRIA* and *KITCHENER'S INVASION*, the Invasion card indicates the initial build-up of invasion forces. The actual invasion begins on a subsequent Action Round of the AP Player's choosing.

(13.2.2) Sequence of the Build-Up: Follow these steps after playing an Invasion event:

STEP 1: Beachhead markers listed on an Invasion card are placed in the Reserve Box or on the map, as indicated.

STEP 2: New units or units SR'ed as a result of the Invasion card are placed either on any one AP-controlled Island Base (Lemnos, Cyprus, or Bahrain), directly on a Beachhead marker, or in the Reserve Box (or Corps Assets Box), as indicated. Remember: Stacking limits do not apply on an Island Base.

(13.2.3) Invasion Procedure: In any Action Round after the Build-up the AP player may start the invasion. A Beachhead marker must be in the Reserve Box. More than one invasion may begin on the same Action Round, so long as there are sufficient unused Beachhead markers in the Reserve Box. Follow this procedure for each Beachhead:

STEP 1: Place the Beachhead marker on the Beachhead space of his choice.

STEP 2: Activate one stack of units for movement on the Island Base adjoining that Beachhead. The stack may split between beachheads, or some of it may move elsewhere. All that is needed to create the beachhead is for at least one SCU to move to it.

STEP 3: Advance that stack of units onto the vacant Beachhead marker. This is the initial landing on the beach, and the units may move no farther this Action Round.

DESIGN NOTE: Ottoman spies were aware of AP troops collecting for invasions at sites such as Lemnos. Once the invasion began, Allied units tended to pause on shore, even if there was no real opposition, giving Ottoman troops time to respond.

(13.2.4) Activation of Stacks for Invasions: Units on Island Bases must organize into stacks and then be Activated by stacks for Movement, with the OPS cost for each stack calculated by considering only the units in that stack. This is the same process used for Activating units in Regions.

EXAMPLE: FR and BR units are on Lemnos, but the AP Player Activates only one stack of BR units for 1 OPS, the presence of FR units having no effect on the Activation cost. He could also Activate a stack of FR units for another OPS. If for purposes of future combat, he organized two mixed stacks of FR and BR units, each stack would cost 2 OPS to Activate, per normal rules governing stacks of mixed nationality.

(13.2.5) After the Invasion: On subsequent Action Rounds, when a Beachhead marker is already on the Beachhead space, two things may occur:

• Units on the Beachhead may Activate for Movement or combat, per normal rules. They may then either move inland (if unopposed) or attack.

• Units on the adjoining Island Base can either 1) reinforce the units on the Beachhead space (within stacking limits) or 2) move through the Beachhead space, treating it as a normal space (9.5).

(13.2.6) Invasions and Stacking: Stacking limits do not apply on Island Bases but do apply on Beachhead spaces.

(13.2.7) Invasions and SR: Beachheads are ports. Only SCUs in a port can SR by sea. LCUs can never do so.

13.3 Special Rules on Amphibious Invasions

(13.3.1) Syrian Politics: Due to French-British rivalry and opposition from Arabs, there is a +1 VP and +1 Jihad Point penalty the first time a Beachhead marker is placed adjacent to Syria. Any subsequent invasion of Syria does not carry this penalty. Note that this does not apply to an invasion from Cyprus to Adana (which is not in Syria).

(13.3.2) *GERMAN SUBS IN THE MED*: This card prohibits sending Allied reinforcements to the E. Mediterranean or Aegean Sea on the turn it is played. This includes cards that add troops but do not specifically say "reinforcements" (e.g., *ALLIED SOLIDARITY*, *MURRAY TAKES COMMAND*, *THE SERBS RETURN*). It also includes Invasion cards played as BR reinforcements cards. However, Invasion cards played as invasions are not prevented from landing in the E. Mediterranean or Aegean Sea by *GERMAN SUBS IN THE MED*, and any associated SR is still allowed.

(13.3.3) *UNRESTRICTED SUBMARINE WARFARE*: This event makes AP Invasion events (including *PROJECT ALEXANDRIA*) unplayable as invasions (they may still be played for reinforcements) and Beachhead markers in the Reserve Box are removed from play).

(13.3.4) Russian Amphibious Invasion: Once per game, the RU Black Sea Division may stage an amphibious invasion. This unit must Activate for combat in any Black Sea port and may then move to occupy any vacant enemy-controlled Black Sea port, including the Fort at the Bosphorus or at Trabzon, either of which is then besieged by this unit alone, in exception to normal siege rules (due to assistance from the Russian Black Sea Fleet). This amphibious assault may occur during Winter. The Russian invasion has the following special rules:

• After the Black Sea Division conducts its invasion, flip the RU Amphibious Assault marker to indicate that this special ability may not be used again.

• If besieging one of the Forts, roll for siege results as usual (15.3.1), treating the Black Sea Division as if it were 3 SCUs (in terms of maintaining the siege).

• While the Fort is besieged, it may be treated as a friendly AP port, allowing other RU units to SR to or from it (including the relocation of the Black Sea Division). The CP receives no benefit for such an SR.

• If forced to retreat from or through a port, the Black Sea Division may always retreat by sea to any AP-controlled port on that same sea.

DESIGN NOTE: The Turks greatly feared a RU landing at the Bosphorus, but the actual landing was made behind Turkish lines

near Rize, cutting off the Turks' retreat and opening the road to Trabzon. Never again was the Russian Black Sea Fleet willing to cooperate so fully with the Russian Army.

13.4 Evacuations

(13.4.1) Evacuations in General: AP units on shore or on a Beachhead space may move back to an Island Base in only three cases:

- voluntary withdrawal under fire (13.4.2).
- a safe voluntary withdrawal (13.4.3).
- in a retreat after combat (12.7.1, 12.7.2).

DESIGN NOTE: Invasions were largely one-way affairs, and withdrawals from beachheads when under fire were quite difficult—the goal was to fight one's way inland and gain control of a port. In short, there was no going back without a loss of prestige and materiel.

(13.4.2) Voluntary Withdrawal Under Fire: The AP Player may declare the failure of an invasion. He Activates for Movement all remaining units drawing supply through a specific Beachhead and adjacent to enemy unit(s), and moves his units to the Island Base where they must cease Movement. The player then removes the Beachhead marker. The following penalties are applied to an Evacuation Under Fire:

- The Jihad Level increases +1 if the Beachhead was not in the Balkans. This +1 Jihad penalty also occurs if the AP player SRs by sea the last AP unit drawing supply solely through a port in the Ottoman Empire, including a Beachhead.

- Any LCUs withdrawn under fire are permanently eliminated and must immediately disorganize—break down into SCUs. A full-strength LCU is replaced by 3 SCUs, and a reduced LCU is replaced by 2 SCUs. Note: The optional rules in 25.2 explain how to break down an LCU and should be used in the case of a withdrawal.

- All full-strength withdrawn units (including the SCUs used to break down any LCUs) are immediately reduced. Any already reduced SCUs do not lose an additional step.

- CAPTURED MATERIEL: On Non-Balkan Beachheads, for each LCU (or three SCUs) withdrawn, add 1 Bonus TU RP to the General Records Track without adjusting the Max TU RP marker *(due to abandoned supplies)*.

DESIGN NOTE: Allied units at Gallipoli withdrew under fire in December 1915 before the onset of winter. Three Corps were withdrawn without loss of life, despite estimates of 50% losses. The withdrawal cost the Allies prestige, reduced the combat effectiveness of the withdrawn units, and encouraged the Jihad. The Turks found months of supplies left behind.

(13.4.3) Safe Voluntary Withdrawal: AP units drawing supply solely through a Beachhead and not adjacent to enemy units may activate for movement and move back to the Island Base, stopping when they reach the Island Base. In this case, LCUs are not disorganized into their component SCUs, and units are not reduced. However, if the last unit drawing supply through a non-Balkan Beachhead leaves, then +1 Jihad.

PLAY NOTE: There are only two Balkan Beachheads: Athens and Salonika. All others are non-Balkan.

13.5 Enemy Occupation of an Empty Beachhead

(13.5.1) Via Movement: If a CP unit moves onto an empty Beachhead marker during Movement, the Beachhead is destroyed. If the Beachhead was located anywhere other than the Balkans the Jihad Level increases +1. The CP unit is immediately returned (for no MP) to the adjacent space from which it moved, thereby ending its move or Advance After Combat. If a CP unit does not advance onto the Beachhead marker, the Beachhead remains in play.

(13.5.2) Via Advance After Combat: Same procedure as in the Movement paragraph above except the Jihad Level is increased by +2 for a non-Balkan Beachead. Also, for each LCU and for every 3 AP SCUs that were destroyed or retreated during this combat, if the Beachhead was outside the Balkans add one Bonus TU RP to the General Records Track without adjusting the Max TU RP marker *(due to Turkish use of abandoned AP materiel)*.

(13.5.3) CP Units Not Allowed: In all cases the CP unit is returned to the space from which it entered the Beachhead. CP units can never move onto Island Bases.

14.0 Supply and Attrition

14.1 General Rules

(14.1.1) Overall: Units must be in supply to perform most actions. Out of Supply (OOS) units suffer many penalties (14.3). For combat resolution purposes, the supply status of defending units is checked at the instant of combat (advances or retreats caused by earlier combats in the Action Round might cut off units' supply, disallowing the play of CCs).

(14.1.2) Tracing Supply: To be in supply, units must trace supply to a friendly-controlled Supply Source appropriate to that unit's nation. A supply line may be any length. Normally a supply line is traced only through spaces under the player's Full Control (Note 3.1.2). However, a supply line can also be traced through spaces under the Partial Control of either player (10.2)—this is the only time a player can trace supply through enemy units. A player may also trace supply through an enemy fort that is besieged (since his units are in that space [Note 15.2.5]).

(14.1.3) Supply Tracing Limitations: Units can never trace supply through the following spaces:

- a space under the enemy's Full Control,
- a neutral space (except for Allied units tracing supply through neutral Greece),
- through (or to) a space containing a friendly besieged Fort (since that space contains enemy regular Combat Units).

(14.1.4) Tracing Supply through Ports: Units may trace supply to a friendly-controlled port and then to a friendly Supply Source, perhaps through a chain of friendly-controlled ports. The following rules apply to Supply Trace and Ports:

- AP units in a contested CP-controlled Region can use a port in that Region to trace supply. *This is due to the influence of the Royal Navy.*
- The CP Player can never use ports to trace supply by sea after
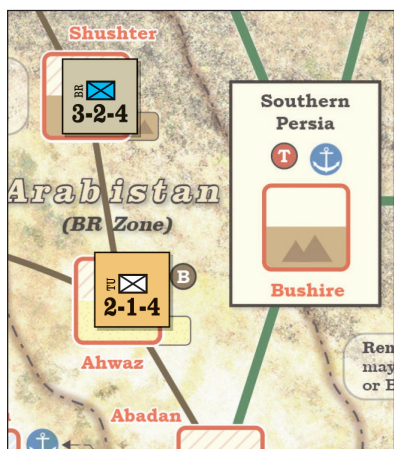
EXAMPLE: A BR unit at Shushter, if cut off by a TU regular Combat Unit at Ahwaz, could not trace supply through uncontrolled spaces in Neutral Persia and would be destroyed during the Attrition Phase. Also, Shushter would become a CP-controlled space, since it would be unable to trace supply to any AP Supply Source.

the *Royal Navy Blockade* event is played, except in the Black and Caspian Seas.

• The AP Player can use Constantinople to trace supply by sea only if he controls the Bosphorus Forts space (if tracing supply to Russia) or all Straits/Ferry Lanes (if tracing to non-Russian AP Supply Sources).

(14.1.5) Forts and Supply: Forts do not need supply and are not harmed by being OOS. Spaces containing Forts remain under friendly-control (unless the Fort is besieged), even if that space would otherwise be OOS. Units within such spaces still receive normal supply or suffer OOS penalties.

(14.1.6) Isolated Supply Sources: Supply Sources cut off from the rest of the country still operate fully as Supply Sources.

EXAMPLE: A successful AP invasion at Adana might cut Damascus off from Constantinople, but Damascus would still be a viable Supply Source.

(14.1.7) Disrupted Supply: Irregular Units, Tribes, and Uprising markers do not cause an enemy unit to be OOS, but they do Disrupt the space they are in (10.3). This causes enemy units to suffer from Disrupted Supply (10.4).

(14.1.8) Tracing Supply and Regions: Supply may be traced through friendly-controlled Regions to a friendly Supply Source, even if the Region is contested (10.1.5). Units may trace supply out of a contested enemy-controlled Region, but not through such a Region. This includes AP units' ability to trace supply using a port in an enemy-controlled contested Region.

(14.1.9) Limited Supply: Units that can only trace supply to a Limited Supply Source (14.2.1) are in Limited Supply and can Activate for Movement, but cannot SR, Activate for combat, organize into LCUs, or take RPs.

14.2 Supply Sources

(14.2.1) Central Powers Supply Sources: The Supply Sources for CP units are Galicia, Sofia (when CP-allied), Constantinople, Kayseri, Erzincan, Damascus, and Baghdad. These are marked on the map with a black Supply symbol.

LIMITED SUPPLY SOURCES: Neutral Afghanistan, CP-allied Central Asia, Medina, Mecca, and Maan function as Limited Supply Sources—meaning that CP units tracing supply only to that space are not eliminated for being OOS. Units tracing only to a Limited Supply Source are in Limited Supply. Units cannot be built on Limited Supply Sources.

If Afghanistan is a CP ally and CP-controlled, it operates as a full CP Supply Source of dual Turkish/Afghan Nationality. However, only Afghan CP units can be placed or built there.

In addition to the above restrictions, CP units tracing supply solely to a Supply Source outside their home nations are in Limited Supply. These include:

• GE and AH units tracing supply solely to Sofia or Turkey;
• TU units tracing supply solely to Sofia or Galicia;
• BU units tracing supply to any Supply Source other than Sofia.

(14.2.2) Russian Supply Sources: RU Supply Sources are Odessa, Tiflis, Central Asia, and Petrovsk. RU Supply Sources are indicated in red on the map. If marked with a RU VP marker, Trabzon is also a RU Supply Source. RU, SB, and RO units may trace supply by sea through the Black Sea. RU units tracing supply solely to BR Supply Sources are in Limited Supply.
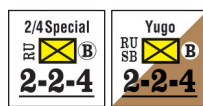
Exception: Two RU units may use non-Russian Allied Supply Sources: the 2/4 Special Division and the Yugoslav Division. *Both fought in Greece and were supplied by the British Royal Navy.*

(14.2.3) British Supply Sources: BR Supply Sources are Sudan/Darfur, India, and AP-controlled Island Bases. FR, IT, IN, and ANZ units use BR Supply Sources. BR/FR/IT/IN/ANZ units tracing supply solely to RU Supply Sources are in Limited Supply.

(14.2.4) Serbian Supply Sources: SB units are always in supply anywhere in Serbia prior to Serbian collapse. They may also trace supply to any friendly-controlled BR or RU Supply Source, including by sea.

(14.2.5) Romanian Supply Sources: RO units trace supply by land or via a port to any RU Supply Source.

(14.2.6) Greek Supply Sources: GR units are always in supply anywhere in Greece. They may also trace supply to any controlled, friendly Supply Source, including (if an AP ally) through AP-controlled Athens.

(14.2.7) Arab AP Supply Sources: The Arab Northern Army may trace supply to any controlled BR Supply Source. This unit may also treat The Hejaz as a full Supply Source, even if CP-controlled.

(14.2.8) Persian Supply Sources: PE units are in supply anywhere in Persia, including Azerbaijan and Arabistan.

(14.2.9) Spaces and OOS: Spaces (not units) may trace supply to any friendly Supply Source controlled by the player when checking for OOS status during the Attrition Phase. *Example: Russian spaces can trace supply to a BR Supply Source.*

(14.2.10) Tribes and Supply: Tribes are always in supply if within their Movement Range (17.1.4).

(14.2.11) Irregular Units and Supply: See 17.2.2.

14.3 Out of Supply Effects

For optional OOS rules, see 25.1.

(14.3.1) Limitations on OOS Units: OOS units cannot:

- Be activated for movement or combat.
- SR.
- Build trenches (but do receive the benefits of existing trenches).
- Receive the benefit of any CCs (Combat Cards).
- Receive RPs (including Bonus RPs).

These restrictions do not apply to units in Disrupted Supply (they are not OOS).

(14.3.2) Supply and the Attrition Phase: Any unit (LCU or SCU) that is OOS during the Attrition Phase is permanently eliminated. Both players' OOS units are removed simultaneously. Therefore, the elimination of an OOS enemy unit cannot open a supply line to any friendly OOS units.

(14.3.3) Control and the Attrition Phase: During the Attrition Phase, any friendly-controlled space that does not contain an undestroyed friendly Fort, and which if a friendly Combat Unit (that is, a regular non special unit of that side which is currently available) would be eliminated for being OOS, becomes enemy-controlled (including VP spaces). Spaces are checked for attrition simultaneously. Neutral spaces are never converted due to Attrition. *Spaces become enemy-controlled during the Attrition Phase because of lack of friendly supply, not due to the presence of enemy supply. A friendly OOS space does not need to trace to enemy Supply Sources in order to change control. Note 10.4.2 and 18.3.2.*

(14.3.4) Combat Effects on OOS Defenders: A unit is permanently eliminated (may not be rebuilt) when it is destroyed while Out of Supply during combat. In the case of an eliminated LCU, a replacement SCU is not eliminated or placed onto the map (12.6.6). When OOS, units must still retreat as required by the normal rules of combat.

15.0 Forts and Trenches

15.1 Forts

(15.1.1) Forts and Movement: Units may not enter a space containing an unbesieged enemy Fort during Movement or combat unless they can besiege the Fort. Units which enter a space containing an unbesieged enemy Fort may not move or advance further that Action Round.

(15.1.2) Attacking a Fort: Forts do not have to be besieged to be eliminated. Unbesieged Forts may be attacked from an adjacent space and are destroyed if the attacker's Loss Number is equal to or greater than the Fort's strength. A besieged Fort may be attacked only by units in its space.

(15.1.3) Fort Combat Factor: Forts add their Combat Factor (CF) to the combat strength of friendly units defending in their space, but Forts never participate in attacks.

(15.1.4) Forts and Flank Attacks: A Flank Attack may be made against a space that has an enemy Fort and unentrenched enemy units. Friendly units in a Fort's space benefit from a Trench in that space (and include the Fort's CF when defending). A Fort with no friendly units in its space may not be targeted by a Flank Attack.

(15.1.5) Forts and Loss Numbers: Loss Numbers are applied to defending Forts if (1) there are no defending Combat Units in the space or (2) sufficient Loss Numbers remain to match or exceed the Fort's strength after all defending units have been eliminated (including any SCUs that replaced eliminated LCUs). Defending Forts are not affected by unsatisfied Loss Numbers if any defending Combat Units survive the combat (even if they have retreated from the Fort's space).

(15.1.6) Fort Destruction: Defending Forts are not affected by combat unless the damage equals or exceeds the Fort's strength, in which case the Fort is Destroyed. Forts are never reduced—they never take partial damage.

(15.1.7) Forts and Repair: Forts may not be repaired. Once destroyed, they remain so for the remainder of the game.

(15.1.8) Forts and Control: A space cannot be controlled by the enemy (and its VP or Jihad point cannot be claimed) so long as an undestroyed friendly Fort is in the space, even if the Fort is besieged. The besieging player can, however, trace supply through the Fort's space.

15.2 Besieging Forts

(15.2.1) How to Besiege: To besiege an enemy Fort, either at least one LCU or a number of SCUs (regulars and/or Irregulars, but not Tribes) equal to the Fort's strength, must enter the Fort's space via Movement or Advance After Combat during a single Action Round. It does not matter if the LCU or SCUs are full strength or reduced. If moving, the besieging units must end their Movement in the Fort's space, but excess units not required for besieging the Fort may continue Movement through that space. Place a besieged Fort marker on the space.

EXAMPLE: To besiege Erzurum (a 3 strength Fort), either a RU LCU or three RU SCUs are required.

EXCEPTION: When conducting an amphibious assault and while it is besieging a fort it landed at during an amphibious assault, the RU Black Sea Division is counted as 3 SCUs (13.3.4).

(15.2.2) Besieged Status Benefits: So long as an enemy Fort remains besieged, the besieger's units may ignore the Fort for all purposes, including tracing supply. However, the besieging player does not gain Full Control over a besieged Fort's space (15.1.8).

(15.2.3) Besieging Units Attacking Adjacent Spaces: A player may Activate units in a besieged enemy Fort space for combat. However, only the units above those required to besiege the Fort may attack adjacent spaces. All units in the besieged Fort's space may attack the Fort itself (including any Irregular Units or Tribes that are not part of the besieging force).

(15.2.4) Moving Units off Besieged Forts: A player may not move units off a besieged enemy Fort if this would mean that, by the end of the Action Round, friendly units will remain in the Fort's space but would be unable to besiege the Fort.

(15.2.5) Below Minimum: If the units besieging a Fort are reduced below the minimum required to besiege the Fort, those units need not retreat but the fort is no longer besieged. There is no requirement to move these units away—they may remain in the Fort's space. However, no surrender die roll is made during the Siege Phase and Supply cannot be traced through the Fort's space. The units in the space may still trace supply out of it. If additional friendly units enter the space, the Fort must again be besieged by the end of the Action Round or the move is not legal.

15.3 Siege Resolution Against Forts

(15.3.1) Surrender Check: Each turn during the Siege Phase, check if any besieged Forts surrender. A die is rolled for each besieged Fort. If the number rolled is greater than the besieged Fort's strength (Loss Factor), the Fort is eliminated. Mark the Fort with a Destroyed marker and transfer control of the space to the victorious player. If the die roll is equal to or less than the Fort's strength, there is no effect.

(15.3.2) Sieges and Severe Weather Checks: Units may besiege Forts and conduct Siege Resolution without making a Severe Weather Check (i.e., a Siege Resolution is not a combat).

15.4 Trenches
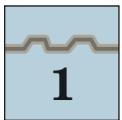
(15.4.1) Who May Build Trenches: Regular Combat Units of any nationality in a clear or forest space (but not in a Region) that is Activated for Movement may attempt to build a Trench instead of moving. It does not matter whether the trench-building units are full-strength or reduced. SCUs (with or without an LCU) can build trenches. In a space Activated for Movement, some units may build a Trench while other units in the space move away. Only non-moving regular Combat Units count towards building a trench. Only one Trench building attempt may be made per space in an Action Round, regardless of the number of units present.

DESIGN NOTE: Allowing SCUs to build Trenches is a significant change from the original Paths of Glory *rules.*

(15.4.2) Trench Building Procedure: To determine if a Trench is built, a die is rolled:

- If there is an LCU in the space, the Trench is built on a roll of 1–3. On a roll of 4–6, the attempt fails. Having more than one LCU in the space does not improve the odds of building the trench.

- If only SCUs are in the space, a roll equal to or less than the number of regular combat SCUs indicates that the Trench was built. However, the attempt always fails on a roll of 4-6. Irregular Units and Tribes do not count toward trench-building efforts (but do receive the combat benefits from a completed trench).

EXAMPLE: A TU Inf Div, a TU Cav Div, and a Kurdish Tribe attempt to build a trench. The attempt will succeed on a roll of 1 or 2 (not 3—the Kurdish Tribe is not a regular Combat Unit, so does not contribute towards trench building).

(15.4.3) Building Restrictions: Trenches cannot be built in Regions, Island Bases, or Desert spaces. Trenches may only be built in Mountains or Swamps if a BR, FR, IN, ANZ, GE, or AH unit is in the space. Exception: Trenches received as the result of card events may be placed in any terrain.

(15.4.4) Completing a Trench: When units successfully entrench, place a Level 1 Trench marker of the player's color in that space. A space may never contain more than one Trench marker.
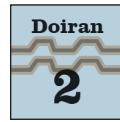
DESIGN NOTE: A player can never build Level 2 trenches. The Level 2 Trench preset at Doiran in the 1914 scenario, is the only Level 2 Trench in the game. The vast trench systems on the Western Front did not exist in this theater.

If players require more Trench markers than are present in the game, they may create more. Alternatively, they may also remove one of their Trench markers on the map and put it in the newly entrenched space if no other friendly Trench markers are available.

(15.4.5) Removing and Capturing Trenches: Even if no friendly units are present, a Trench remains in a space until an enemy unit enters it. When an enemy unit enters a Level 1 Trench, it is removed. When an enemy enters a Level 2 Trench, replace it with a Level 1 Trench marker of the enemy's color. Exception: *TREACHERY AT FT. RUPEL* allows the CP to capture the Level 2 Trench intact. An enemy unit may capture or destroy a Trench even if it continues moving.

(15.4.6) Out of Supply Trenches: If a space with a Level 1 Trench suffers Out of Supply attrition, the Trench marker is removed. If a space with a Level 2 Trench marker suffers attrition, the Trench marker is replaced with an enemy Level 1 Trench marker. Exception: Trench markers in an intact Fort space do not suffer attrition.

(15.4.7) Trenches and Forts: Units besieging a Fort may entrench. A Fort on its own never benefits from a Trench in its space. However, if friendly units are defending in the Fort's space, the Trench benefit is applied to the entire defending combat strength, including the Fort.

16.0 Headquarters and Heavy Artillery

16.1 Properties

HQs and Heavy Artillery must end Movement stacked with a friendly Combat Unit and can move into an enemy-controlled space only if accompanied by such a unit. If all units stacked with an HQ or Heavy Artillery are eliminated, the HQ or Heavy Artillery is permanently eliminated. They do not count towards besieging. They can SR (for the SCU cost). They do not count toward stacking limits. Only one HQ may be in a space, but an HQ and Heavy Artillery may be in the same space.

16.2 Combat Benefits

(16.2.1) HQ DRMs: During combat, if stacked with a unit of its nationality, an HQ gives a DRM equal to the number in square brackets (e.g., the full-strength Yudenich HQ gives a +1 DRM). This DRM applies whether the units are attacking or defending. An HQ may participate in only one attack in an Action Round, except when the second attack is the result of playing a CC or *BULL'S EYE DIRECTIVE*. A player may withhold an HQ from an attack in which it could participate, but must commit the HQ when defending. HQs have no Combat Factor or Loss Factor and never absorb combat losses.

(16.2.2) HQ Bonus or Penalty: HQs committed to combat may receive a bonus or penalty for winning or losing. This is the only way HQs gain/lose steps (RPs can never repair HQs). At the end of a combat:

- WINNING: A winning HQ on its reduced side is flipped back to its full-strength side (the general receives support from the High Command). A full-strength HQ receives no bonus.
- LOSING: A losing HQ loses 1 step (the general is disgraced). If already reduced, it is permanently eliminated.
- TIE: If the combat is a tie, there is no effect on HQs.

16.3 HQs with Special Abilities

(16.3.1) Allenby and Maude: May contribute a DRM when stacked with BR, IN, and/or ANZ units.
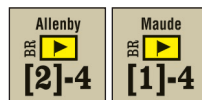
(16.3.2) Falkenhayn and Mackensen: CP units stacked with or adjacent to one of these HQs activate as one nationality. These HQs do not have to be stacked with a GE unit in order to be used. The activation bonus also applies where one stack is adjacent to Falkenhayn and the other(s) adjacent to Mackensen.

(16.3.3) Yudenich: May (if AP wishes) negate one space of retreat (caused by combat or event) when stacked with a RU unit. If it is reduced and defeated again, one space of retreat is negated before the HQ is eliminated.

(16.3.4) d'Espèrey: AP units stacked with or adjacent to this HQ activate as one nationality if the HQ is stacked with a FR unit.

(16.3.5) Army of Islam: When stacked with TU/TU-A units, if it wins a combat in a space with a tribal circle

and/or if Advances After Combat into such a space, +1 Bonus TU RP (do not adjust the Max TU RP marker).

16.4 Heavy Artillery

This unit functions as an HQ in combat, but adds a DRM to attacks only. It flips after its first use and is permanently removed after its second use. Note: This unit represents the heavy artillery the CP planned to convey to Ottoman regions via the Serbian/Bulgarian railroads after smashing Serbia. Its impact at Gallipoli was anticipated to be so severe that its impending arrival was a factor in the British decision to evacuate. Heavy artillery was also used in the CP invasion of Romania.

17.0 Tribes, Irregular Units, and Unrest Markers

17.1 Tribes

(17.1.1) Tribal Warfare Key: Tribes not eliminated or not on the map are always on the Tribal Warfare Key. They begin the game there.

(17.1.2) Gaining Tribes: All Tribes are controlled by the CP player. For each point the Jihad Level (18.1.1) increases, the CP Player must immediately (prior to any further action by either player) take a Tribe from the Tribal Warfare Key (his choice) and place it on the map (regardless of whether he currently has a number of Tribes on the map greater than, equal to, or less than the new Jihad Level). The placement space must contain the Tribe's symbol. If a Tribe is placed in a space that was activated for combat this impulse but the combat has not yet taken place, it may take part in the combat.

(17.1.3) Removing Tribes: During the Revolution Phase's Tribal Warfare Check, add or subtract enough Tribes to or from the map, so that the number of Tribes on the map equals the Jihad Level.

(17.1.4) Tribe Movement Range: A Tribe can end its movement no more than one full move away from a space with that Tribe's color code (counting this distance as if enemy units were not present). Thus, the spaces with color-coded circles indicate the center of a Tribe's activity, but are not the only spaces in which a Tribe may move and fight. (A Tribe can attack a space beyond its Movement Range, but cannot Advance into such a space.) Tribes cannot move or attack across the green lines connecting Central Asia, Baku, and Enzeli. A Tribe is always in supply if within its Movement Range. If forced to retreat beyond its Movement Range, the Tribe is eliminated.

(17.1.5) Replacing Tribes: Tribes can be rebuilt or repaired at the regular cost of an SCU using CP RPs Eliminated Tribes are put in the Eliminated/Replaceable Units Box and return to the Tribal Warfare Key when rebuilt. Tribes are never permanently eliminated. See 22.1.3 for additional details on replacing Tribes.

(17.1.6) Cavalry Tribes: If a Tribe is cavalry (Kurds and Bakhtiari), it may confer the +1 DRM cavalry combat bonus.

(17.1.7) Tribes and Sieges: Tribes do not count towards besieging a Fort.

(17.1.8) Other Tribe (and Irregular) Properties:

- can never SR.
- are never subject to Severe Weather (12.2.3).
- do not count as a nationality for Activation (7.2.3).
- if attacking without regular Combat Units cannot fulfill MOs.
- can only exert Partial Control over a space and only while occupying it (10.2).
- cannot place enemy units Out of Supply, but can place them in Disrupted Supply (10.4).

17.2 Irregular Units

(17.2.1) Properties: Irregular Units (Irregulars) have the same properties that are listed in 17.1.8.

(17.2.2) Irregular Unit's Supply Area: Irregulars are in supply in the areas listed in 17.2.4 and cannot move or retreat out of those areas (if they do so, they are eliminated).

(17.2.3) Irregular Units and Forts: Irregulars can besiege Forts.

(17.2.4) Replacing Irregulars: Irregular Units use any friendly RPs and are rebuilt on any vacant or friendly-controlled space in their supply area. Irregulars may rebuild in contested Regions. See 22.2.2 for additional information and placement restrictions.

	Irregular Unit	*Supply Area*
	Arab Revolt (AP)	Syria, Palestine, Hejaz *Can be rebuilt in The Hejaz, Aqaba, or Jiddah (22.2.2)*
	Armenian Uprising (AP) Note 21.5.	Anatolia, Caucasia, or Russia. *Cannot be rebuilt or receive Replacements*
	Persian Uprising (CP)	Persia *Cannot be rebuilt or receive Replacements*
	Persians (AP) Including S Pers Rifles and Police North.	Persia *May not be replaced if eliminated.*
	Egyptian Rebellion (CP)	Egypt or Sudan/Darfur *Can be rebuilt in proper Regions (22.2.2)*

	Afghan Alliance (CP)	Afghanistan *Can be rebuilt in proper Regions (22.2.2).*
	Indian Mutiny (CP)	India *Can be rebuilt in proper Regions (22.2.2).*
	Central Asian Rebellion (CP)	Central Asia *Can be rebuilt in proper Regions (22.2.2).*

17.3 Uprising Markers

 (17.3.1) In General: Uprising markers indicate partisan activity. They cannot move and do not change control of spaces. Only one Uprising marker can be in a space. It may exist in a space with enemy units. Soviet Uprisings (Baku, Enzeli and Central Asia) are enemies of both the AP and CP Players.

(17.3.2) Partial Control and Disrupted Supply: Like Tribes and Irregulars, Uprising markers never block supply, only Disrupt it (10.3, 10.4) making activation, SR, and replacement more difficult. This penalty is not cumulative if supply must be traced through more than one Uprising marker.

(17.3.3) Effects on Movement: Units may enter a space containing an enemy Uprising marker at no extra cost (for Movement or SR), with no effect on the Uprising marker, but must end their Movement or SR in that space.

(17.3.4) Removal: An enemy unit in the Uprising marker's space may immediately remove the marker by Activating for Movement or combat (with the +1 OPS penalty). That unit cannot move or attack, but other units in the space may. *Note: Uprisings are quelled through various means—pacification, deportation, and punishment. On this, the game is mute.*

18.0 Jihad and the Russian Revolution

18.1 Jihad!

(18.1.1) Jihad Level: The Jihad Level is increased or decreased by events and player actions. For many CP cards, the Jihad Level must reach a certain level before the event can be played. *Note: It is hard to reduce the Jihad Level once it has increased. Thus, the AP Player should strive to keep the Jihad Level as low as possible, or the Jihad may greatly hinder AP efforts.*

(18.1.2) How to Increase the Jihad Level: The following are ways to increase the Jihad Level:

- Event Cards.
- Capture a Non-Balkan Beachhead marker due to CP Advance After Combat (+2 Jihad).
- Capture Non-Balkan Beachhead marker due to CP Movement (+1 Jihad).
- Destroy in combat (or force to retreat by sea) the last AP unit drawing supply solely from a specific port inside the Ottoman Empire (+2 Jihad).
- Place AP units Out of Supply by capturing a port inside the Ottoman Empire through which those units were tracing their sole line of supply. Note: This is in addition to any Jihad benefit for destroying AP units Out of Supply (+1 Jihad).
- AP Player voluntarily withdraws the last unit drawing supply solely through either a particular Non-Balkan Beachhead or from a specific port in the Ottoman Empire (+1 Jihad).
- CP Player captures a Jihad City (+1 Jihad per Jihad City regardless of the City's VP value). This bonus only applies once per city per action round.
- Eliminate a RU, BR, IN, or ANZ regular Combat Unit Out of Supply during Attrition Phase outside of the Balkans (+1 Jihad per turn that this happens, regardless of how many units are eliminated OOS that turn).
- Invading Syria from Cyprus (+1 Jihad).
- Successful Jihad Revolt (+1 or +2 Jihad).

(18.1.3) How to Subtract Jihad Points: There are only two ways to subtract Jihad Points:

- Event Cards
- AP captures a Jihad City (–1 Jihad per Jihad City)

(18.1.4) List of Jihad Cities:

City	Control in 1914	VP Value
Jerusalem (Syria/Palestine)	CP	2
Baghdad (Mesopotamia)	CP	2
Mecca (Syria/Palestine)	CP	1
Medina (Syria/Palestine)	CP	1
Cairo (Egypt)	AP	2
Qum (Persia)	neutral	0

(18.1.5) Benefits of Jihad Points: The more Jihad Points the CP player has the more Tribes he can have on the map and the greater the chance of a Jihad Revolt.

18.2 Jihad Revolts

(18.2.1) Jihad Level Prerequisites: No Jihad Revolt may occur until after the *PAN-TURKISM* event is played. Each Jihad Revolt also has an additional prerequisite event:

Country/Region	Prerequisite Event	Revolt Ratings
Egypt	*LIBERATE SUEZ*	12/17
India	*INDIAN MUTINY*	14/19
Afghanistan	*MISSION TO AFGHANISTAN*	9/14
C. Asia	*MISSION TO AFGHANISTAN*	8/13

(18.2.2) Jihad Revolt Ratings: Two Jihad numbers are listed in each country or Region prone to a Jihad Revolt (example: 8/13 in Central Asia). The first number is used if a CP regular Combat Unit is present in that country (Irregular Units and Tribes do not meet this requirement). The second number is used if there is no CP regular Combat Unit in that country. Note: CP units in Egypt must be west of the Suez Canal in order to count as "in Egypt" for this purpose.

(18.2.3) Immediate Jihad Revolt Roll: When a CP regular Combat Unit first enters a country susceptible to rebellion, the CP Player gets a free immediate Jihad Revolt roll, assuming that the pre-requisite events (including *PAN-TURKISM*) have been played. In this case, since a CP regular Combat Unit is in the country, use the first Jihad number.

(18.2.4) Jihad Revolt Check: One Jihad Revolt check may be made per turn during the Revolution Phase if the prerequisite events have been played. The CP Player selects one country or Region in which a Jihad Revolt is allowed (Egypt, India, Afghanistan, or Central Asia) and rolls a die, adding the current Jihad Level to the die roll. If the result is greater than or equal to the second Jihad number listed for that country, the country rebels. If less than the second Jihad number listed for that country, but is greater than or equal to the first Jihad number, the country rebels if the CP Player has a regular Combat Unit in the country. Otherwise, the revolt fails. There is no penalty for failure.

(18.2.5) Successful Jihad Revolts: If a country or Region revolts, implement the following results:

- CENTRAL ASIAN REBELLION: Add +1 to the Jihad Level. Place the Central Asian Rebellion Irregular Unit in Central Asia. The unit is always in supply in Central Asia. Central Asia receives 1 RP for the Central Asian unit each turn. The unit may be rebuilt in Central Asia, even if AP units are present or Central Asia is AP-controlled. The unit may not attack Baku or Enzeli. Central Asia becomes a limited CP Supply Source.

- AFGHANISTAN ALLIANCE: Add +1 to the Jihad Level. Place the three Afghan units in Afghanistan. These units are always in supply in Afghanistan. Afghanistan receives 1 RP for Afghan units each turn (the units may be rebuilt in Afghanistan only, even if AP units are present or if Afghanistan is AP-controlled).

Afghanistan (which is normally a CP Limited Supply Source) may now be used to supply CP units, including Activation for Movement or combat. However, no non-Afghan units tracing supply solely to Afghanistan can SR or take RPs, and no non-Afghan units can be placed or rebuilt there. Both players' units may now enter Afghanistan.

- **EGYPTIAN REBELLION:** Add +2 to the Jihad Level. Place the three Egyptian Irregular Units in any vacant or CP-controlled space(s) in Egypt or Sudan/Darfur. These units are in supply anywhere in Egypt and Sudan/Darfur and must remain in those areas. Egypt receives 1 RP for Egyptian units each turn (the units may be rebuilt in any space in Egypt or Sudan/Darfur not occupied by an AP unit, even if AP-controlled).

- **INDIAN MUTINY:** Add +2 to the Jihad Level. Roll a die for every IN unit on the map or in the Reserve Box, permanently eliminating the unit on a roll of 1 or 2. Any IN units in the Eliminated/Replaceable Units Box are permanently eliminated. Place the three Indian Mutiny units in India. These units are always in supply in India. India receives 1 RP for Indian Mutiny units each turn. The units may be rebuilt in India, even if AP-controlled. Note: Future IN units enter fully under AP control.

Note: If any of the units listed above are forced to retreat out of the areas, spaces, or Regions in which they are supplied, they are eliminated.

18.3 The Russian Revolution

(18.3.1) Timing and Tracking the Revolution: The number of Russian VPs has a direct impact on when the Russian Revolution starts (18.3.5). The more VPs, the longer it will take for the Revolution to begin. Therefore, RU Control markers must consistently be used to flag any VP spaces captured by RU units. RU/PE units and the Armenian Uprising unit qualify as RU for this purpose.

(18.3.2) Russian VP marker: The Russian VP marker must be moved to reflect the net number of Russian VPs gained or lost. Record the number of RU VPs on the General Records Track. This may be a negative number if the AP Player has lost more RU VP spaces than RU units have captured. Adjust the RU VP marker:

- Ahead one space each time a RU unit drawing supply from an RU Supply Source captures a non-AP VP space (i.e., a space color-coded on the map as originally neutral or CP-owned)—or—liberates an AP VP space (even non-Russian).

- Back one space each time a RU VP space or a space flagged with a RU Control marker is captured (or liberated) by CP units. This number can be negative. VP spaces in Azerbaijan are RU VP spaces and count against the RU VP total if under CP control.

RU VP spaces count towards the AP VP total. RU units may not 'steal' enemy VP spaces marked with an AP Control marker.

NOTES:

1. VP spaces captured by RU unit(s), *including VP spaces which were under limited CP control and which were liberated in the current combat and which a Russian unit has advanced into* can postpone the Russian Revolution and should be marked with RU VP markers.

2. Mark VP spaces converted due to Attrition (14.3.3) if they can trace to a Russian Supply Source and are in Russia, Azerbaijan, Caucasia or Neutral Persia. Mark VP spaces converted due to attrition in Turkey, the Balkans, and Mesopotamia as RU if they can trace back to a Russian Supply Source and it is closer than the nearest other Allied Supply Source (including Anatolian and Mesopotamian ports under Allied control). All other spaces cannot be converted to RU VP spaces during attrition.

3. Spaces captured by the Armenian Uprising unit or the PE/RU units also count as RU VPs.

(18.3.3) Constantinople and the Russian Revolution: The Russian Revolution cannot begin (or if it has begun, cannot advance stages) so long as Russia controls Constantinople during the Revolution Phase. If this occurs after the Revolution has already begun, BR RPs may again be converted to RU RPs and used, although RU RPs themselves may not be recorded or used.

(18.3.4) *PARVUS TO BERLIN* Event: When this event is played, three markers are added to the Turn Track:

- Place the *Parvus* marker on Turn 5 and place the *Revolution* marker on Turn 9. These two markers never move.

The PARVUS TO BERLIN event represents German-backed agitation in Russia—the wheels of revolution begin to spin. The Revolution marker indicates the earliest turn on which the Revolution may occur, regardless of the number of RU VPs indicated on the General Records Track—this delay represents a grace period for the AP Player (the incubation of revolution).

- Place the *Long Live the Czar!* marker ahead or behind of the *Parvus to Berlin* marker a number of turns equal to the net number of RU VPs already gained/lost (18.3.1). This marker is moved forward or back one turn each time a RU VP is gained or lost. If the net RU VPs is 0, put the *Long Live the Czar!* marker in the same space as the Parvus marker.

EXAMPLE: If the PARVUS TO BERLIN event is played on Turn 3, place the Parvus marker in the Turn 5 box and the Revolution marker in the Turn 9 box. If the AP Player has already gained 4 RU VPs and lost 1 RU VP (for a net gain of 3 RU VPs), the Long Live the Czar! marker would initially be placed in the Turn 8 box (three

turns ahead of the Parvus marker). Note that Turn 9 is the earliest the Revolution can ever begin (in any game session).

(18.3.5) Check for Start of Revolution: Once the Turn marker reaches the space containing the Revolution marker or a space beyond it (if *PARVUS TO BERLIN* was played after Turn 9) players must (for the remainder of the game) check each turn during the Revolution Phase to see if the Russian Revolution begins. The Revolution begins if the Long Live the Czar! marker is in the same space as the Turn marker (or a lower numbered turn) during the Revolution Phase.

EXAMPLE #1: Continuing the previous example, on Turn 9 players would begin to check whether the Russian Revolution begins. If during the Revolution Phase of Turn 9 the Long Live the Czar! marker is in the Turn 9 box or a lower-numbered box, the Revolution begins. If not, the check is repeated each turn until the Russian Revolution does begin.

EXAMPLE #2: If the AP Player's current net RU VPs is 6, the Long Live the Czar! marker would be in the Turn 11 box (six turns after the Parvus marker) and the Russian Revolution would begin during the Revolution Phase of Turn 11.

(18.3.6) *WARM WATER PORT* **Event:** This event may only be played if a Russian unit occupies an RU-controlled port on the Persian Gulf or Eastern Mediterranean Sea which was originally part of the Ottoman Empire and can trace a continuous line of *RU controlled* spaces *(not AP controlled)* by land back to Petrovsk. If the space was not already a VP space it becomes a VP space. This does not change the VP total or the RU VP total. Loss of this space will count as loss of an RU VP space in the normal way. Immediately advance the *Long Live the Czar* marker two spaces.

(18.3.7) Start of the Revolution: When the Russian Revolution begins, move the *Revolution* marker to Stage 1 of the Russian Revolution Track. Remove the *Parvus* and the *Long Live the Czar!* markers. During the Revolution Phase at the end of each turn after the Russian Revolution begins, advance the Revolution marker to the next Stage of the revolution.

(18.3.8) Stages of the Revolution: As the Revolution enters each Stage, the following occurs:

Stage 1 — *For the remainder of the game:*

• Do not record any RU RPs or convert any BR RPs to RU RPs. Note: Any RU RPs already recorded this turn may be used this turn, but no BR RPs may be converted.

• Activation of a space containing a RU unit is +1 OPS for combat. There is no penalty for Movement.

• If Romania is neutral, adjust the VP total +2 (due to CP control of Romanian oil and agriculture). The *ROMANIA* card may never be played as an event.

• BR/IN/ANZ units can now enter Neutral Persia and Azerbaijan without any VP penalty.

• *GORLICE-TARNOW* may not be played as an event.

Stage 2 — *The rules that apply:*

• Reduce all full-strength RU units one step (including RU SCUs in the Reserve Box). Full-strength RU HQs are not affected.

• Eliminate any RU LCUs in the Corps Assets Box.

• During Stages 2 and 3 of the Revolution, any new RU units enter reduced.

Stage 3 — *The rules that apply:*

• RU units may conduct only one attack during the entire next turn (but this may include RU units attacking from multiple spaces in a combined attack on a single space).

• During Stages 2 and 3 of the Revolution, any new RU units enter reduced.

Stage 4 — *The rules that apply:*

• Permanently eliminate all RU and RU/PE units. Also, no new RU units may enter the game (RU Reinforcement cards may not be played as events). Exceptions: One RU cavalry division (of the AP Player's choice) and the RU Yugoslav Division remain in the game (using BR or AP-Allied RPs). These units are treated as BR except for MO purposes, and may thus stack with other BR units.

• The AP Player may place the GE Georgian Protectorate unit in unoccupied Batum or Tiflis. If the space is AP-controlled, the CP does not receive a VP; if it is CP-controlled, the CP loses a VP. No units may stack with this unit. Only TU/TU-A units may attack this unit. If the CP player chooses to attack it, all GE units outside the Balkans are removed from the game, and GE RPs can never again be converted to TU RPs.

• Place the five Transcaucasian Federation units (ARM and GEO) in any AP-controlled spaces in Russia and/ or Caucasia, observing stacking limits. These five units are controlled by the AP player. These units are eliminated anytime they move or retreat outside Russia or Caucasia.

• Place the three Soviet Uprising markers in the spaces indicated on those markers. They are enemies of both players.

• Permanently eliminate the GE IX Army—it may be replaced with one GE Infantry SCU from the Reserve Box if one is available (if none are available, it is not replaced).

Note: RU/PE units are affected by all of the above

19.0 Neutral Countries

19.1 Neutral Countries in General

For most neutral countries, players' units may neither move nor attack into a neutral country; exceptions: Greece (19.2.1), Afghanistan (19.7.1), and Neutral Persia (19.6.1). Once a country enters the war, both players may enter it for the remainder of the game.

19.2 Greece

(19.2.1) Greek Entry into the War: Greece may ally with either player, depending on the circumstances:

- When a player attacks a neutral GR unit or enters neutral Athens (for any reason), Greece allies with his opponent.

- Greece becomes a CP ally if the Allied player places a Beachhead marker for an Amphibious Invasion of Athens.

- Greece becomes an AP ally when the *Greece* event is played (unless the CP player counters promptly by playing the *King Constantine* event).

- Neutral Greece becomes a CP ally if the *King Constantine* event is played when (1) a CP unit is at Larissa—and/or—(2) when all non-Greek VP spaces in the Balkans are CP-controlled or neutral.

- Greece also becomes a CP ally if the *King Constantine* event is played to counter the AP *Greece* event while the prior condition(s) exists. The *King Constantine* event does not count as a Neutral Entry event even if Greece becomes a CP ally.

Once Greece becomes a CP ally, the AP *Greece* card may never be played as an event, except for War Status only.

(19.2.2) Greek Units: GR units begin on the map, but neither player may move them unless allied with Greece. Exception: The *Treachery at Ft. Rupel* event allows the CP Player to reposition all GR units.

(19.2.3) Occupation of Greece: Both players' units may enter Greece while it is neutral without violating Greek neutrality, so long as the units do not enter Athens. AP units may move through spaces containing GR units (or any space without an enemy unit) and trace supply through vacant spaces and/or GR units, but AP units may not end a move in a space with Greek units. The CP does not have this privilege, but CP units may enter Greece and trace supply through vacant spaces in Greece.

The players may attack each other in Greece, but an attack on a Greek unit other than the CND will immediately cause Greece to ally with the opposing player.

(19.2.4) Greece and Supply: GR units are in supply anywhere in Greece and may be rebuilt in any space in Greece that is not occupied by enemy units (even if the space is enemy-controlled). Outside Greece they are only in supply if they can trace to a supply source of their controlling power. GR units may be repaired and rebuilt using AP-Allied, BR, CP-Allied, or GE RPs.

(19.2.5) Salonika: While Greece is neutral, Salonika can become an AP port in the two ways listed below. Neither method violates Greek neutrality. In both cases, the Salonika space is then fully controlled by the AP Player.

- When first entering play, the AP Greek Corps of National Defense (CND) may be placed in vacant or AP-controlled Salonika.

- AP units may move into Salonika through a Beachhead marker (a peaceful "invasion" of Greece).

(19.2.6) Greek Ally: If Greece allies with a player, all unoccupied spaces in Greece immediately convert to that player's control. If Athens is not occupied by an enemy unit, the player gains control of Athens and records its VP in his favor immediately. He also gains control of all GR units. Note: The CND unit always belongs to the AP Player.

(19.2.7) Greek Allies with the CP: If Greece becomes a CP ally, AP units can no longer trace supply through GR units or CP-controlled spaces in Greece, including spaces which switched to CP control due to the new alliance. *Note: This can play havoc with AP supply lines.*

(19.2.8) Greece Never Collapses: Greece never collapses, even if Athens is occupied. GR units operate normally and may be rebuilt. *Note: Since GR units are always in supply anywhere in Greece and may be rebuilt in any vacant or friendly-controlled space in Greece, guerrilla warfare is a viable option.*

19.3 Bulgaria

(19.3.1) Bulgarian Entry into the War: When the *Bulgaria* event is played, all of the BU, SB, GE, and AH units listed under "Bulgarian Entry" on the set-up card are placed on the map.

DESIGN NOTE: The Central Powers timed their final attack on Serbia to correspond with Bulgaria's entry into the war.

(19.3.2) Bulgarian Supply: BU units trace supply to any CP Supply Source (but may only use RPs and SR if tracing supply to Sofia).

(19.3.3) BU Movement Restrictions: BU units may never SR by sea. BU units may never enter Turkey, unless forced to do so by a retreat—but if so, they may not voluntarily move deeper into Turkey.

(19.3.4) Rebuilding BU Units: BU units are rebuilt in Sofia if CP controlled.

(19.3.5) Bulgarian Collapse: Bulgaria collapses if the AP Player controls Sofia during the War Status Phase. When Bulgaria collapses, remove all BU units, including the GE-BU XI Army LCU, replacing it with a GE Infantry SCU from the Reserve Box, if available.

19.4 Serbia

(19.4.1) Serbian Entry into the War: Serbia enters the war when the *BULGARIA* event is played. Both players may then enter Serbia for the remainder of the game.

(19.4.2) Serbian Supply: SB units are in supply anywhere in Serbia. They may also trace supply to any BR Supply Source or AP-controlled port on the Aegean Sea.

(19.4.3) SB Movement Restrictions: SBs are Balkan-only units (20.1.3).

(19.4.4) Rebuilding SB Units: Prior to Serbian Collapse, rebuilt SB units may be placed in AP-controlled Belgrade, Nis, Lemnos, and AP-controlled Salonika. After Serbian Collapse, SB units may not be rebuilt until *THE SERBS RETURN* event is played (and then only in AP-controlled Salonika or Lemnos, until Belgrade is recaptured, after which SB units may again be built in Belgrade and Nis). *THE SERBS RETURN* event cannot be played on the same turn as Serb Collapse is declared as Serb Collapse happens during the War Status phase of the turn—after the Action Phase.

(19.4.5) Serbian Collapse (once per game only): Serbia collapses whenever Belgrade is CP-controlled and the AP Player wishes to announce Serbian Collapse, OR when:

- Belgrade and Skopje are CP-controlled and
- there are no SB LCUs in Serbia.

(19.4.6) Effects of Serbian Collapse: During the War Status Phase of that turn, remove from the game all SB LCUs; any SB SCUs unable to trace supply to an AP-controlled port; and all GE and AH units that entered due to the *BULGARIA* event (listed on the Bulgarian Entry display), except: 11th Army, Mackensen HQ, Heavy Artillery, and 2 GE Inf SCUs. If *ROMANIA* has been played and is uncollapsed, you may choose which two AH divisions to remove from those on the board or in the Reserve or in the Eliminated Box. The CP Player may then (at no cost) SR up to two CP units in the Balkans to any CP-controlled space(s) in the Balkans. Note: If the *ROMANIA* event has been played and Romania has not yet collapsed, the GE Alpenkorps also remains.

Other effects of Serbian Collapse include:

- +1 VP immediately, due to loss of AP prestige, if there are no BR LCU units in Greece or Serbia—Beachheads are not considered to be in Greece. Lemnos is not in Greece either;
- SB units cannot use RPs until *THE SERBS RETURN* event is played;
- SB units may attack spaces only in Greece and Serbia until Belgrade is recaptured (once Belgrade is again AP-controlled, SB units may attack anywhere in the Balkans).

DESIGN NOTE: The French and Russians strong-armed the British into intervening at Salonika. Dire consequences were threatened should the British fail to intervene in Serbia. After Serbia collapsed, the French and Russians continued to exert strong pressure on the British to increase their commitment in the Balkans.

19.5 Romania

(19.5.1) Romanian Entry into the War: When the *ROMANIA* event is played, the RO, GE, AH, AH/BU, FR, and RU units listed under "Romanian Entry" on the set-up card are placed on the map. Prior to this, neither player may enter Romania. Units whose entry is delayed by one or two turns are placed on the map at the very beginning of the turn of entry, prior to the first AP Action Round.

PLAY NOTE: In order to track this delayed entry, simply place the delayed units one or two turns ahead on the Turn Track.

If Romania is neutral when the Russian Revolution begins, the *ROMANIA* event may never be played, and the VP marker is adjusted +2 (due to CP influence over Romanian oil and grain).

(19.5.2) Romanian Supply: RO units trace supply by land or port to any RU Supply Source.

(19.5.3) RO Movement Restrictions: RO units are Balkan-only units (20.1.3).

(19.5.4) Rebuilding RO Units: RO units may be rebuilt in Bucharest or Odessa prior to Romanian Collapse.

(19.5.5) Romanian Collapse (once per game only): Romania collapses during the War Status Phase if the AP Player wishes to announce Romanian Collapse, OR when:

- Bucharest, Constanta, and Ploesti are CP-controlled; or
- all RO LCUs are eliminated; and
- no RU LCUs are in Romania.

(19.5.6) Effects of Romanian Collapse: During the War Status Phase of that turn, remove from the game all RO units, GE Cavalry Corps, and all AH units (including the BU/AH unit) that enter the game when the *ROMANIA* event is played. If *BULGARIA* has been played and Serbia is uncollapsed you may choose which three AH divisions to remove from those on the board or in the Reserve or in the eliminated Box. The CP Player may then (at no cost) SR up to two CP units in the Balkans to any CP-controlled space(s) in the Balkans.

(19.5.7) If Available Units: Some units that enter play when Romania enters the war are indicated as "if available." This means the unit must be available in the counter mix and not permanently eliminated, in the Corps Assets Box, or currently on the map.

19.6 Persia

(19.6.1) Violation of Persian Neutrality: Neutral Persia never allies with either player. The two Persian Entry cards—*PERSIAN PUSH* and *SECRET TREATY*—allow the players to violate Persian neutrality. At the beginning of a 1914 scenario, the area on the map labeled "Persia (Neutral)" is off limits. No AP or CP units (with the exception of the Persian Uprising unit) may move or attack into Neutral Persia spaces until either the CP *PERSIAN PUSH* or AP *SECRET TREATY* event is played. Once either event is played, both players may enter Neutral Persia for the rest of the game.

After one of these cards is played as an event, the other card remains playable as an event.

(19.6.2) Persian Tribes: The CP Player may place Tribes in Neutral Persia prior to the play of *PERSIAN PUSH* or *SECRET TREATY*, but these Tribes may not Activate for Movement or combat.

(19.6.3) Azerbaijan and Arabistan: Azerbaijan (north Persia) and Arabistan (southwest Persia) are parts of Persia, but are not part of Neutral Persia (in terms of game play). In 1914, Azerbaijan was controlled by Russia, and Arabistan was leased to and controlled by Britain. RU and CP units may enter these areas prior to play of *PERSIAN PUSH* or *SECRET TREATY*. However:

- BR, FR, IN, IT, or ANZ units may not enter Neutral Persia or Azerbaijan prior to the Russian Revolution. Only RU and CP units may do so.
- The first time RU units enter Arabistan, there is a +1 VP penalty.
- RU units may enter the three Persian Regions without penalty.

DESIGN NOTE: The secret Russo-British treaties made the spaces in Neutral Persia part of the Russian sphere of influence. Entry by BR, IN, or ANZ units into that area would have damaged alliance cohesion. The Persian Regions were supposed to be in a British sphere of influence, but Russian Cossacks helped man the "Persian cordon" in Eastern Persia, so Russian entry into the Persian Regions is freely allowed. Arabistan was leased to the British, and we conjecture that Russian entry into that area would have caused a great deal of consternation in Whitehall, due to the presence of oil and the proximity to the Persian Gulf (the fabled "warm water port.")

(19.6.4) PE Uprising: When the *GERMAN INTRIGUES IN PERSIA* event is played, put the Persian Uprising unit in any vacant or CP-controlled space in Neutral Persia (even a VP space). Also, put the three Persian Uprising markers in any three spaces in Neutral Persia, even one that contains an enemy unit or is enemy-controlled. Remember: Uprising markers do not cause spaces to change control.

19.7 Afghanistan

(19.7.1) Neutral Afghanistan: AP units may never enter (but may attack into) Neutral Afghanistan. CP SCUs (not LCUs) may enter Neutral Afghanistan, but may not Activate for combat therein.

(19.7.2) Afghanistan Supply: CP units may treat neutral Afghanistan as a Limited Supply Source. In this case, CP units tracing supply solely to Afghanistan may not Activate for combat, SR, organize, or take RPs, but may move. CP units cannot be rebuilt or placed in neutral Afghanistan.

(19.7.3) Afghanistan Allies with CP: If Afghanistan becomes a CP ally, both players' units may freely enter. If Afghanistan is a CP ally and CP-controlled, it operates as a full CP and TU Supply Source, with the exception that non-Afghan CP units cannot be built or placed there.

20.0 The Balkan Front and British-Russian Cooperation

20.1 The Balkan Front

DESIGN NOTE: Both sides hesitated to initiate major offensives in the Balkans for several reasons. The Germans were happy to focus elsewhere and use the Bulgarians to tie down AP troops in a sideshow—therefore, the Germans actually did not want to damage AP units in Greece too badly, out of fear that they might be withdrawn and shipped to France. The AP feared that the Greeks might rise up behind them and cut their supply lines. Many politicians and generals felt that the Balkans was a complete waste of resources.

(20.1.1) AP Restrictions: AP units drawing supply solely through a Greek port may conduct only one Attack in the Balkans per Action Round. More than one space may be Activated for combat, but all attacking units must attack the same defending space. This restriction is lifted by the *D'ESPÈREY* event. Exception: An AP Balkans MO permits a BR attack against a different space, should the AP desire. There is no restriction for Activation for Movement.

(20.1.2) CP Restrictions: CP units can also conduct only one Attack in or into Greece per Action Round. More than one space may be Activated for combat, but all attacking units must attack the same defending space. This restriction is lifted by play of the *ROBERTSON* event. Note: Remember that BU and TU LCUs cannot enter swamps, which may make it somewhat harder to capture and hold Salonika.

(20.1.3) Balkan-Only Units: Units marked as Balkans Only [the "B" indicator] cannot move, attack, SR, or be placed, rebuilt, or organized outside the Balkans. See 9.4.4 if Bulgarian units retreat into Turkey.

20.2 British-Russian Cooperation

(20.2.1) Stacking Restrictions: RU units may not stack with BR/IN/ANZ units and cannot cooperate with them in combined attacks. Exception: The RU Yugoslav Division is ethnically a Serbian unit that can cooperate with BR/IN/ANZ units.

(20.2.2) Activation Restrictions: RU units tracing supply solely to BR Supply Sources may Activate for Movement, but may not Activate for combat, use RPs, or SR. The same is true for BR/IN/ANZ units tracing supply solely to RU Supply Sources. Exception: After Stage 4 of the Russian Revolution begins, the RU Yugoslav Division and one RU Cavalry SCU are treated as BR units except for MO purposes (18.3.8).

(20.2.3) Movement Restrictions: RU units may never enter India or Baluchistan.

(20.2.4) British and Russian Troops in Persia: Britain and Russia carved Persia into spheres of influence, and there is a VP penalty if troops of one empire enter the section(s) of Persia dominated by the other (19.6.3).

21.0 Special Events

21.1 Off-Map Events

(21.1.1) Four CP events (*Gorlice-Tarnow*, *VERDUN*, *ROBERTSON*, and *KAISERSCHLACHT*) award the CP Player a VP Bonus. However, each of these cards allows the AP Player to negate this VP Bonus by removing troops from the game.

DESIGN NOTE: Gorlice-Tarnow was a major German/Austro-Hungarian offensive on the East Front, which caused the Russians to withdraw units from the Near East to reinforce their armies nearer home. Verdun was a major German offensive in France, which caused the British Empire to withdraw units to support French efforts. The ROBERTSON card represents the possibility that Gen. Robertson might have prevailed in his private war to force Prime Minister Lloyd George to redirect efforts away from the Near East and Balkans to the Western Front. The Kaiserschlacht was the last major German offensive in the war, which caused the British Empire to again send troops to the Western Front.

(21.1.2) How to Negate: The event specifies how many divisions worth of units the AP Player must remove in order to negate the VP Bonus (in the case of a 2 VP Bonus, he can negate 1 VP by removing at least half the specified number of units). Each infantry SCU removed counts as one division. Each infantry LCU removed counts as three divisions. The AP Player may remove more units than required units if he desires, but they are all permanently removed from the game (you don't get "change" when you remove an LCU). Cavalry units, camels and BR special units cannot be used (IN may be used).

EXAMPLE: The VERDUN event allows the AP Player to cancel 1 VP or 2 VPs by removing either two divisions or four divisions worth of units. To negate 1 VP, he could remove either 2 SCUs or 1 LCU (even though the LCU is worth three divisions). To negate 2 VPs, he could remove 1 SCU and 1 LCU, or 4 SCUs, or 2 LCUs (even though the 2 LCUs are worth six divisions).

(21.1.3) Requirements for Removal:

- At least half (rounding up) of the SCUs removed must be elite or special (unless there are not sufficient elite or special units in play). The units may be reduced-strength.
- With the *VERDUN*, *ROBERTSON* and *KAISERSCHLACHT* events, at least half of the SCUs removed must be BR. It is possible that due to prior elimination of units or insufficient BR reinforcements have

arrived, the player may not be able to meet the above requirements. In this case, the AP player may substitute ANZ units. If after removing available ANZ units there is still a deficit, then IN units may be used.

- Units removed to satisfy this requirement must be in supply.

(21.1.4) Removed from Where? SCUs may be removed from the map or Reserve Box, but never from the Eliminated/Replaceable Units Box. LCUs can be removed only from the map, never from the Corps Assets Box or the Eliminated/ Replaceable Units Box.

(21.1.5) Removal and the *GORLICE-TARNOW* Event: The *GORLICE-TARNOW* event differs from the other events of this type. The RU LCU is removed only temporarily—it will reenter the game in four turns, going to the Corps Assets Box where it can be rebuilt.

(21.1.6) Status of Removed LCUs: With the exception of *GORLICE-TARNOW*, LCUs that are removed to satisfy the requirements of these events are totally removed from the game. They cannot be rebuilt. However, they are not considered "permanently eliminated" and as such do not count toward the terms of the *PARLIAMENTARY INQUIRY* event or affect the Jihad Level.

21.2 Incomplete Railroad Events

(21.2.1) Sinai Railroad: At the beginning of the game, the Sinai Railroad (the connections between Ismailia and Gaza) is not yet built. When the *MURRAY TAKES COMMAND* event is played, place the Sinai Railroad marker ("Being Built" side up) four turns ahead on the Turn Track. At the beginning of that turn, the Sinai Railroad is completed for use by the AP player only. Place the Sinai Railroad marker ("Completed" side up) on the map next to the railroad. For the remainder of the game, the AP Player can use the railroad for organizing LCUs, for SR, and for Movement and combat in desert spaces.

DESIGN NOTE: The Turks could never supply LCUs in the Sinai desert even if the railroad were captured, for the British also built a fresh water pipeline accompanying the railroad. It pumped the waters of the Nile across the Sinai. This water was the real reason AP LCUs could now function in the desert—and the British would have turned the water off if the pipeline were captured by the Turks.

(21.2.2) *BERLIN-BAGHDAD RAILROAD*: This event earns the CP player 1 VP and has the following effects:

- The incomplete railroad tunnels adjacent to Adana and Aleppo are completed and function fully as railroads, even if currently Allied controlled.
- Up to 3 CP LCUs may now operate in each Restricted Area.

21.3 The Turk Returns to Austria

(21.3.1) *THE ENVER-FALKENHAYN SUMMIT* Event: The play of this event allows a special set of circumstances to occur if the CP Player uses the card immediately to SR one TU (or TU-A) LCU to Galicia (observing normal rules for SR, including railroad usage). A TU LCU may never enter or be organized in Galicia except by play of the *ENVER-FALKENHAYN SUMMIT* event. Thus, only one TU LCU per game may be in Galicia.

(21.3.2) Heavy Combat in Galicia: *Abstractly, the TU LCU in Galicia is involved in heavy fighting on the Russian front.* It must roll for combat losses each turn during the Attrition Phase (unless the Russian Revolution has reached Stage 4 in which case no roll is needed) and suffer one step of loss if a number higher than the LCU's Loss Factor is rolled on a 6-sided die. If the LCU is already reduced when required to take a step loss, remove it and replace it with an SCU, per normal combat rules. No DRMs can influence this die roll.

(21.3.3) Replacements and Elimination: The TU LCU in Galicia may use RPs to remain intact so long as it can trace a supply route back to a CP Supply Source in Turkey. Once the TU LCU is removed from Galicia (by Movement, SR, attrition, or combat), a TU (or TU-A) LCU can never return to or be rebuilt in Galicia.

(21.3.4) VP Award: During each Summer turn, if this TU LCU is in Galicia during the War Status Phase, the CP earns +1 VP. A TU SCU in Galicia does not meet this requirement. The unit does not gain a VP if the Russian Revolution has reached Stage 4.

DESIGN NOTE: An excellent TU LCU in Galicia played a vital role in stopping Russia's Brusilov Offensive, which attempted to drive Austria-Hungary out of the war. This is especially interesting since the Austrians and Turks were hereditary enemies. Austria beat the Turks back from the gates of Vienna in 1683, then drove them from Central Europe, and had an ongoing rivalry with them in the Balkans.

21.4 Churchill and the Dardanelles

(21.4.1) The *CHURCHILL PREVAILS* Event Procedure: When the *CHURCHILL PREVAILS* event is played, do the following:

- The AP Player will attempt to destroy as many Forts as possible along the waterway between the East Mediterranean Sea and the Black Sea, including the Fort in The Bosphorus space. If the AP Player ever fails to destroy a Fort, the entire process outlined below stops immediately—*the failure means that the British Royal Navy abandons the attempt to force its way through to Constantinople and the Black Sea.* Destroying a Fort does not award control of that space to the AP Player nor damage any CP units stacked with the Fort.

- Beginning with the Fort at Kum Kale or Seddul Bahr (AP Player's choice), roll a die. If the number is higher than the Fort's Combat Factor (CF), mark the Fort as destroyed and roll a die against the other Fort in this pair. Again, if the number rolled is higher than the second Fort's CF, mark the Fort as destroyed.

- If both the Dardanelles Forts are destroyed, roll to destroy one of the pair of Forts at The Narrows (Maidos and Canakkale), with the AP Player deciding which to roll for first. Again, if the roll is higher than the Fort's CF, mark it as destroyed and attempt to destroy the second Fort.

- If both The Narrows Forts are destroyed, attempt to destroy the Fort at Gallipoli. If the Gallipoli Fort is destroyed, the Royal Navy has reached Constantinople.

(21.4.2) Reaching Constantinople: If the Royal Navy reaches Constantinople, the following occurs:

- The AP Player must immediately announce if he is shelling Constantinople. If he does so, apply –1 VP (for British prestige and damage to Ottoman national will) and +1 Jihad point.

- The AP Player immediately receives two Elite BR Infantry Divisions in the Reserve Box or at any AP-controlled port(s) in the Aegean or E. Mediterranean.

DESIGN NOTE: Success has caused the Prime Minister and Kitchener to send troops to the Near East instead of to France. Although this did not happen historically, such ideas were considered repeatedly throughout the war as a way for British troops to avoid the bloodbath on the Western Front, but lack of success in the Near East (and French protests that such ideas were even being considered) usually caused such projects to be shelved. A shift in British commitment away from the Western Front is also the intent of the LET THE FRENCH BLEED event, which did not occur historically, but was considered.

- The AP Player may attempt to destroy the Fort at The Bosphorus (on the main map), following the above procedure (he must roll a 4, 5, or 6). If the Bosphorus Fort is destroyed, gain two bonus RU RPs (add to the General Records Track—these are not for immediate use). Also, each subsequent turn, the AP Player automatically records +1 RU RP as a bonus each turn until the *SUBS IN THE MED* event is played (a reminder for this is on the reverse side of the RU RP marker). Note: If *SUBS IN THE MED* was played prior to *CHURCHILL PREVAILS*, no extra RU RPs are received.

21.5 Armenian Uprising

(21.5.1) How the Uprising Starts: If the CP Player never plays *PAN-TURKISM*, the Armenian Uprising cannot occur—that event is a prerequisite. When the *ARMENIAN UPRISING* event is played, place the Irregular Armenian Uprising unit in any blue "A" space (including a VP space) that contains AP units or is empty (the latter could change control of the space). Place the three Armenian Uprising markers in three blue "A" spaces, even if CP units are present (without changing control of the space)—one of the Uprising markers may be placed in the same space as the Armenian Uprising unit.

DESIGN NOTE: Spaces labeled with a blue "A" indicator represent areas with substantial Armenian populations.

(21.5.2) Armenian Supply and Movement: The Armenian Uprising unit is in supply in any space in Anatolia, Caucasia, and Russia and may not leave those areas. If forced to retreat out of those areas, the unit is permanently eliminated.

(21.5.3) VP Spaces Captured by Armenians: A VP space captured by the Armenian Uprising unit counts as a RU VP space. Remember: An Irregular Unit only exerts Partial Control over a space for as long as it remains in that space.

22.0 Replacements

22.1 General Rules

(22.1.1) Replacements Overall: During the Replacement Phase, players may spend the number of replacement points (RPs) recorded by their nations' RP markers on the General Records Track. The costs for repairing or rebuilding units may be found on the Player Aid Card.

(22.1.2) Minor Allies: The following restrictions apply:

- AP-Allied RPs may be spent for FR, RO, SB, PE, ARM, and GEO units. These units may be replaced only with AP-Allied RPs.
- ANZ, AP-Allied GR, the GR-BR CND unit, and Arab Revolt units, including the ANA (Arab Northern Army), may use BR or AP Allied RPs.
- CP-Allied RPs may be spent for BU, CP-Allied GR, and AH units. These units may also use GE RPs if a supply line can be traced from the unit to Galicia (see 22.2.3 for exception for Greek units).

(22.1.3) Irregular Units and Tribes: During the Replacement Phase, players may use any friendly RPs to repair or rebuild Irregular Units and Tribes at the regular cost of an SCU. (Exceptions: Arab Revolt units can only take BR or AP Allied RPs; and Tribes may not take Jihad Revolt RPs.)

IRREGULAR UNITS are rebuilt on any vacant or friendly-controlled space in their Supply Area (17.2.2). Arab Revolt Irregulars can only be rebuilt in The Hejaz, Aqaba, or Jiddah (22.2.2).

TRIBES can only be rebuilt or repaired if the CP Player can trace a supply line from one of those Tribe's colored spaces on the map to either 1) a CP Supply Source, 2) a friendly port (on any sea), or 3) an unoccupied AP-controlled port (on any sea). Rebuilt Tribes are returned to the Tribal Warfare Key, not to the map or Reserve Box.

Tribes may be built on the Tribal Warfare Key at reduced strength, or, because of low Jihad level, removed from the map at reduced strength and placed back on the Tribal Warfare Key. If so they remain at reduced strength when placed on the map.

DESIGN NOTE: (1) The Turks were able to smuggle funds and weapons to the Senussi in western Egypt (under Jafar Pasha's leadership), avoiding the Royal Navy blockade. (2) Elimination does not mean a Tribe was destroyed—it was pacified, either through combat or 'inducements'(bribes). Sometimes pro-CP Tribes ended up working for the British. For example, the Bawi Tribe, after cutting the oil pipeline at Ahwaz and being defeated by the Indian Army, was paid to guard workers repairing the pipeline–and did so!

(22.1.4) Unspent RPs: RPs not spent during the Replacement Phase (including any ½ RP remaining) are lost—they may not be saved for a future turn. However, unused TU RPs can move the Max TU RP marker higher (22.4.1).

(22.1.5) RPs and Enemy Control of Capitals: If the enemy controls a nation's capital space (Constantinople only, not Ankara, in the case of the Ottoman Empire), no RPs may be spent by (or for) that nation. Exceptions: 1) SB and GR units are not affected by this restriction. GR units may be placed in any vacant or friendly-controlled space in Greece, even if Athens is enemy-occupied;

2) SB units may still be built at Lemnos or AP-controlled Salonika if Belgrade and Nis are enemy-controlled.

(22.1.6) RPs and Tracing Supply: Units that cannot trace supply to their capital or a Supply Source under their nation's control, face some restrictions on using RPs.

- GE and AH units tracing supply solely to Sofia or any CP Supply Source in the Ottoman Empire cannot use RPs.
- TU units tracing supply solely to Sofia or Galicia cannot use RPs.
- BU units tracing supply solely to Galicia or any Supply Source in the Ottoman Empire cannot use RPs.
- RU units tracing supply solely to BR Supply Sources, or BR/IN/ANZ units tracing supply solely to RU Supply Sources, may not use RPs.
- Units using Central Asia or Afghanistan as a Limited CP Supply Source cannot take RPs or be rebuilt in those spaces.

(22.1.7) Units Unable to Take RPs (●): Some units can never take RPs (may never be repaired and are permanently removed when eliminated)—these units are marked with a dot in the upper right corner. Exception: *RESERVES TO THE FRONT* event – see CP#4 in Card Histories and Notes (Playbook).

(22.1.8) Units Unable to Take RPs Once Eliminated (▲): Some units may take RPs (be repaired) so long as they remain on the map, but are permanently removed if eliminated—these units are marked with a triangle in the upper right corner. However, TU/ TU-A units so marked can never take RPs (even for on-map repairs) after the *TURKISH WAR WEARINESS* event is played. Exception: *RESERVES TO THE FRONT* event – see CP#4 in Card Histories and Notes (Playbook).

(22.1.9) Negative RPs: Due to events such as *TURKISH WAR WEARINESS*, RPs recorded on the General Records Track may be negative. If RPs are below 0, the player must "degrade" (reduce or eliminate) units during the Replacement Phase. The 'cost' of degrading a unit is the same as the cost to repair or rebuild it (see the RP Costs on the Player Aid Card), but the effect is the opposite—the unit becomes weaker or is eliminated. The owning player chooses which units to degrade.

- Each TU RP used to offset a negative TU RP shifts the Max TU RP marker –1 (22.4).
- The CP Player may, per normal rules, convert GE RPs to use as TU RPs, and these do not cause the Max TU RP marker to shift.

EXAMPLE: At the end of the turn, the TU RP is –1. The CP Player must (a) reduce an LCU one step (replacing it with an SCU from the Reserve Box if the LCU is eliminated); (b) eliminate a full-strength SCU; or (c) reduce two SCUs one step each. If the CP Player had played 1 RP to offset the –1 RP (to bring the net RPs up to 0), he wouldn't have been required to damage one of his own units. However, he would need to shift the Max TU RP marker –1 (say, from 19 to 18).

Units eliminated in this manner are placed in the Eliminated/Replaceable Units Box (if they are capable of taking RPs). If an LCU is eliminated in this manner, the normal rules for replacing the LCU with an SCU from the Reserve Box apply, including permanent elimination of the LCU if no such SCU is available.

22.2 Placement of Rebuilt Units

(22.2.1) Placement: Rebuilt LCUs and SCUs are placed as if they were reinforcements (7.7.2).

- Rebuilt LCUs are never put in the Reserve Box or Corps Assets Box. They must be placed on the map.
- Rebuilt SCUs may be placed either in the Reserve Box (if regular units) or on the map.

(22.2.2) Restrictions on Placement: Rebuilt units may be placed according to their nationality:

- FR and IT units may be rebuilt at any AP-controlled port on the Aegean or E. Mediterranean.
- BR, IN, and ANZ LCUs may be rebuilt only at AP-controlled BR Supply Sources or AP-controlled ports on the E. Mediterranean Sea, Aegean Sea, or Persian Gulf.
- RU LCUs may be rebuilt only on AP-controlled RU Supply Sources (including a Russian-controlled Trabzon).
- RO units may be rebuilt in Bucharest prior to Romanian Collapse.
- GE and AH units may be rebuilt only in Galicia.
- GEO and ARM may be rebuilt in any AP controlled space in Russia or Caucasia.
- BU units may be rebuilt only in CP-controlled Sofia.
- GR units may be rebuilt in any vacant or friendly-controlled space in Greece. Exception: The GR-BR CND unit is rebuilt at Lemnos or any AP-controlled port in Greece.
- SB units are governed by 19.4, according to whether or not Serbia has collapsed.
- Arab Revolt Irregular Units may be rebuilt either in The Hejaz (even if CP-controlled) or at Aqaba or Jiddah (if AP-controlled). The ANA (Arab Northern Army) may be rebuilt at any AP-controlled port in Syria/Palestine.

  DESIGN NOTE: Aqaba was the sole port through which the British could supply the Arab Revolt's advance. Not until Aqaba was conquered could the Arab Northern Army (ANA) be constituted and regularly supplied. Many members of the ANA were Ottoman Arab POWs captured by the British, including Jafar Pasha.

- Rebuilt Jihad Revolt units must be returned to the map (never to the Reserve Box). In the case of rebuilt Afghan, Indian, and Central Asian Jihad Revolt units, they are placed in their proper Regions even if AP units are present or the Region is AP-controlled. In the case of Egyptian Jihad Revolt units, they must be placed in any space in Egypt or Sudan/Darfur not occupied by an AP unit, even if AP-controlled.

22.3 Converting RPs

(22.2.1) The Ottoman-German Alliance: Once Bulgaria becomes a CP ally, if a supply line can be traced overland by rail from Constantinople to Galicia, the CP Player may convert any available GE RPs into TU RPs. Otherwise, only 1 GE RP per turn may be converted into a TU RP. This applies whether or not there are any German units on the map. GE RPs are immune from CP Event card #48 *Turkish War Weariness*. The ability for Germany to send supplies to the Ottoman Empire must be determined each Replacement Phase.

DESIGN NOTE: The Ottoman Empire was greatly dependent on a flow of materiel from Germany.

(22.2.3) Aid to Bulgaria, Greece and Austria Hungary: GE RPs may be used by AH and BU units tracing supply to Galicia, by BU units if supply can be traced from Sofia to Galicia, and by CP-Allied GR units (even if no supply line can be traced to Galicia).

(22.3.3) Conversion of AP RPs: At the beginning of the game, no BR RPs may be converted into RU RPs. The KITCHENER event allows 1 BR RP per turn to be converted into a RU RP for the remainder of the game. The ASQUITH / LLOYD GEORGE COALITION event allows the AP to convert any or all BR RPs into RU RPs for the remainder of the game.

DESIGN NOTE: Britain was responsible for much of Russia's armament after the war began. Kitchener was a major player in initiating the flow of munitions to Russia. When Asquith and Lloyd George ended Britain's munitions shortage, the flow of armaments to Russia accelerated.

22.4 Blockade and Maximum Turkish RPs

(22.4.1) *ROYAL NAVY BLOCKADE* **Event:** When the *ROYAL NAVY BLOCKADE* event is played, put the Max TU RP marker on the 25 space on the General Records Track. For the remainder of the game, for each TU RP recorded by play of a strategy card for RPs, lower the Max TU RP marker by one. If TU Max RPs reaches 0, no more TU RPs may be recorded by play of a Strategy Card for RPs.

The CP Player may decline to use TU RPs to which he is entitled and move the Max TU RP back up by the number of unused TU RPs.

(22.4.2) Bonus TU Replacements: Do not shift the Max TU RP marker as a result of Bonus TU RPs on event cards (CP Events 1, 2, 4, 8, 12, 13, and 42), RPs received as a result of failed invasions, or RPs converted from GE RPs.

23.0 War Status

23.1 The War Status Phase

1. **Check for Extra Victory Points (23.2)**

2. **Check for Automatic Victory:** Determine if either player has won an Automatic Victory (24.2.1). If so, the game ends.

3. **Check for Armistice:** If there is no Automatic Victory, determine if an Armistice occurs (24.2.2). If so, the game ends and the victor is determined. An Armistice automatically occurs on the Fall 1918 turn if Automatic Victory has not already occurred.

4. **Check War Commitment Levels:** If the game has not ended, each player determines whether his War Commitment Level has increased. Note: This is not checked on the first turn (Fall 1914). If his War Commitment has increased, he shuffles the deck of cards received for the next level of War Commitment (i.e., Limited War or Total War) together with his Draw Pile, Discard Pile, and any Combat Cards face up on the table in front of him (with the exception of *JAFAR PASHA* and *NO PRISONERS*).

5. **Check for National Collapse:** Check to see if Bulgaria, Serbia, or Romania has collapsed in that order (19.3.5, 19.4.5, 19.5.5).

23.2 Extra Victory Points

(23.2.1) VP Summary: During each War Status Phase players earn extra VPs for the following:

Situation or Event	VPs
BLOCKADE event (Winter) see 23.2.2	–1
TU/TU-A LCU in Galicia (Summer) See 23.2.3.	+1
Failure/Fulfillment of JERUSALEM BY CHRISTMAS event	+1/–1
CP failed to conduct Mandated Offensive(s)	–1*
AP failed to conduct Mandated Offensive	+1

–1 VP if condition exists, not –1 VP per missed MO

(23.2.2) Royal Navy Blockade: Due to this strangulation of the Turkish economy, each Winter during the War Status Phase, if the ROYAL NAVY BLOCKADE event has been played, there is a –1 VP adjustment. This continues until two things are simultaneously true:

- The CP War Commitment Level is Total War.
- Constantinople is linked to Galicia by CP-controlled railroads *(allowing German aid to reach the Ottoman Empire, offsetting somewhat the effects of the blockade).*

Once these two things are both true, the –1 VP adjustment never occurs again, even should the rail link subsequently be cut.

PLAY NOTE: If the CP player were ready to reach Total War during the Winter turn and the rail link between Constantinople and Galicia were open, there would still be a –1 VP adjustment that turn, since War Commitment Levels change after VP adjustments occur.

PLAY NOTE: Historically, the Allied blockade put a stranglehold on the Ottoman Empire. When the blockade is coupled with ARAB DESERTION and TURKISH WAR WEARINESS, the CP Player can find himself in a real bind by 1918. If the CP Player anticipates a long game, he should use TU RPs frugally and rely on GE RPs. This makes it essential for the CP Player to open and protect the Bulgarian-Serbian railroad. Likewise, the AP Player must retain or recapture it.

(23.2.3) Turks in Galicia: Each Summer, during the War Status Phase, if a TU LCU is in Galicia, the CP Player gains +1 VP. This VP cannot be earned once the Russian Revolution has reached Stage 4.

PLAY NOTE: A TU unit can only enter Galicia once per game as a result of the ENVER-FALKENHAYN SUMMIT event (21.3).

23.3 War Commitment Level

(23.3.1) War Commitment in General: There are three levels of War Commitment: Mobilization, Limited War, and Total War. Both players begin the 1914 (Campaign and Limited War) scenarios at Mobilization. Both players begin the 1916 scenario at Total War. War Commitment rises due to certain events or actions. A player's War Status never decreases—therefore, a player's War Commitment Level can never decrease.

(23.3.2) Checking War Commitment Level: Beginning on the Winter 1915 turn (Turn 2) in the 1914 and Campaign scenarios, both players check their War Commitment Level during the War Status Phase. There is no need to check War Commitment Levels

during the 1916 Total War scenario.

(23.3.3) From Mobilization to Limited War: If a player's current War Commitment Level is "Mobilization" and his War Status is 4 or higher during the War Status phase, his War Commitment Level rises to "Limited War". The player adds his Limited War cards to his Draw Pile and then shuffles his Draw Pile and Discard Pile (excluding any cards which have been permanently removed) to form a new Draw Pile.

(23.3.4) From Limited War to Total War: If a player's War Commitment Level is "Limited War" and his War Status is 11 or higher during the War Status phase, his War Commitment Level rises to "Total War". The player adds his Total War cards to his Draw Pile and then shuffles his Draw Pile and Discard Pile (excluding any cards which have been permanently removed) to form a new Draw Pile.

(23.3.5) Removing War Commitment markers: Once a player's War Commitment Level has risen to Total War, his War Status marker may be removed from play. Any other events with a War Status number which he plays will continue to increase the Combined War Status and that marker should be moved.

24.0 Victory

24.1 Victory Points (VPs)

(24.1.1) VP Marker: Keep track of the current number of VPs using the VP marker on the General Records Track. The VP marker increases whenever the CP player takes control of an enemy or neutral VP space and decreases whenever he loses control of a CP controlled space. The VP sum (Level) can also change as the result of certain situations (e.g., an invasion of Syria) or events on Strategy Cards. The VP Level is checked for Automatic Victory only during the War Status Phase.

(24.1.2) Neutral VP Spaces: The four VP spaces in Greece and Persia start the campaign game neutral. The first player to gain control of a Neutral VP space earns the VP; +1 VP if the CP player gains control first or –1 if the AP player gains control first. If the space was captured by a regular combat unit place a control marker in the space. Once a Neutral space has a control marker it never returns to neutral—it will always be controlled by one side or the other.

(24.1.3) Neutral Spaces and Partial Control: If a Neutral VP space is captured by a Tribe or Irregular do not place a control marker or remove it if one is already there (it has only Partial Control—enough to gain the VP or Jihad point but not enough to retain control if the space is vacated).

EXAMPLE: If a Regular Combat Unit captures a Neutral Space that contained an enemy Tribe or Irregular and no Control marker, then that would result in a 2 VP swing—the removal of the enemy Tribe moves the VP marker one space, and the placement of the Control marker moves the VP marker another space.

24.2 Determining Victory

(24.2.1) Automatic Victory: During Step 2 of the War Status Phase, the game ends immediately in Automatic Victory if one of the following occurs:

- The AP Player wins if the Total VP Level is 0 or lower.
- The CP Player wins if the Total VP Level is 20 or higher. Also, the CP Player wins if the CP Automatic Victory marker (CP Event #55 *BRITISH WAR WEARINESS*) and the VP marker are in the same space on the General Records Track (or if the VP marker is in a higher space)—the Allies have grown weary of the sideshow and negotiated a separate peace with the Ottoman Empire.

(24.2.2) Armistice: The game ends in an Armistice if:

- During Step 3 of the War Status Phase of the Fall 1918 turn, no player has yet achieved an Automatic Victory; or
- During Step 3 of the War Status Phase of any turn, the Armistice marker and Turn marker are in the same space on the Turn Track.

(24.2.3) Armistice marker: *Very Important:* When the Combined War Status reaches 40, an Armistice does not occur immediately. Place the Armistice marker on the Turn Track a number of turns ahead of the current turn as determined by a die roll:

Die Roll	*Armistice Occurs*
1 or 2	3 turns ahead
3 or 4	4 turns ahead
5 or 6	5 turns ahead

The Armistice will occur at the end of the indicated turn. If there are fewer than the indicated number of turns left in the game, place the Armistice marker on the Fall 1918 turn. Note: If a player fulfills the conditions for an Automatic Victory on the turn an Armistice is scheduled to occur, the Automatic Victory occurs instead.

(24.2.4) Armistice VPs: When an Armistice actually occurs (not when the Armistice marker is placed), the VP marker on the General Records Track is adjusted per the Armistice VP Adjustment chart on page 2 of the Player Aid Card. The sum total of VPs determines the Level of Victory.

24.3 Levels of Victory

- AUTOMATIC VICTORY—The winning alliance dominates the Near East and Balkans for 20+ years.
- MARGINAL VICTORY—The winning alliance gains significant economic and diplomatic advantages in the Near East and Balkans for 10+ years.
- VICTORY OF ENDURANCE—Both alliances are exhausted, but the victorious alliance has gained a slight edge in the Near East and Balkans for a few years.

24.4 Tournament Play

For purposes of tournament play, or to keep track of relative performance over a number of games, players may award points for victory as follows:

- Automatic Victory—3 points
- Marginal Victory—2 points
- Victory of Endurance—1 point

25.0 Optional Rules

25.1 Out of Supply (OOS) Variant

OOS units are eliminated as usual during the Attrition Phase. However, prior to elimination, OOS units may move and fight subject to the following restrictions:

- OOS units have their Movement Factors halved, rounding up.
- During combat, OOS units roll for combat one additional column to the left, have a –1 DRM when attacking, and may not use CCs.
- OOS units cannot attack in combination with units in other spaces, unless those units are in a space(s) adjacent to all OOS units involved in the attack.

DESIGN NOTE: This rule is for those who find the OOS rules too strict. This rule should not be used in Tournament play.

25.2 Breaking Down an LCU

(25.2.1) If Activated for Movement (but not actually moving), any LCU on the map may be broken down into its component SCUs. *Important:* This is the only way that LCUs on the map can ever be returned to the Corps Assets Box. If the LCU is full-strength, put it in the Corps Assets Box, and replace it on the map with one SCU from the Reserve Box, one SCU from the Eliminated Box and one other SCU that is not currently in the game (e.g., SCUs that were set aside when the LCU was built or extra SCUs included in the game for this purpose).

(25.2.2) If the LCU is reduced, put it in the Corps Assets Box, and replace it with one SCU from the Reserve Box and one other SCU (per above).

(25.2.3) An LCU may be replaced by full-strength or reduced SCUs, regardless of whether the LCU is full-strength or reduced.

(25.2.4) If there are not enough SCUs set aside from the game or extra SCUs or SCUs in the Eliminated Box, the required number of SCUs may be taken from the Reserve Box or from unused reinforcements in the box at the player's option, or he may take fewer SCUs if he wishes. Note: Using unused reinforcements from the box will mean that some reinforcements may be unavailable when an event card is played. Generally, ample extra units have been supplied to allow players to break down BR and FR invasion LCUs.

(25.2.5) When choosing which SCUs to use for breaking down an LCU, there is no need to track the exact SCUs used to organize the LCU originally. Instead, follow the logic below:

- Any regular combat SCU of the same nationality may be used, Exceptions: (1) Infantry SCUs may be used to break down a cavalry LCU, but cavalry SCUs may not be used to break down an

infantry LCU; (2) Special units and Irregulars may not be used.

- The first two SCUs replacing a TU-A LCU must be TU-A Inf Divs if these are available. If not available, regular (not elite) TU Inf Divs may be used.

- When breaking down a BR/IN/ANZ LCU, the first SCU must be of the same nation, but the other SCU(s) can be any of these three nationalities.

(25.2.6) LCUs which are broken down may not be rebuilt in the same Action Round—they must be placed in and remain in the Corps Assets Box this Action Round (to avoid a sort of "teleportation" effect). On a subsequent Action Round, those LCUs may be organized again, as normal.

25.3 Air Superiority (recommended)

(25.3.1) Fog of War: Only the player with air superiority may examine his opponent's stacks of units, other than during combat. Also, once an attacker declares a combat space, he must complete it even if surprised by the enemy's strength.

(25.3.2) In the Campaign Scenario, neither player begins with air superiority. The first time the CP Player plays the *FLIEGERABTEILUNG* event, place the Air Superiority marker on the map, CP side up. The first time the AP Player plays the *ROYAL FLYING CORPS* event, he gains air superiority for the remainder of the game (flip the Air Superiority marker to its AP side).

(25.3.3) At the start of the 1916 Total War Scenario the CP has air superiority.

DESIGN NOTE: The CP enjoyed air superiority for much of the war in this theater. However, once the AP gained air superiority they were easily able to retain it. Air superiority was useful for reconnaissance and was a fundamental factor in Allenby's operational success in Palestine. The CP's lack of air superiority allowed Allenby to perpetrate ruses which badly deceived the CP and contributed to the AP breakthrough that drove the Turks out of Palestine.

25.4 Severe Weather Variant (recommended)

- When a player Activates units for a combat that is subject to a Severe Weather Check, he receives a –1 DRM for the Severe Weather die roll for each extra OPS he spends when Activating the attacking units.

- For each additional OPS spent, place an additional Attack marker on one of the Activated spaces. This DRM applies to all units involved in the attack and subject to the Severe Weather Check (not just those in the marked space).

DESIGN NOTE: The extra OPS represent additional preparations and supplies devoted to securing the safety of the men, as Yudenich did when preparing his men for their successful Winter offensive in 1916.

25.5 Invasion Initiative

This optional rule allows the AP Player to seize the initiative during an invasion by foregoing the organizational process represented by the pause on the Beachhead.

(25.5.1) When the AP Player initially places a Beachhead marker on a Beachhead space to initiate an Invasion, he has two options:

1. He may follow the normal procedure for conducting an Invasion.

2. He can choose to use only SCUs for the Invasion. He immediately moves up to three SCUs from the Island Base onto the Beachhead. The units then either (a) conduct combat immediately if the adjacent space is occupied by a CP unit, or (b) move exactly one space inland if the adjacent space is vacant. In this latter case, to simulate the presence of a CP shore guard, roll one die—if the roll is higher than the highest Loss Factor (LF) in the invading stack, one unit with that LF is reduced (but still moves inland).

If the AP Player chooses the second option, he may immediately break down an LCU on the Island Base, and places the LCU in the Corps Assets Box. He can then immediately execute the choices outlined in #2 above.

In the case of the *KITCHENER'S INVASION* event, the AP Player can place the invading SCUs immediately on the Beachhead marker and follow the choices outlined in #2 above. He may choose to break down the invading LCU into SCUs (per 25.2), placing any SCUs in excess of three on the Island Base. If he chooses not to break down the LCU which comes with this event but wishes to invade immediately with SCUs, the LCU is placed on the Island Base, not the Beachhead (he may move up to 3 SCUs from the Island Base onto the Beachhead).

In the case of the *PROJECT ALEXANDRIA* event, when the SCUs are placed on the Beachhead, they may immediately be used for the options outlined in #2 above.

DESIGN NOTE: The addition of these options allows the AP Player to choose between a speedy attack and/or advance inland vs. a slow prepared attack en masse.

25.6 Jerusalem

This rule takes account of the historical uniqueness of Jerusalem.

- If an actual combat has not yet been fought in Jerusalem, when a full-scale attack is announced against Jerusalem involving at least three attacking units, the defender (whether CP or AP) must announce if he will fight or withdraw.

- If the defender withdraws, there is no combat. All defending units withdraw one space (more spaces if this is necessary to avoid an overstack situation). Up to three attacking units (full-strength) may then advance into Jerusalem. The normal VP and Jihad Level adjustments occur.

- If the defender decides to fight, the attacker may immediately cancel the combat with no further effect or he may continue.

- If the attacker continues—thereby making Jerusalem a battleground—the defender is penalized 1 VP immediately. Note: This is the penalty for turning Jerusalem into a combat zone and is in addition to the 2 VPs the defender will lose if Jerusalem is captured. Also, if the AP Player is the attacker, the Jihad Level immediately shifts +1 (which will offset the –1 Jihad Level shift should the AP capture the space).

DESIGN NOTE: This allows the Turks to make the fight for Jerusalem an important jihad event. It is costly politically, but the

extra Jihad point allows placement of a Tribe and could later foster a revolt! This gives the AP an incentive to capture Jerusalem by cutting it out of supply or threatening to do so (which is what happened historically).

- Once a combat has occurred in Jerusalem, this rule has no further effect. However, this rule continues in effect, with players repeatedly threatening attack and withdrawing, so long as no actual combat occurs.

DESIGN NOTE: Both the Turks and British refused to fight in Jerusalem. Allenby even went so far as to leave the Turks defending Jerusalem an escape route, so that they could leave rather than be forced to fight. And the Turks did leave, partly for reasons of self-preservation, but partly out of deference for the Holy City.

25.7 Eight Card Hands

If both players agree, they may use an eight card hand. Just add an extra card to each player's hand at the beginning of the game and draw back up to eight cards at the end of each turn. Any references in the rules to a seven card hand, should be read as applying to an eight card hand.

PLAY NOTE: This will tend to make for a more relaxed game and somewhat reduce the luck of the draw, allowing players to hold desired cards more easily. Seven card hands should still be used for tournaments.

25.8 Pre-Game Bidding

(25.8.1) If both players agree, they may determine sides by bidding VPs and Maximum TU RPs. Note: This rule should always be used in tournament play.

- Each player rolls a die. The player with the high die declares which side he wishes to play and the number of VPs he will "cede" to the opposing player—any whole number including a bid of zero.

- If the opposing player accepts the bid, he plays the other side. If he rejects it, he must either bid a higher number of VPs that he will cede or bid the same VP number and an adjusted number of Maximum TU RPs (25 TU RPs is the limit set by the *ROYAL NAVY BLOCKADE* event). Maximum TU RPs are bid higher if the player desires to play the AP (making life easier for the Turks) and lower if he wishes to play the CP (making life harder for himself), within the range of 0 to 40 inclusive.

- Bidding ends when a player accepts his opponent's bid. The final bid should be documented.

(25.8.2) During play, when *ROYAL NAVY BLOCKADE* event is played, the Max TU RP marker is placed on the General Records Track on the space that was bid or on 25 if there was no such bid.

(25.8.3) At the end of the game, the bid may have one of two effects:

- If the game ends in an Automatic Victory, the VPs bid has no effect.

- If the game ends in an Armistice, adjust the VP marker up or down by the number of VPs bid in favor of the player who lost the bid.

25.9 Conquest of Gallipoli (recommended)

(25.9.1) At the end of any turn, if there are AP units, but no CP units, on the Gallipoli inset map, the AP Player may announce his conquest of Gallipoli. He may then take up to three units (plus one HQ) off the Gallipoli inset map and place them on the Gallipoli space on the main map, making it much easier to defend Gallipoli. Any excess units may remain on the Gallipoli inset map, moving on and exiting that inset map per normal rules (but may not attack from this inset map nor be attacked).

(25.9.2) Combat from and to the Gallipoli main map space is possible.

- The Gallipoli main map space has mountain terrain.

- Attacks against the Gallipoli main map space from Bandirma or Edremit are considered to be coming across a Water Crossing. The opposite is also true—attacks against Bandirma or Edremit from the Gallipoli main map space is considered to be coming across a Water Crossing.

- If the CP player attacks the Gallipoli main map space and causes the AP units to retreat, the AP units must retreat at least three spaces onto the Gallipoli inset map, counting the space(s) of entry nearest the direction of the attack as the first space of retreat. The AP units may retreat further, if the AP Player desires. All full-strength attacking CP units may then advance up to two spaces onto the Gallipoli inset map, counting the space(s) of entry nearest the direction of the attack as the first space of advance.

- After the CP has reentered the Gallipoli inset map by Advance After Combat or by Movement (if there are no AP units on the Gallipoli main map space), the AP conquest of Gallipoli is terminated and normal Gallipoli inset map rules apply.

- The AP Player may announce the conquest of Gallipoli as often as the conditions above are fulfilled (it is not necessarily a one-time event).

25.10 Variable Parvus (as in version 1)
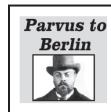
When *PARVUS TO BERLIN* is played, place the *Parvus* marker in the turn space of the current turn. Place the Revolution marker four turns ahead. Place the *Long Live the Czar* marker in the same space as *Parvus* and adjust up or down to match RU VP as defined in rule 18.3.4.

GLOSSARY OF IMPORTANT TERMS

Active Player: The player who is currently taking an Action during his half of an Action Round.

Activation: When the Activation Cost for a space is paid in OPS, the units in that space may move or attack.

AP: The Allied Powers (or Entente)—primarily Britain and Russia.

Armistice: The game may end early in a negotiated peace resulting from the war-weariness of all parties involved in the Near East. One alliance will likely gain some advantage from the war and from control of oil, allowing it to dominate the subsequent peace, and that player wins.

Balkans: In this game, the Balkans includes all spaces in Austria-Hungary, Romania, Greece, Bulgaria, Serbia, Thrace, as well as Lemnos, Galicia, Bolgrad and Odessa. Units marked as Balkans Only (indicated by the B in a circle) may not move, attack, SR, or be rebuilt or organized outside the Balkans. For game purposes, the Gallipoli inset map is NOT considered in the Balkans.

Combat Factor (CF): The Combat strength of a unit or Fort. A Fort's CF (strength) is printed next to it on the map.

Combat Unit: A regular Combat Unit is marked with a NATO style indicator box. An Irregular Combat Unit is marked with a flag. A Tribe is also a type of Combat Unit. HQs and the Heavy Artillery unit are not Combat Units. Forts are not Combat Units (but do participate in defensive combat). Uprising markers are not Combat Units and never participate in combat.

Constantinople: While the city was known to many as Istanbul since 1453, the official name change did not occur until 1930.

Contested Region: A Region (defined below) that contains both players' units. Note: A contested Region will always be controlled by one player.

Control: Every space (or Region) on the map is either controlled by one player or is neutral. A vacant enemy space or Region immediately becomes friendly-controlled when it is occupied by a friendly unit, if the space does not contain an undestroyed enemy Fort.

CP: The Central Powers—primarily the Ottoman Empire and Germany.

Die Roll Modifier (DRM): The number added to or subtracted from a die roll.

Island Base: Lemnos, Bahrain, and AP-controlled Cyprus are BR Supply Sources and may hold any number of AP units. CP units never enter Island Bases.

Jihad City: The capture of cities (e.g., Baghdad) marked with the Jihad symbol shifts the Jihad Level up or down one point.

Jihad Level: The Jihad Level tracks the likelihood that Tribes and Muslim nations (Egypt, India, Afghanistan, and Central Asia) will join the CP (18.1.1 and 18.2.1).

LCU (Large Combat Unit): LCUs are the larger 5/8-inch playing pieces representing organized military units. Generally, these are corps historically, but sometimes represent armies. If a player has at least one LCU in a Combat, he fires on the Heavy Fire Table.

Loss Factor (LF): A unit's ability to absorb damage.

Loss Number: The number from the Fire Table during Combat, representing the potential damage inflicted on enemy units.

OPS Value: The Operation Points (OPS) a player receives for immediate use when playing a card for Operations are indicated by the large number in a card's upper left corner. OPS are used to Activate spaces for Combat or Movement.

Ottoman Empire: The Empire consists of the following areas: Anatolia, Caucasia, Syria/Palestine/Sinai, Mesopotamia, and Thrace (the European areas west of Constantinople, including the Gallipoli peninsula). Technically, Sinai was British, but is treated as Ottoman for the purposes of this game. Likewise, Egypt and Cyprus were still technically Ottoman, but are not considered Ottoman Empire areas in this game. See also the term "Turkey" below.

Persia: The term "Persia" is often used in the rules and on event cards. It applies to Neutral Persia, Azerbaijan (controlled by Russia), Arabistan (leased to Britain), and the three Persian Regions: Eastern Persia, Central Persia, and Southern Persia.

Region: The large spaces around the map edge symbolize vast areas. When the rules refer to a "space," this applies to Regions as well, unless stated otherwise. Some Regions have a square space inside—it is not a separate space, it is just to indicate the terrain of the Region and if the Region has a VP value.

Restricted Area (9.8): Special rules govern LCUs in five areas with poor infrastructure: 1) Syria/Palestine (including the Sinai); 2) Mesopotamia; 3) Persia; 4) Central Asia; and 5) Afghanistan.

Sinai: The five spaces east of the Suez Canal and west of Syria/Palestine. Historically, the British abandoned these spaces early in the war. Thus, for game purposes, these spaces are not part of Egypt, but part of Syria/Palestine. Note: This decreases the CP Player's ability to cause a Jihad Revolt in Egypt.

Special Unit: A unit that does not fit into the main three categories of Combat Units: infantry, elite infantry, or cavalry. Some special units also have unique attributes—those that do are listed on page 47.

Strategic Redeployment (SR) Value (11.0): The number of SR points a player receives for immediate use when playing a card for its SR Value is indicated by the smaller number in the card's upper left corner.

Turkey: The term "Turkey" did not officially come into use until 1920, but in this game is used to refer to the areas dominated by the Turkish people: Anatolia, Caucasia, Thrace, and the Gallipoli inset map.

VPs (Victory Points): VPs determine who wins the game. VPs are gained by capturing VP spaces, playing events, and special circumstances during the War Status Phase (23.2).

VP Space and Russian VP Space: Any space with a red name and red outline, including Regions and some Fortresses. Any VP space in Russia or Azerbaijan is a Russian VP space.

War Commitment Level: There are three levels: Mobilization, Limited War, and Total War.

War Status Number: Some cards have a War Status number in parentheses after the event name. When that card is played as an event, increase the player's War Status marker and the Combined War Status marker by that amount on the General Records Track.

UNITS WITH UNIQUE CHARACTERISTICS

BRITAIN:

BR Arab Northern Army (ANA): A regular Arab combat unit that enters with the *ALLENBY* event, appearing at Aqaba (if AP-controlled) or in the Eliminated/Replaceable Units Box (it can then be built using AP-Allied RPs). May use the Restricted paths labeled A/T in Syria/Palestine. It takes BR or AP-Allied RPs and may be rebuilt at any AP-controlled port in Syria/Palestine.

BR Dunsterforce (3.2.5): May cross green connectors between spaces/Regions for only 4 MPs. May be rebuilt per normal rules, but also in AP-controlled Baghdad. *Note: This elite motorized force solidified British control of Persia after the Russian Revolution, arriving by sea to fight in Baku.*

BR Indian Garrison: Can never leave India. Can be rebuilt only in India (and this may be done even if India is CP-controlled).

BR Persian Cordon Force: Can operate in Persia, India, and Baluchistan only. Can rebuild in the three Persian Regions, India, or Baluchistan (and this may be done even if the Region is CP-controlled).

GERMANY:

GE Alpenkorps: Gives a +1 DRM when defending in a Mountain space or attacking into a Mountain space.

GE Yildirim Units: The first Yildirim unit in a stack does not count against stacking limits or as a nationality for Activation. One GE Yildirim may advance in addition to the three-unit limit.

GE Georgian Protectorate Unit: This unit appears in Tiflis or Batum during Stage 4 of the Russian Revolution (see 18.3.8). It is placed by the *AP Player*, never moves (it can retreat after combat), and can be attacked only by TU/TU-A units—but the Germans then cancel the Ottoman alliance! It cannot stack with other units, can only defend in combat (with a CF of 1), and is always in supply.

In 1918, Germany declared Georgia a protectorate and stationed troops there. The German flag flew over Tiflis. In an effort to control Caucasia, the Turks actually attacked the Germans! Berlin threatened to cancel the German-Turkish alliance. The Turks left, and Tiflis was kept out of Ottoman hands.

GE/BU XI Army: Counts as BU and/or GE for all purposes. If destroyed, it is replaced by a GE or BU SCU from the Reserve Box (CP choice). If Bulgaria collapses, permanently eliminate this unit and replace it with a GE infantry SCU from the Reserve Box.

BULGARIA / AUSTRIA-HUNGARY:

BU/AH Combined Infantry: Counts as BU and/or AH for all purposes.

RUSSIA:

RU Black Sea Division (Marines): Once per game, this unit may make an amphibious assault (see 13.3.4). It may also retreat by sea. Is removed by the Russian Revolution.

RU/SB Yugoslav Division: Counts as RU and/or SB for all purposes. May SR to AP-controlled ports in Greece from the Reserve Box. May cooperate with BR, IN, or ANZ units. It is not removed by the Russian Revolution. *Note: This unit was manned by Serb POWs who had been members of the AH army.*

RU 2/4 Special Division: May SR to AP-controlled ports in Greece from the Reserve Box. May not cooperate with BR, IN, or ANZ units. Is removed by the Russian Revolution.

PE/RU Persian Cossacks: Is RU for all purposes. Takes RU or AP-Allied RPs. It must remain in Persia, Central Asia, or Afghanistan. It is removed by the Russian Revolution.

OTHER:

Transcaucasian Federation: Appear during Stage 4 of the Russian Revolution (18.3.8) in AP-controlled spaces in Russia or Caucasia, are *always in supply in those areas,* and are eliminated if retreated out of those areas. ARM and GEO units can be rebuilt in AP-controlled Erevan and Tiflis (respectively).

Greek Corps of National Defense (CND): This AP unit enters at an AP-controlled port or Beachhead on the Aegean or at neutral Salonika (without violating Greek neutrality). It takes BR or AP-Allied RPs and may be rebuilt on Lemnos or at an AP-controlled port in Greece.
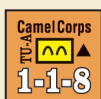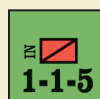
Cavalry, Camels, and Armored Cars: If a player has one (or more) of these in combat and his opponent has none, he receives a +1 DRM (unless the combat involves a Beachhead).
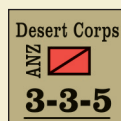
ANZ Desert Corps: May ignore the movement, combat and SR restrictions of Desert spaces (9.3). *ANZAC (Australian and New Zealand Army Corps).*

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