RULES
of
PLAY

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1.0 INTRODUCTION

Empires & Alliances is a corps-level strategic simulation of the First World War in Europe. Action in the Middle East and the Caucasus is handled using off board Boxes. Players command the Central Powers and Allied ground forces that fought in the war. Each turn represents a month with a special two impulse turn for August 1914. Although large in size and scope, the game is designed to be very playable. There are three scenarios: A six-turn 1914 scenario, a nine-turn 1918 scenario, and the 1914-1918 Campaign Game.

1.1 Number of Players

Empires & Alliances may be played with either two or more players. In a two-player game, one player commands the Central Powers forces and the other player commands the Allied forces. Each side can easily handle additional players such as a Western Front player and an Eastern Front player.

1.2 Components

This game of World War I contains:
• (3) 22″ x 34″ Maps and (1) 22″ x 11″ Map
• (1) Set of 896 ⁹⁄₁₆″ counters (on 4 sheets)
• (1) Rules and Scenarios booklet
• (2) Identical TEC/CRT cards
• (2) Identical Other Charts and Tables cards
• (1) Set of 3 Order of Battle cards
• (1) 10-sided die *(Note: A 10-sided die is used for all die rolls in the game. A roll of 0 is treated as a 10.)*

2.0 MAPBOARD

The mapboard represents the areas of Europe and Asia Minor where the First World War was fought.

2.1 Terrain

Various types of terrain, such as forests and mountains, affect movement and combat. See the Terrain Effects Chart for a summary of the movement and combat effects for each type of terrain.

2.2 Unplayable Areas

Switzerland, Denmark, Sweden, and Spain are neutral. No units may ever enter these countries.

2.3 Britain

British initial forces, reinforcements, and replacements are placed in Britain. From there they can use sea movement to move to other places on the map. U.S. reinforcements and replacements may also arrive in Britain. Some British Commonwealth reinforcements arrive in the Middle East.

2.4 French North Africa

Some Colonial French initial forces and reinforcements are placed in French North Africa. From there they can use sea movement to move to other places on the map.

2.5 Off Board Boxes

There are two Off Board Boxes on the mapboard: The **Caucasus Box** and the **Middle East Box**.

2.51 Caucasus Box Represents the off map areas of the Caucasus and eastern Asia Minor where forces of the Ottoman Empire and Russia fought.

2.52 Middle East Box Represents the off map areas of the Middle East where forces of the Ottoman Empire and the British Empire fought.

2.6 Atlantic and Mediterranean

For purposes of sea movement, the Atlantic consists of all sea hexes north of Spain except for the Baltic Sea. The Mediterranean consists of all sea hexes south of Spain except for the Black Sea.

2.7 Antwerp

The port of Antwerp cannot be used for sea movement nor sea supply if there is an enemy unit in hex 2150 or 2251.

2.8 Crimea

Units may use rail movement across hexside 4709/4810 but may not use ground movement across this hexside. Similarly, a unit may trace the rail part of a supply path across this hexside but not the overland part of a supply path.

3.0 UNITS

The units represent the military forces of each country and various markers used in playing the game.

3.1 Ground Units
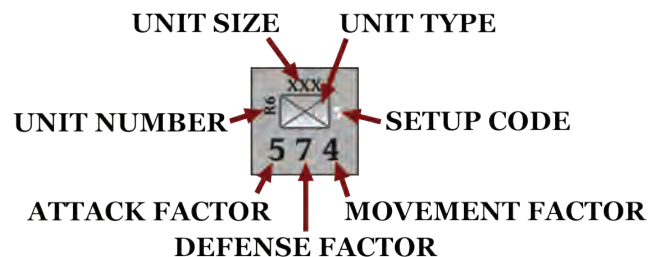
3.11 Unit Size

XXX - Corps   XX - Division

3.12 Unit Number

Corps/Division Identification number.

3.13 Unit Type

| | Infantry |

| | **Stosstruppen Infantry** |

Note: Unless specifically stated otherwise, Stosstruppen Infantry function as Infantry units.

| | **Cavalry** |

| | **Field Artillery** |

| | **Siege Artillery** |

| | **Tank** |

| | **Air** |

Air units have one attack factor, no defense factor, and a range of four.

3.14 Attack Factor

Unit combat factor when attacking.

3.15 Defense Factor

Unit combat factor when defending.

3.16 Movement Factor

The basic movement allowance of a unit.

3.17 Unit ID Names

Some units also have a letter ID to indicate the type of unit or names to indicate the region of the country that they are from.

a. **Letter ID**

A – Active	**R** – Reserve
T – Territorial	**LW** – Landwehr
E – Ersatz	**F** – Fortress

b. **Name**

1. **Germany**	BAV – Bavarian
GD – Guard	ALP – Alpine
2. **France**	COL – Colonial
3. **Russia**	GD – Guard
GRN – Grenadier	SIB – Siberian
CAU – Caucasus	TRK – Turkestan
4. **Serbia**	T – Timok
M – Morava	DA – Danube
DR – Drina	S – Sumadija

3.18 Setup Code

The mobilization hex(es) where the unit may set up. **Note:** Only units that set up in August 1914 have a setup code.

3.2 Nationality

GERMANY	GRAY
AUSTRIA-HUNGARY	PURPLE
OTTOMAN EMPIRE	YELLOW
RUSSIA	TAN
Bulgaria	ORANGE
Serbia	TAN ON WHITE
Montenegro	BLACK ON WHITE
Rumania	LIGHT GREEN
Greece	BLUE ON TAN
Belgium	YELLOW ON BLUE
Netherlands	BLUE ON WHITE
FRANCE	BLUE
BRITAIN	RED
British Commonwealth	TAN ON RED
ITALY	GREEN
UNITED STATES	OLIVE DRAB

Note: The Western Allies are considered to be France, Britain (including Commonwealth), Italy, and the United States. The British Commonwealth is considered to be Canada, India, Australia, and New Zealand. Although there is not a New Zealand unit, New Zealand forces are part of the ANZAC corps.

3.3 Forts and Entrenchments

3.31 Fort Represents pre-war defensive fortifications in the hex.

3.32 Entrenchment Represents defensive entrenchments in the hex.

3.4 Game Function Markers

3.41 Unsupplied Markers Used to identify unsupplied units.

3.42 Rail Used Markers Used to indicate units that have used rail movement this turn.

**3.43 Sea Movement Markers** Used to indicate units that have used sea movement this turn.

3.44 Railhead Markers Used to indicate the locations of the railheads.

3.45 Demoralized Markers Used to indicate demoralized units. One side is Demoralized and the other is Demoralized This Segment.

3.46 Automatic Victory Markers Used to indicate units that participated in an Automatic Victory.
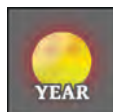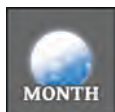
3.47 Month and Year Markers Used to keep track of the Game Month and Year.

3.48 Weather Markers Used to indicate what weather conditions are in effect on each front.

3.49 Replacement Points Markers Used to keep track of accumulated replacement points.

4.0 HEX CONTROL

Each non-neutral hex on the mapboard is either controlled by the Central Powers player or the Allied player.

4.1 Initial Control

At the beginning of the game, a player controls all hexes in his home countries. When a country enters the war, the side that country joins immediately controls all hexes within that country.

4.11 In the 1918 scenario, a player controls all hexes on his side of the scenario start line.

4.2 Changing Control

Control of a hex changes at the instant an enemy ground unit enters the hex.

5.0 ZONES OF CONTROL

Some units project zones of control (ZOC) into adjacent hexes. A ZOC affects enemy movement, supply, and retreats.

5.1 Infantry, cavalry, and field artillery units project a ZOC into the six adjacent hexes. A ZOC cannot be projected across a sea hexside (including a strait), across an unfrozen lake hexside, or into a neutral country.
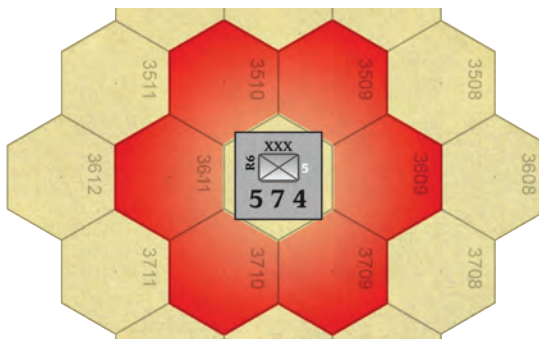
5.2 Siege Artillery, Tank, and Air units do not project a ZOC.

5.3 An enemy ZOC can be negated for purposes of tracing supply by a friendly unit (other than an Air unit) in the hex.

6.0 STACKING

A player may have more than one unit in a hex. This process is known as stacking.

6.1 Ground Unit Stacking

A player may stack up to 3 Infantry or Cavalry units (corps or divisions) in a hex. A player may add 1 Field Artillery unit. A player may add a second Field Artillery unit provided the number of corps and divisions is 2 or less. In addition, a player may add a maximum of one Siege Artillery unit and one Tank unit.

Examples: A player could stack 3 Infantry corps, 1 Field Artillery unit, a Siege Artillery unit and a Tank unit in a hex. Or, he could stack 1 Infantry corps, 1 Cavalry corps, 2 Field Artillery units, a Siege Artillery unit, and a Tank unit.

6.2 Stacking limits apply at the end of the Movement Phase and at the end of the Combat Phase. If a player finds that he is over stacked at these times, he must eliminate units, of his choice, until the stacking limits are met. **Note:** Players may move units through hexes even if that results in temporary over stacking provided stacking limits are satisfied at the end of the Movement Phase.

6.3 Air Unit Stacking

Air units may base at friendly cities. A maximum of two air units may stack (base) at a major city and one air unit at a minor city. If the opposing player takes control of the city, the air units there may immediately fly to any friendly city within 8 hexes. If there is not a friendly city within 8 hexes, they are eliminated.

7.0 SEQUENCE OF PLAY

The Sequence of Play defines the order in which various game activities are performed.

7.1 Weather Phase

The Central Powers player rolls a die to determine the weather for the turn.

7.2 Central Powers Player Segment

The Central Powers player performs the following activities. The Central Powers player is considered to be the phasing player during this segment.

7.21 Reinforcement Phase Brings on reinforcements and replacements.

7.22 Supply Phase Checks the supply status of all of his units.

7.23 Movement Phase

   7.231 Entrenches units.
   7.232 Moves units.

7.24 Combat Phase Resolves his attacks.

7.25 Administrative Phase

   7.251 Advances railheads.
   7.252 Checks the supply status of only his unsupplied units.
   7.253 Removes Demoralization markers on Demoralized side from his units. Then flips his Demoralized This Segment markers to their Demoralized side.

7.3 Allied Player Segment

The Allied player performs the activities described in 7.2. The Allied player is considered to be the phasing player during this segment.

7.4 National Morale Phase

At the end of each December, March, June, and September turn beginning December 1915, both players check the National Morale of each of their countries that have been in the war for at least one year.

7.5 End of Turn Phase

Advance the Month and Year markers to the next game turn.

Note: Each Game Turn represents one month of actual time. (Exception: August 1914 is split into two turns – August-1 and August-2.)

8.0 GROUND MOVEMENT

During the Movement Phase, the phasing player moves his units on the mapboard. A player may choose to move any or all of his units each turn.

8.1 A unit expends Movement Points (MPs) to enter various types of terrain. The number of MPs required to enter a hex is specified on the Terrain Effects Chart (TEC). A unit must stop moving when it has insufficient MPs remaining to move any farther.

8.2 The number of MPs available to a unit each turn is equal to its Movement Factor (MF). This MF may be reduced by weather, being unsupplied, and demoralization effects. A unit's MF cannot be reduced to less than 1 MP.

8.3 A unit may move directly from one enemy ZOC to another by expending 1 additional MP. Note that a unit is not required to stop moving just because it has entered an enemy ZOC.

8.4 A unit may always move one hex, regardless of how few MPs it has. Exception: An unsupplied unit cannot move farther (in hexes) from its Supply Source unless it can expend the required number of MPs (See Rule 14.2).

9.0 RAIL MOVEMENT

During the Movement Phase, the phasing player may move units along friendly rail hexes controlled at the beginning of his Movement Phase.

9.1 To move by rail, a unit expends 1 MP to entrain. The unit may move up to 30 hexes along a railroad. After completing its rail move, a unit detrains by expending 1 MP. A unit may not end its Movement Phase entrained. A unit may detrain with no MPs remaining; however, it must end the Movement Phase in that hex. A unit may use ground movement both before and after using rail movement provided that it has sufficient MPs.

9.2 A unit may not entrain, detrain, or use rail movement in an enemy ZOC. Friendly units do not negate enemy ZOCs for this purpose.

9.3 The number of hexes that a unit may rail is reduced by snow weather effects.

9.4 Units may rail across the rail ferries at Messina and Constantinople. This counts as 6 of the 30 rail hexes.

9.5 Rail Capacity

The number of units that a player may rail each turn is limited. The Rail Capacity Chart specifies the number of corps that each country can rail. Units count as 1 corps each for purposes of rail capacity (Exception: Non-U.S. divisions

and artillery units with an Attack Factor of 1 count as half-corps for purposes of rail capacity.)

9.51 A unit railed into another country counts against the capacity of both countries.

Example: Germany rails 5 corps into Russia and Austria-Hungary rails 4 corps into Russia. Germany has used 5 rails, Austria-Hungary has used 4 rails, and the Central Powers have used all 9 corps that they can rail on Russian railroads that turn.

Note: Luxembourg is considered to be part of the German rail net.

9.52 The number of corps that a major power (countries with a rail capacity of 9 or 12) can rail on the railroads of a minor country (countries with a rail capacity of 3) is increased to 6 provided a path can be traced along that railroad to a Supply Source in that major power.

Examples:
1) France could rail 6 corps into Belgium.
2) Germany could rail 2 corps into Rumania and Austria-Hungary could rail 4 more corps into Rumania for a total of 6 corps.
3) Bulgaria (currently a Central Powers ally) rails 2 corps. Austria-Hungary could rail an additional 4 corps into Bulgaria for a total of 6 corps.

10.0 ADVANCING RAILHEADS

Railroads were very important in World War I for the movement of troops and supplies. Players may advance their railheads during the Administrative Phase.

10.1 The initial locations of the railheads are defined in each scenario.

10.2 The Central Powers player may extend a railhead if all of the following conditions are satisfied.
- A Central Powers ground unit began the Movement Phase in the hex or entered the hex during the Central Powers player segment.
- The ground unit used to extend the railhead was in supply.
- A path free of enemy units or enemy ZOCs can be traced along that railroad to a Central Powers Supply Source.

10.3 The Allied player's railheads are considered to be on the connecting rail hexes that are adjacent to the CP railheads. The Allied player extends his railheads by pushing back the Central Powers railheads in the same manner as the Central Powers player extends them.

10.4 Each railhead may be extended a maximum of 3 hexes per turn during Clear weather, a maximum of 2 hexes during Mud, and a maximum of 1 hex during Snow. When extending a railhead through more than one weather zone, the more restrictive advance rate applies.

11.0 SEA MOVEMENT

During his Movement Phase, the phasing player may move units by sea.

11.1 To use sea movement, a unit must embark in a friendly port by expending 1 MP. The unit may move an unlimited distance through sea hexes to another friendly port. After completing its sea move, a unit debarks by expending 1 MP. A unit may not end its Movement Phase at sea. A unit may debark with no MPs remaining; however, it must end the Movement Phase in that port hex. Both ports must be controlled by the phasing player at the start of the Movement Phase. A unit may use ground movement both before and after using sea movement provided that it has sufficient MPs.

11.2 To move a unit from an Atlantic port to a Mediterranean port, or vice versa, requires all the unit's MPs. The unit must begin the Movement Phase in the port of embarkation and end the Movement Phase in the port of debarkation.

11.3 Western Allied Sea Movement
The British player may conduct sea movement anywhere in the Atlantic or the Mediterranean (See Rule 2.6). The British player may also conduct sea movement in the Black Sea if he controls all five of these Ottoman Empire hexes: 5918, 5919, 6019, 6025, and 6124.

11.4 German Sea Movement
The German player may conduct sea movement to and from German ports or Riga in the Baltic Sea.

11.5 Russian Sea Movement
The Russian player may conduct sea movement to and from Russian ports in the Baltic Sea or to and from Russian, Rumanian, or Bulgarian ports in the Black Sea.

11.6 Sea Movement Capacity
The number of units that a player may move by sea each turn is limited. The Sea Capacity Chart specifies the number of corps that each country

can move by sea. A division, except U.S. divisions, or a 1 factor Field Artillery unit counts as a half corps for sea movement capacity purposes; all other units count as 1 corps each.

11.7 Allied Invasions

The Allied player (only) may use sea movement to conduct an invasion. An invasion is defined as sea movement from a friendly port to an enemy controlled port or beach hex.

11.71 Requirements The Allied units must begin the Movement Phase in a friendly port, in supply, and not in an enemy ZOC. Units invading an Atlantic port or beach must begin their move in an Atlantic port; units invading a Mediterranean port or beach must begin their move in a Mediterranean port. Only British, Canadian, Australian, ANZAC, French, and U.S. units may conduct invasions. Siege Artillery and Tank units may not conduct invasions. Air units may not conduct invasions although they may support them, if within range. The Allied player may invade in the Black Sea if he controls all five of these hexes: 5918, 5919, 6019, 6025, and 6124. Units invading in the Black Sea must begin their move in a Mediterranean port.

11.72 Procedure The invading units are moved adjacent to the invasion hex. A maximum of one stack may invade a hex. If the invasion hex is not occupied, they land in that hex and end their move. They may not attack adjacent enemy units. If the hex is occupied by enemy units, they must attack those units. This attack may be made in conjunction with other friendly stacks that are attacking the hex. If all of the defending units are eliminated or retreated, the invading units, including field artillery, advance into the hex. **Note:** Invading units may advance even after an ND result.

11.73 Royal Navy The Royal Navy counter represents the naval support available for an invasion. The Allied player places the Royal Navy counter on one of the hexes being invaded. It may provide naval support fire for one or more attacks being made against that invaded hex. The number of naval support factors in an attack cannot exceed the number of attack factors of the invading ground units attacking that hex. The total number of naval support factors used cannot exceed three.

The Royal Navy counter is not affected in any way by the ground combat result. Its factor cannot be used to absorb any attacker losses nor is the defender required to count any naval support factors when determining EX losses (see Rule 13.7).

At the end of that Allied Combat Phase, the Royal Navy counter is placed on the Time Track on the earliest turn in which the Allied player is eligible to make another invasion (see Scenario rule 2.68c).

11.74 Failed Invasion If all of the defending units are not eliminated or retreated during the Combat Phase, the remaining invading units are eliminated. Half (rounded down) of the total attack factors of the remaining invading units are added to that country's Infantry replacement points.

11.8 Evacuations

An evacuation is defined as sea movement from a beach hex to a friendly port. The evacuated units must begin the Movement Phase on the beach hex and end the Movement Phase in the friendly port. A unit evacuated from an Atlantic beach must be evacuated to an Atlantic port; a unit evacuated from a Mediterranean beach must be evacuated to a Mediterranean port. A Demoralized This Segment (DTS) marker is placed on the evacuated units. Siege Artillery and Tank units cannot be evacuated.

11.9 A unit may use both rail and sea movement during the same Movement Phase provided that it has sufficient MPs.

12.0 AUTOMATIC VICTORY

An Automatic Victory is a form of combat that is conducted during the Movement Phase. The moving player can overwhelm a small force and prevent it from blocking his move for the entire turn.

12.1 To achieve an Automatic Victory (AV), the phasing player must move sufficient units adjacent to the defending units to obtain an 8 to 1 attack. The odds required to achieve an AV are increased to 10-1 if either of the following situations apply.
1) The defender is in a forest, swamp, or major city hex, or in a hex containing an entrenchment or fort.
2) The weather in the hex being attacked is Mud or Snow.

The required odds are increased to 12-1 if both situations above apply. The attacking units may be in different

hexes as long as all of the units used in the AV are eligible to attack the hex. The attacking units must also satisfy stacking limits at the time that they achieve the AV.

12.2 Once the AV has been achieved, the defending units are immediately eliminated and are placed in the Replacement Pool. The units used to achieve the AV may not move any farther that Movement Phase and cannot attack during the following Combat Phase. They may advance into the vacated hex. Automatic Victory markers are placed on units used to achieve the automatic victory to show that they cannot move nor attack for the remainder of the player segment. The AV markers are removed at the end of the Combat Phase.

12.3 The phasing player may then continue to move other units. They may move as if the defending unit eliminated in the AV was never there. They may even move into and through the hex formerly occupied by the unit eliminated in the AV.

13.0 COMBAT

During the Combat Phase, the phasing player may attack enemy units.

13.1 The phasing player may attack as few or as many hexes as he wishes. Attacking is voluntary. Exception: Units invading an enemy occupied hex must attack that hex.

13.2 An attack must be directed against a single enemy hex occupied by at least one enemy unit or fort counter. The attacker may only attack that hex with adjacent units. Units may not attack across a sea or unfrozen lake hexside.

13.3 The attacker **may** split up an attack against a hex into two or more attacks provided that he attacks every defending unit in the hex at 1-5 odds or better (See Rule 13.641).

Example: The attacker has three 6-8-4 Infantry corps and one 3-3-3 Field Artillery. The defender has a 4-6-4 Infantry corps and a 3-3-5 Cavalry corps. The attacker could attack the 3-3-5 with two 6-8-4 and the 3-3-3 while the remaining 6-8-4 attacks the 4-6-4.

13.4 The attacker is not required to attack with all units in a stack. Some of the units in the stack may even attack another hex. The defender cannot withhold any units in the hex being attacked from combat. The attacker may not split the attack factor of a single unit; the entire unit must be allocated to one attack.

13.5 Each attacking unit may only attack once per Combat Phase. Each defending unit may only be attacked once per Combat Phase.

13.6 Combat Resolution Procedure

13.61 The attacker designates a hex that he is attacking and all of his units that are attacking that hex.

13.62 The defender **may** designate Artillery and Tank units to defend with Infantry or Cavalry units in the hex. A maximum of one Artillery unit (Field or Siege) and one Tank unit may defend with a single infantry or cavalry unit.

Example: The defender designates a 3-3-3 Artillery unit to defend with a 5-7-4 infantry corps. Those two units must then be treated as one unit with a defense factor of 10 for the ensuing combat.

If the defender chooses not to allocate artillery and tank units in this manner, they may be attacked separately.

13.63 The attacker then designates all attacks versus all units in the defending hex and then resolves them one at a time in any order that he chooses.

13.64 To resolve an attack, the attacker:

13.641 Calculates an odds ratio by dividing the number of attacking factors by the number of defending factors. Fractions are dropped.

Examples: A 23 to 10 attack becomes a 2 to 1, commonly written as 2-1. A 7 to 10 attack becomes a 1-2.

Attacks at odds greater than 7-1 are treated as a 7-1. Attacks at odds less than 1-5 are not allowed.

13.642 Determines the net Die Roll Modifier (DRM) by subtracting the total defender DRM from the total attacker DRM. The maximum net DRM is plus or minus 3.

13.643 Rolls the die and consults the Combat Results Table (CRT) to determine the result of the attack.

Example: The attacker attacks at 2-1 odds with a +2 DRM and a 7 is rolled. The net die roll becomes a 9 which is a DD result.

Note: A net die roll less than -1 is treated as a -1 and a net die roll greater than 12 is treated as a 12.

13.65 Special Cases

13.651 An attack against an air unit or a fort by itself in a hex is an automatic DE.

13.652 An Artillery, Tank, or Air unit cannot attack by itself. At least one infantry or cavalry unit must also participate in the attack. The number of attacking artillery and tank units cannot exceed the number of infantry and cavalry units in an attack.

13.7 Combat Results

- **AE** – All attacking units are eliminated.
- **AX** – The attacker eliminates attack factors at least equal to the number of defender factors. The surviving attacking units do not retreat.
- **AD** – The attacker demoralizes one corps (or two divisions) for each defending corps (or two divisions). The first corps demoralized must be the one with the largest attack factor. If the defender has more corps than the attacker, then all attacking units are demoralized. All surviving attacking units are then retreated.
- **ND** – No Decision. The attacker eliminates his unit with the largest attack factor. The defender eliminates defense factors at least equal to the number of attack factors lost by the attacker. If two or more attacking units have the same attack factor, the attacker may choose which unit to lose.
- **EX** – The smaller force is eliminated. The larger force must remove factors at least equal to the number of smaller force factors.
- **HX** – The defender is eliminated. The attacker must remove units with attack factors equal to at least half of the number of defense factors removed.
- **DD** – The defender is demoralized and retreats.
- **DE** – All defending units are eliminated.

13.71 All losses on AX, ND, EX, and HX results are based on the number of attack or defense factors printed on the counter. The fact that the units may be reduced in strength for some reason is not taken into account when determining losses.

13.72 When a player takes losses, at least one infantry or cavalry unit must be lost, if possible. That is, Artillery and Tank units cannot be chosen to take all of the required losses unless they are defending by themselves in an attack. The number of artillery or tank units lost cannot exceed the number of infantry and cavalry units that are lost, if possible.

13.73 When two or three units defend together (see Rule 13.62), a ND result for the defender is handled in the following manner. If any of the units defending together are eliminated, then the other unit or units that defended together with them are retreated and demoralized.

Example: The defender has a 4-6-4 INF XXX, a 3-5-3 INF XXX, and a 3-3-3 Field Artillery unit. The defender chooses to have the 3-3-3 defend with the 4-6-4. The attacker attacks the hex with three 6-8-4 INF XXX and one 3-3-3 Field artillery unit at 1-1 odds. An ND result is rolled. The attacker loses his largest unit, a 6-8-4 INF XXX. The defender is required to lose 6 defense factors. The defender chooses to lose his 4-6-4 INF XXX; the 3-3-3 Field artillery unit is retreated and demoralized.

13.8 Retreats

13.81 The owning player retreats all of his units that were in the attack one hex.

13.82 If possible, the units must retreat to a hex where the length of their supply line is no longer than the hex that they were in.

13.83 The retreating units are eliminated if they are forced to retreat
- Into an enemy ZOC. Friendly units do not negate enemy ZOCs for retreat purposes.
- Across a sea or unfrozen lake hexside.
- Into a neutral country.
- Off of the mapboard.

13.84 A unit may retreat into a hex where it will exceed the stacking limit only if there is no other legal retreat route. In this case, all retreating units in excess of the stacking limit retreat one additional hex. If they are still over stacked, they are eliminated.

13.85 Demoralized Units The phasing player (attacker) places a Demoralized This Segment (DTS) marker on his units. The non-phasing player (defender) places a regular Demoralized marker on his units. Demoralized units suffer the following effects.
- Lose their ZOC.
- Have their Movement Factor halved (rounded down).
- May not move into an enemy ZOC during their Movement Phase. If they are in an enemy ZOC, they must move away if possible. If they cannot move out of an enemy ZOC, they do not move.
- Cannot attack.
- Have their defense factor halved (rounded down).
- A unit that suffers a DD result while already demoralized, has its Demoralization marker flipped to its DTS side.

13.86 Removing Demoralization Markers The phasing player removes Demoralized markers from his units and then flips Demoralized This Segment markers to their Demoralized side during the Administrative Phase (see Rule 7.253). To remove a Demoralized marker, the unit must be in supply and not in an enemy ZOC. A DTS marker is always flipped.

13.9 Advances
If an attack clears all defending units in a hex with a DE, DD, HX, or EX result, any attacking infantry or cavalry units that participated in **that** attack may advance into the hex. This option to advance must be exercised before any other attacks are resolved. Advancing units may not exceed stacking limits. If the attacker advances into a hex, any defender entrenchments or forts are eliminated. The defender never advances after combat.

14.0 SUPPLY
Units must be in supply to function with full capabilities.

14.1
During the Supply Phase, the phasing player checks the supply status of all of his units. An Unsupplied Level 1 marker is placed on unsupplied units. If the unit is already at Unsupplied Level 1 and is still unsupplied, flip the unsupplied marker to the Level 2 side. If the unit is already at Unsupplied Level 2 and is still unsupplied, it is eliminated.

During the Administrative Phase, the phasing player checks the supply status of all of his units that have an unsupplied marker on them. If they can now trace a supply path, the unsupplied marker is removed. If the unit is still unsupplied, no action is taken at this time. Unsupplied markers are only advanced, or unsupplied units eliminated, during the Supply Phase.

14.2 Supply Path
To be in supply, a unit must be able to trace a supply path to a Supply Source. The supply path can be traced in one of two ways.

1. A unit may trace an overland path a maximum of 5 hexes in length from the unit to the supply source. The hex occupied by the unit is not counted; the supply source hex is counted. A supply path may not be traced across a sea or unfrozen lake hexside, through a neutral country, or through a hex in an enemy ZOC. Exception: The presence of a friendly ground unit in a hex negates the enemy ZOC for purposes of tracing an **overland** supply path.

2. Alternately, a unit may trace a path a maximum of 5 hexes in length from the unit to a friendly railroad and then along that railroad to the supply source. Once the supply path reaches the railroad, the supply path cannot be traced through an enemy ZOC (even if the hex is occupied by a friendly ground unit).

Note: The maximum length of the overland supply path is reduced by mud or snow weather (See Rule 20.2).

14.3 Supply Source
A Full Supply Source is a network of three or more major cities in your home country or an ally. The major cities in this network must be linked by controlled rail hexes. A city ceases to be part of a Full Supply Source network when either the city or any of the rail hexes connecting it to the other cities in the network is occupied by or is in the ZOC of an enemy unit. A Full Supply Source can supply an unlimited number of units.

14.31 London is also a Full supply Source.

14.4 Limited Supply Source
A Limited Supply Source is a city in your home country or an ally, or an Off-Board Box (see Rule 2.5). For purposes of limited supply, each non-U.S. division or 1 factor artillery unit counts as a half corps; all other units count as 1 corps each. A city ceases to be a Limited Supply Source when all adjacent non-neutral land hexes are occupied by, or are in the ZOC of, enemy units. An Off-Board Box provides supply for both Central Powers and Allied units that are in the Off-Board Box.

14.41 Major City A major city Limited Supply Source can supply 6 corps.

14.42 Minor City A minor city Limited Supply Source can supply 3 corps.

14.43 Off-Board Box An Off-Board Box Limited Supply Source can supply 6 corps.

14.5 Sea Supply
A limited number of units can trace supply by sea.

14.51 A unit may trace an overland supply path a maximum of 5 hexes in length from the unit to a friendly port or beach hex and then across the sea to a Supply Source. Alternately, a unit may trace a path a maximum of 5 hexes in length from the unit to a friendly railroad, along that railroad to a friendly port, and then across the sea to a Supply Source.

14.52 Players may only use sea supply in sea areas in which they can use sea movement.

14.53 The number of corps that can be supplied by sea in a turn is limited. Each corps of sea movement capacity that is not used for sea movement can be used to supply 6 corps by sea.

14.6 Unsupplied Effects
Unsupplied units suffer the following effects.

	Unsupplied Level 1	Unsupplied Level 2
Movement Factor	Lose 1 MP	Halved (drop fractions)
Zone of Control	No effect	Lose ZOC
Combat Factor	x ¾	x ½

14.61 When reducing combat factors, retain fractions.

14.62 Stosstruppen, Siege Artillery, Tank, and Air units lose their combat DRM when at Unsupplied Level 2.

14.63 A Major City or Fort delays unsupplied effects one turn.

Example: A unit in a Fort that is at Unsupplied Level 2 suffers the effects of Unsupplied Level 1. A unit in a major city or fort that is at Unsupplied Level 2 at the beginning of the friendly Supply Phase is not eliminated. It is incremented to Unsupplied Level 3 instead. If it is still at Unsupplied Level 3 at the beginning of the next friendly Supply Phase, it is eliminated.

15.0 FORTIFICATIONS
Pre-war forts are represented by Fort counters. Trenches constructed during the war are represented by Entrenchment counters.

15.1 Forts

15.11 Players receive Forts in their initial forces as specified in the scenarios. No new forts may be constructed during the game.

15.12 A Fort provides the following capabilities to the units in the fort hex.
- The defender in a hex containing a fort receives a combat DRM equal to the level of the fort.
- Units in a hex containing a fort may ignore retreat results. On an AD or DD combat result the unit(s) are demoralized per Rules 13.7 and 13.85 but are not required to retreat.
- Units in a hex containing a fort have their unsupplied effects delayed one turn (see Rule 14.63).

15.2 Entrenchments
15.21 Players receive Entrenchments in their initial forces as specified in the scenarios. Players may construct entrenchments during the game beginning with the October 1914 turn. An infantry unit that is in supply may build a Level 1 Entrenchment at the beginning of the Movement Phase by expending all of its available MPs for that turn. Other types of units may not construct entrenchments.

15.22 A player may not build an entrenchment in a hex containing a fort. A player may voluntarily remove a fort at the beginning of his Movement Phase. Once removed, a fort may not be returned to play.

15.23 Beginning January 1916, players may upgrade an existing Level 1 Entrenchment to Level 2 by repeating the construction process. **Note:** Level 2 entrenchments are on the flip side of Level 1 entrenchments.

15.24 The defender in a hex containing an entrenchment receives a combat DRM equal to the level of the entrenchment provided that at least 50% of the defending corps in that attack are in entrenchments of at least that level. All non-U.S. divisions are counted as a half corps. An artillery or tank unit defending with an entrenched infantry unit (per Rule 13.62) also benefits from that entrenchment. Note: Artillery and tank units are not counted when determining whether 50% of the defending corps are entrenched."

Examples: A defending hex contains one entrenched corps, one non-entrenched corps, and one artillery unit. If the attacker makes one attack against the entire hex, the defender receives the combat DRM for the entrenchment. If the attacker divides up the combat against the two corps, the defender receives the DRM for the entrenchment only in the attack against the entrenched corps.

A defending hex contains one corps with a Level 1 entrenchment, one corps with a Level 2 entrenchment, and one non-entrenched corps. If the attacker makes one attack against the entire hex, the defender receives a -1 DRM for the entrenchments since 50% or more of the defending corps are entrenched at Level 1 or better.

16.0 SPECIAL UNITS
There are four types of special units: Stosstruppen Infantry, Siege Artillery, Tanks, and Air units.

16.1 Stosstruppen
Stosstruppen were specially trained German assault infantry units. They function as infantry units except as follows. The Central Powers player adds a +1 DRM to an attack for each Stosstruppen unit participating in that attack. The maximum Stosstruppen DRM in an attack is +3. If the

Central Powers player suffers any losses in an attack where a Stosstruppen DRM was used, he must lose at least one Stosstruppen unit. On a **ND** combat result, the requirement to lose a Stosstruppen unit overrides the requirement to lose the largest factor unit.

16.2 Siege Artillery

The attacking player adds a +1 DRM to an attack versus a hex containing a fort for each Siege Artillery unit participating in the attack. The maximum Siege artillery DRM in an attack is equal to the level of the defending fort.

16.3 Tanks

The Allied player adds a +1 DRM to an attack for each Tank unit participating in that attack. The maximum Tank DRM in an attack is +3. A Tank DRM may not be used in an attack against a defender in a Forest, Swamp, or Mountain hex. A Tank unit is halved when attacking across a river hexside. A Tank unit may support an attack only if there is at least one infantry corps of that nationality for each Tank unit attacking. If the Allied player suffers any losses in an attack where a Tank DRM was used, he must lose at least one Tank unit. On a **ND** combat result, the Allied player must lose his largest factor unit **and** a Tank unit.

16.4 Air Units

16.41 During the Movement Phase, air units may fly up to 4 hexes from their base to a hex being attacked during the Combat Phase. A maximum of three air units may be allocated to a hex to support attacks against enemy units in that hex. If air units are not used to support attacks, they may transfer up to 10 hexes to a new base. Air unit movement is not affected by terrain, enemy units, or enemy ZOCs.

16.42 During the Combat Phase, a +1 DRM is added to an attack for each air unit supporting that attack. The maximum Air unit DRM in a single attack is +2. A third air unit in the hex could be used to support an attack if the attacker makes two or more attacks against units in the hex (see Rule 13.3). An air unit may support an attack only if there is at least one infantry corps of that nationality for each Air unit attacking. After combat, air units may land at any friendly cities within 4 hexes of the hex that they attacked.

17.0 REINFORCEMENTS AND REPLACEMENTS

Reinforcements represent new units being raised. Replacements are used to replace units that are in the Replacement Pool. During the Reinforcement Phase, the phasing player brings on his reinforcements and replacements.

17.1 Reinforcements

17.11 Countries receive reinforcements according to the Order of Battle / Order of Appearance (OB / OA). A player may choose to delay bringing on his reinforcements until his following Reinforcement Phase. There is no limit to how many turns Reinforcements may be delayed.

17.12 Reinforcements are placed in controlled cities in their home country that are in supply. Reinforcements are placed one unit (or two divisions) per major city. If there are still units to be placed, they are placed one unit (or two divisions) per minor city. A 1 factor artillery unit is treated as a division.

17.121 Three units may be placed in London or an Off-Board Box.

17.122 Russian reinforcements may not be placed in Lodz.

17.13 Unless a specific location is identified in the OB / OA, reinforcements are placed according to the following priorities.
• Capital
• Cities that generate artillery replacements.
• Other cities as per rule 17.12

17.14 Reinforcements may over stack during placement. However, they must meet stacking limits by the end of the friendly Movement Phase.

17.2 Replacements

17.21 Countries receive replacement points (RPs) according to the Order of Battle / Order of Appearance. A player may accumulate RPs for use in future turns. The maximum number of RPs that a country may accumulate is specified in the OB / OA.

17.22 There are three types of replacement points: Infantry RPs, Artillery RPs, and Tank RPs. Infantry RPs are used to replace infantry and cavalry units, Artillery RPs are used to replace Field artillery and Siege artillery units, and Tank RPs are used to replace Tank units.

17.23 The number of RPs available is equal to the total produced by controlled and supplied replacement cities in that country plus any accumulated RPs.

17.24 Replacements are selected from units in the Replacement Pool. The cost to replace a unit is equal to its Attack Factor.

Example: A 5-7-4 INF XXX would require 5 infantry RPs to replace.

17.25 Replacements are placed at controlled replacement cities in their home countries that are in supply. A maximum of one replacement unit (or two divisions) may be placed at each replacement city per turn. A 1 factor artillery unit is treated as a division. Three units may be placed in London.

17.26 Replacements are placed according to the following priorities.
- Capital
- Cities that generate artillery replacements
- Other replacement cities

17.27 Replacements may over stack during placement. However, they must meet the stacking limits by the end of the friendly Movement Phase.

17.3 Special Cases

17.31 Several countries not represented on the mapboard have the following arrival locations for their reinforcements and replacements.
- United States – Any British or French port except Calais.
- Canada – Any British port.
- Australia – Middle East Box.
- India – Middle East Box. Exception: The 1st Indian Infantry corps arriving in OCT 14 and the 1st Indian Cavalry corps arriving in JAN 15 are placed at any British or French port.

17.32 Some units have a higher cost.
- Each Stosstruppen unit costs 6 infantry RPs
- Each Siege Artillery unit costs 6 artillery RPs

17.33 Artillery and tank reinforcements and replacements may only be placed in cities that generate artillery RPs. Exception: U.S. units are placed per Rule 17.31.

17.34 Only one Stosstruppen unit may be replaced per turn. Only one Tank unit per country may be replaced per turn.

17.35 After a certain date, use a lower strength counter when replacing certain units. These units and dates are specified in the Order of Battle.

Example: If a British 7-9-4 INF XXX is replaced on or after OCT 14, it is replaced as a 5-7-4 INF XXX.

There are two counters for each such unit. When the lower strength unit is replaced, the higher strength unit is permanently removed from play.

17.4 Reinforcement Nomenclature
Certain terms used in the Order of Battle / Order of Appearance require further explanation.

17.41 Add The unit is added to the Replacement Pool. It may be built by expending the required number of RPs.

17.42 Cost 1 ART RP The British player must expend 1 Artillery RP to initially bring on each 5-7-4 Territorial corps reinforcement. An artillery RP is not required to replace a Territorial corps.

17.43 Upgrade The first unit listed is removed from the game. The second unit listed arrives as a reinforcement unit.

17.44 Withdraw The specified units are removed from the game. Units are removed according to the following priorities.
- Units in the Replacement Pool
- Supplied units on the board
- Unsupplied units on the board

When units are removed from the board, an equivalent number of infantry RPs are received by that unit's country.

17.45 Release The specified units are released from their garrison duties or Reserve.

17.46 U.S. Reserve These units must be held in reserve until released.

18.0 POLITICAL MATTERS
The major European Powers plus Belgium, Serbia, and Montenegro were in the war from the first week of August 1914. Several other countries joined one side or the other as the war progressed. Luxembourg is considered to be German controlled from the start of the war.

18.1 Neutral Countries
Switzerland, Denmark, Sweden, and Spain are permanently neutral. A player cannot declare war on these countries. Italy, Bulgaria, Rumania, Greece, the Ottoman Empire, and the United States are neutral at the start of the war. These countries enter the war on the turn and side specified in the scenarios, or when a declaration of war is made against them. The Netherlands and Albania are also neutral at the beginning of the war. They remain neutral unless a declaration of war is made against them.

18.11 While a country is neutral, no units may enter that country. A player may declare war on a neutral country during his Reinforcement Phase. That country immediately joins the other side and deploys its forces, if it has any.

18.2 Conquering a Country

The criterion for conquering a country varies from country to country. A country is conquered when the enemy player controls the cities specified below.

- Germany – Berlin and Essen
- Austria-Hungary – Vienna and Budapest
- France – Four or more major cities including Paris
- Russia – St. Petersburg, Moscow, and Kharkov
- Italy – Rome and Milan
- Ottoman Empire – All of its cities except Damascus
- All other countries – All of their cities

Note: The United States cannot be conquered. Britain can only be conquered as a result of War Weariness (See Rule 21.35).

18.21 When a country is conquered, all of its units are removed from play at the end of the player segment in which it was conquered. That country does not receive any further reinforcements or replacements.

Note: A country may also be effectively conquered by an adverse result on the War Weariness Table that causes the country to sue for peace.

18.3 Garrisons

Garrisons are forces used to keep a hostile population under control in occupied areas of enemy countries and to safeguard lines of communications through those countries.

18.31 A player must garrison all controlled major cities in a conquered country or an active enemy country. The following minor cities must also be garrisoned: Brussels (Belgium), Skoplje (Serbia), Philippopolis (Bulgaria), Jassy (Rumania), and Angora (Ottoman Empire). One corps (or two divisions) is required to garrison each city. Only infantry and cavalry units may be used to meet garrison requirements.

18.32 A player loses 1 Infantry RP from his next turn's replacements for each required city garrison that he is short at the end of his player segment. **Note:** A player is not required to garrison a city still controlled by an ally of the conquered country.

18.33 Italy was a member of the Triple Alliance along with Germany and Austria-Hungary. When war broke out, Italy declared its neutrality. Both France and Austria-Hungary must maintain at least one corps on or adjacent to the Italian border until Italy enters the war.

18.4 British Sector

The BEF took up positions on the left flank of the French 5th Army in August 1914. The British army maintained a separate sector in France throughout the war.

18.41 British and French units may not stack in France, Belgium, Luxembourg, the Netherlands, or in Germany west of the Rhine river. They may move through each others units but may not be stacked at the end of a Movement Phase. They may not retreat into hexes occupied by the other nationality if other legal retreat routes exist. If forced to retreat onto the other nationality, they must unstack during their next Movement Phase. They may not advance into the same hex.

18.42 If British and French units combine for an attack in these areas, then there is a -1 DRM to the attack.

18.43 British units may not enter Paris, hexes in France south of hex row 27xx, or hexes in Germany (west of the Rhine) that are south of hex row 27xx. If they are forced to retreat into any of these hexes, they must move back to an allowable hex in their sector during their next Movement Phase, if possible. While out of their sector, they function normally but must return to their sector as soon as they are able to do so. **Note:** British Commonwealth units are considered British for purposes of this rule.

18.5 United States

The American Army fought in the French Sector during the war.

18.51 American units may only operate in France, Belgium, Luxembourg, and Germany south of hex row 25xx, inclusive. They are considered to be French units for purposes of Rule 18.4.

18.52 American reinforcements and replacements that arrive in France north of the French sector must end their turn in the French sector.

19.0 ECONOMIC WARFARE

Both sides used their naval forces in an attempt to economically strangle their enemy.

19.1 Blockade

Britain is considered to have instituted an effective blockade on the Central Powers beginning with the January 1915 turn.

19.11 Blockade Effects The blockade reduces the number of German and Austro-Hungarian replacement points. Beginning in 1918, it also affects the war weariness rolls of the Central Powers. The chart below shows the number of infantry RPs lost per turn.

	1915	1916	1917	1918
Germany	-1	-2	-4	-6*
Austria-Hungary	0	-1	-1	-2*

* Also, lose 1 artillery replacement point.

Beginning March 1918, a +1 DRM is applied to the war weariness rolls of all Central Powers countries. This increases to a +2 DRM in September 1918.

19.12 If Britain is conquered, the effects of the blockade are reduced.
- The number of Infantry RPs lost per turn is halved. Austria-Hungary loses 0 RPs in 1916 and 1 RP in 1917.
- The War Weariness DRM due to the blockade is reduced by one.

19.2 Submarine Warfare
Germany is considered to have initiated submarine warfare on Britain beginning January 1915. Germany suspended unrestricted submarine warfare during 1916 and then resumed it in 1917.

19.21 Submarine Warfare Effects When in effect, submarine warfare reduces the number of British infantry replacement points. Britain loses 1 Infantry RP per turn beginning January 1915 (except during 1916). Beginning March 1917, a +1 DRM is also applied to Britain's war weariness rolls.

19.3 Aid to Russia
The Russian army had chronic shortages of equipment and munitions. One of the rationales for the Gallipoli campaign was to open a link from the Western Powers to Russia.

19.31 Northern Route The British sent some aid to Russia via the port of Archangel beginning in 1915. However, Archangel was blocked by ice most of the year. The Russians built a railroad from St. Petersburg to Murmansk during 1915 and 1916. Aid was sent to Russia via the port of Murmansk beginning in 1917. The Russian player can receive aid though either Archangel or Murmansk on a turn but not both.
a. Archangel – The Russian player receives 1 Infantry RP and 1 Artillery RP at Archangel every June, July, August, and September turn beginning June 1915 if either Moscow or St. Petersburg is Russian controlled and in supply.
b. Murmansk – The Russian player receives 1 Infantry RP and 1 Artillery RP at Murmansk every turn beginning April 1917 if St. Petersburg is Russian controlled and in supply.

19.32 Southern Route The Allied player can open a southern link to Russia through Constantinople and the Black Sea. The Allied player can open this link by controlling all five of these Ottoman Empire hexes: 5918, 5919, 6019, 6025, and 6124. Add 1 Infantry RP and 1 Artillery RP to the Russian replacements during each Allied Reinforcement Phase that this link is open. These RPs are in addition to any sent via the northern route. Also, subtract one from the Russian war weariness roll if the southern link is open. **Note:** Russia must also have a controlled port on the Black Sea that can trace a rail link to a Russian controlled St. Petersburg, Moscow, or Kharkov in order to have the southern link open.
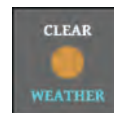
20.0 WEATHER
The weather had a significant effect on World War I operations, especially movement and supply.

20.1 Weather Zones
There are two weather zones on the mapboard.
1. West – All hexes west of the Weather Line.
2. East – All hexes east of the Weather Line.

 The die is rolled just once to determine the weather for both fronts. Consult the Weather Table to find the resulting weather for each front. If there are two results, the first result is for the West and the second result is for the East.

20.2 Weather Effects
There are three types of weather.

20.21 Clear – No effect on play.

20.22 Mud – Effects.
- Reduce the Movement Factor of all ground units by one. A unit with a Movement Factor of 5 is reduced to 3.
- Reduce the length of all overland supply paths from 5 hexes to 4.
- Each railhead may be advanced a maximum of 2 hexes per turn.

20.23 Snow – Effects.
- Halve the Movement Factor (round fractions up) of all ground units.
- Reduce the rail movement bonus from 30 hexes to 24.
- Reduce the length of all overland supply paths from 5 hexes to 3.
- Each railhead may be advanced a maximum of 1 hex per turn.
- Lakes in Russia freeze (players can move, trace a supply path, or attack across a lake hexside).
- The Dvina, Luga, Volkhov, Volga, and Oka rivers in Russia freeze (the attacker is not reduced in strength when attacking across these rivers).
- No invasions may be conducted.

Note: If a unit moves, traces a supply path, or advances a railhead in both weather zones in the same phase, the more restrictive weather effects are used. The hex that the unit begins in is not considered; the hexes that the unit enters while moving (or when tracing a supply path) are considered.

21.0 NATIONAL MORALE

As the war dragged on year after year, the morale of the armies declined.

21.1 Each country currently at war checks it Morale every March, June, September, and December turn beginning December 1915. A country is not required to check its Morale until it has been at war for at least one year.

Example: Italy enters the war in May 1915 and begins checking Morale in June 1916.

Note: The U.S. does not check Morale.

21.2 A country checks it Morale by rolling a die, applying the appropriate DRMs, and consulting the War Weariness Table. The DRMs are summarized on the Table. A roll less than 1 is treated as a 1 and a roll greater than 15 is treated as a 15.

21.3 Morale Effects Apply R and M results for the following three months.

21.31 NE No effect.

21.32 R# Reduce replacements. Reduce Infantry replacement points by the indicated percentage. Apply this percentage after any losses due to lost replacement cities, blockade, or submarine warfare. Round all fractions to the nearest whole number (round .5 up). Exception: The minimum number of factors lost can

never be less than one. Additionally, on a R30 result, a country also loses one Artillery or Tank RP.

Example: Germany currently has 18 Infantry RPs, having lost 6 RPs due to blockade effects. On a R10 result, Germany would lose 1.8 factors (rounded to 2).

21.33 M Low Morale. Units may not attack. Attacker receives a +1 DRM when attacking units of countries with Low Morale. Add +1 to future Morale check rolls.

21.34 D Desertion. Roll one die for each unit. On a roll of '1' or '2' the unit deserts and is eliminated. Add +1 to future Morale check rolls.

21.35 S Sue for Peace (Surrender). The country is considered conquered.

Note: The DRMs for M and D Morale check rolls are cumulative. If one of these results is received a second time, add +2 to future Morale check rolls and so on.

Example: A country has received two M results and one D result thus far. The DRM for M and D results would now be +3.

22.0 OPTIONAL RULES

Players may choose to use some or all of these rules.

22.1 Flexible Mobilization

The Standard Rules have units initially deploy (mobilize) in their historical areas. This optional rule allows players more flexibility in setting up their units. All units that are required to set up in a specific city or hex must still set up in those hexes. The remaining units which are part of armies with two or more possible deployment hexes may be deployed anywhere within the following constraints.

Germany:
Eastern Front: A maximum of 15 infantry corps, 2 cavalry units, and 3 artillery units and a minimum of 5 infantry corps, 1 cavalry unit, and 1 artillery unit. Deploy in East Prussia south of the Nieman river and east of the Vistula river. Every German border hex with Russia in this sector must have a German unit or ZOC.
Western Front: The remainder of the German forces deploy in Germany or Luxembourg within two hexes of the French or Belgian borders. Every German border hex with France or Belgium must have at least one corps. The two Siege Artillery units must deploy on the Western Front within two hexes of Liege or Verdun.

Austria-Hungary:

Balkan Front: A maximum of 11 infantry corps, 3 cavalry units, and 2 artillery units and a minimum of 6 infantry corps, 1 cavalry unit, and 1 artillery unit. Deploy within two hexes of Serbia. Every Austro-Hungarian border hex with Serbia must have an Austro-Hungarian unit or ZOC.

Eastern Front: The remainder of the Austro-Hungarian forces deploy in Austria-Hungary within two hexes of the Russian border. Every Austro-Hungarian border hex with Russia must have an Austro-Hungarian unit or ZOC.

France:

Anywhere in France. Every French border hex with Germany must have at least one French corps.

Russia:

Anywhere in Russia. Every Russian border hex with Germany or Austria-Hungary south of the Nieman river and east of the Vistula river must have a Russian unit or a ZOC. Units designated to deploy in Warsaw or Lodz may deploy within two hexes of those cities respectively.

Serbia:

Anywhere in Serbia. Every Serbian border hex with Austria-Hungary must have a Serbian unit or a Serbian ZOC.

Note: When using this rule, optional rules 22.4, 22.5, and 22.6 are not used.

22.2 Variable Entry

The Standard Rules have neutral countries entering the war on their historical entry dates. This optional rule allows for some variability in the entry date and side. The DRMs reflect the current strategic and political situation. All of the DRMs are cumulative.

A die is rolled at the beginning of the Central Powers Reinforcement Phase for each of the following countries on the indicated turns. Apply any applicable DRMs and determine whether they join the Central Powers, join the Allies, or remain neutral. Once a country joins the war, no further entry rolls are made for that country.

Ottoman Empire:

1. Roll every three months beginning August 1914. The first roll is made August-2 and the second roll, if necessary, is made November 1914.
2. Join the Central Powers on a roll of 6 or more.
3. DRMs:
   - -2 August 1914
   - -1 Each German or Austro-Hungarian major city controlled by the Allied player
   - +1 Each French or Russian major city, except Lodz, controlled by the CP player
   - +1 Bulgaria has joined the Central Powers

Italy:

1. Roll every six months beginning November 1914.
2. Join the Allies on a roll of 3 or less.
3. Join the Central Powers on a roll of 14 or more.
4. DRMs:
   - -2 The United States is in the war
   - -2 May 1915 and thereafter
   - -1 Each Central Powers major city controlled by the Allied player
   - +1 Each French major city, other than Paris, controlled by the CP player
   - +2 The Central Powers player controls Paris
   - +3 November 1914

Bulgaria:

1. Roll every six months beginning April 1915.
2. Join the Central Powers on a roll of 9 or more.
3. DRMs:
   - -1 Each Central Powers major city controlled by the Allied player
   - +1 Each Russian major city, except Lodz, controlled by the CP player
   - +1 The CP player controls Kovno, Grodno, or Brest (+1 for each city)
   - +1 The Ottoman Empire has joined the Central Powers

Rumania:

1. Roll every six months beginning February 1916.
2. Join the Allies on a roll of 3 or less.
3. Join the Central Powers on a roll of 12 or more.
4. DRMs:
   - -2 August 1916 and thereafter
   - -1 The Allied player controls Warsaw
   - -1 Each Central Powers major city controlled by the Allied player
   - -1 The United States is in the war
   - +1 The Central Powers player controls Paris
   - +1 Each Russian major city, except Lodz, controlled by the CP player

Greece:

1. Roll every six months beginning June 1916.
2. Join the Allies on a roll of 0 or less.
3. Join the Central Powers on a roll of 11 or more.

4. DRMs:
  • -2 There is an Allied unit in Salonika
  • -2 The United States is in the war
  • -2 June 1917 and thereafter
  • +2 The Central Powers player controls Paris.

United States:
1. Roll every twelve months beginning April 1915.
2. Join the Allies on a roll of 0 or less.
3. DRMs:
  • -2 Submarine warfare is in effect
  • -2 The Central Powers player controls Paris
  • -1 If the Central Powers player declared war on the Netherlands
  • -1 1916
  • -2 1917
  • -3 1918
  • +1 If the Allied player declared war on the Netherlands
4. If the United States joins the Allies in 1915, 1916, or 1918, the dates for U.S. reinforcements, replacements, and Reserve release criteria are modified.
  • 1915: Move up by 18 months
  • 1916: Move up by 9 months
  • 1918: Move back by 6 months. The 1st, 2nd, and 26th U.S. divisions arrive in May 1918.

22.3 National Fronts

Certain Countries would only deploy their forces to certain Fronts. There are five Fronts in the game. They are defined as follows.
• **Western**: In France, Belgium, Luxembourg, the Netherlands, or within 7 hexes of a hex in one of these countries.
• **Eastern**: In Russia or within 7 hexes of a hex in Russia.
• **Italian**: In Italy or within 7 hexes of a hex in Italy.
• **Balkan**: In Serbia, Montenegro, Albania, Bulgaria, Rumania, Greece, or within 5 hexes of a hex in one of these countries.
• **Middle East**: In the Ottoman Empire, including the Middle East Box, or within 5 hexes of a hex in the Ottoman Empire.

Note: The 5 or 7 hex path cannot be traced across Switzerland or sea hexes.

[Country: **Fronts where their forces may be used:]**
• **Germany:** Anywhere
• **Austria-Hungary:** Eastern, Balkan, and Italian
• **Bulgaria:** Balkan

• **Ottoman Empire:** Middle East and the Caucasus Box
• **France:** Western, Italian, Balkan, and Middle East but not the M.E. Box
• **Britain:** Anywhere except Eastern and the Caucasus Box
• **Russia:** Eastern and the Caucasus Box
• **Serbia:** Balkan
• **Montenegro:** Balkan
• **Belgium:** Western
• **Italy:** Italian and in Albania or within 4 hexes of Albania
• **Rumania:** Balkan
• **Greece:** Balkan
• **United States:** Western
• **Netherlands:** Western

Note: There is some overlap between the Fronts. If the hex lies within one of the allowable Fronts, then the unit may deploy there.

22.31 Italy If Italy is an Allied country, German units may not enter Italy nor attack hexes in Italy until September 1916.
Note: Italy did not declare war on Germany until late August 1916.

French and British units may not enter Italy until one of these conditions is met.
  1) Italy joins the Central Powers.
  2) The Central Powers capture an Italian city.
  3) January 1918

Similarly, Italian units cannot enter France until French and British units are eligible to enter Italy.

Note: Once the British are allowed to move into Italy, British units may rail through France south of hex row 27xx provided that they do not end their move in France.

22.4 Schlieffen Plan

The German war plan was to concentrate most of their army in the west for a decisive campaign against France before Russia could fully mobilize. The following restrictions apply to the Germans during August and September 1914.

22.41 August-1 No German units on the Western Front may move in a northeast, east, or southeast direction. The Western Front consists of hexes in France, Belgium, Luxembourg, the Netherlands, or within 7 hexes of a hex in one of these countries.

22.42 August-2 A maximum of two German corps on the Western Front may rail outside of the Western Front. The three Ersatz corps are exempt from this restriction. No other German units on the Western Front may rail outside of the Western Front.

22.43 September A maximum of two German corps on the Western Front may rail outside of the Western Front. The North Army is exempt from this restriction. No other German units on the Western Front may rail outside of the Western Front.

22.5 Plan 17

France also had a war plan (known as Plan 17). The French planned to attack with their five armies towards the east. The following restrictions apply to the French during August 1914.

22.51 Units belonging to the five French armies, including their reserves, plus the Interior Reserve corps cannot move north of hex row 25xx during the August-1 and August-2 turns.

22.52 The French must attack at least two German controlled hexes south of Metz, inclusive, on the August-1 turn. They must also attack at least two German controlled hexes on the August-2 turn. These hexes can be any hexes on the Western Front south of hex row 25xx, inclusive. At least one attack versus each hex must be made at 1-1 or higher odds.

22.6 Austro-Hungarian Second Army

The Austro-Hungarian war plan called for the Second Army to mobilize north of Belgrade and attack Serbia. While the Second Army was deploying, the Austro-Hungarian General Staff realized that they would need more corps in Galicia to oppose the Russians. Beginning the second half of August, the majority of the Second Army was transferred to Galicia to support the right flank of the Austro-Hungarian forces there.

22.61 During the August-1 turn, six units of the Second Army must be moved out of Serbian ZOCs to Austro-Hungarian rail hexes. These six units must include the 3rd corps, at least two 4-6-3 corps, and at least one 3-5-3 corps.

22.62 On the August-2 turn, at least four of these units must be railed and end their move within two hexes of Lemberg. On the September 1914 turn, the remainder of these six units, if any, must be railed and end their move within two hexes of Lemberg or Cracow.

22.7 Supply Paths

Tracing an overland supply path through rough terrain or enemy ZOCs is more difficult than through unimpeded clear hexes.

Each hex of the overland supply path that goes through a forest, mountain, or swamp hex counts as 1 and ½ hexes. Each hex of the overland supply path that goes through an enemy ZOC counts as 1 and ½ hexes. In this case, the hex must be occupied by a friendly ground unit. Tracing an overland supply path through a forest, mountain, or swamp hex that is also in an enemy ZOC counts as 2 hexes. The extra ½ hex due to an enemy ZOC is negated if the friendly ground unit is entrenched or the hex contains a friendly fort.

22.8 Breakdown Counters

A limited number of corps size units may break down into two division size units for greater operational flexibility. The number of breakdown counters is limited by the counter mix.

22.81 Germany may break down three infantry corps; Austria-Hungary, France, Britain, Russia, and Italy may each break down two infantry corps. Russia may also break down one cavalry corps.
    (1) 6-8-4 INF XXX to (2) 3-4-4 INF XX
    (1) 5-7-4 INF XXX to (1) 3-4-4 INF XX +
                    (1) 2-3-4 INF XX
    (1) 4-6-4 INF XXX to (2) 2-3-4 INF XX
    (1) 4-6-3 INF XXX to (2) 2-3-3 INF XX
    (1) 3-5-3 INF XXX to (1) 2-3-3 INF XX +
                    (1) 1-2-3 INF XX
    (1) 3-3-4 CAV XXX to (1) 2-2-4 CAV XX +
                    (1) 1-1-4 CAV XX

22.82 The phasing player may break down units at the beginning of his movement phase. The phasing player may recombine units at the end of his movement phase. Units being recombined must be in the same hex.

22.83 When an unsupplied corps breaks down, the two breakdown counters inherit the same unsupplied level. When one or more unsupplied breakdown counters recombine, the corps assumes the unsupplied status of the breakdown counter with the highest unsupplied level.

22.84 Demoralized units may not break down nor recombine.

22.9 Retreating Into Enemy ZOCs

Units may retreat into a hex in an enemy ZOC if the hex is occupied by a friendly ground unit and no other legal retreat route is possible. In this case, the retreating ground

units are still eliminated but the owning player receives RPs equal to half (rounded down) of the attack factors of the retreating units.

Example: Two German 5-7-4 infantry units and one 3-3-3 artillery unit retreat into a hex in an enemy ZOC that is occupied by a friendly ground unit. Five infantry RPs and one artillery RP are added to the accumulated German replacements.

22.10 National Morale Rolls
Country Morale rolls can have a significant effect on the game. For play balance purposes, players may make just **one** war weariness roll and apply it to each applicable country.

22.11 Argonne Forest
The Argonne Forest is challenging to locate on a hex grid in a game of this scale. There is some of the forest in hexes 2751, 2851, and 2852. Players may elect to use this alternate representation of the Argonne Forest. Hex 2751 is not a forest hex. Instead use these movement and combat effects.
• Any overland movement across the 2751/2851 hexside or the 2751/2852 hexside is considered to be into a forest hex.
• An attack across the 2751/2851 hexside or the 2751/2852 hexside by any of the attacking infantry or cavalry units is considered to be an attack into a forest hex.
• A Tank does not receive its DRM when it is attacking across the 2751/2851 hexside or the 2751/2852 hexside.

22.12 Extended Campaign Game
The war did not necessarily have to end in the fall of 1918. Players may opt to play the Campaign Game into 1919.

The extended campaign game is played through September 1919. Use the 1918 victory conditions to determine the winner and the level of victory,

The following Sudden Death victory conditions are used at the end of December 1918: The Central Powers player wins if he has 16 or more VPs. The Allied player wins if the Central Powers player has 7 or fewer VPs.

The Blockade effects are the same in 1919 as in September 1918 for the Central Powers.

22.13 Stosstruppen Infiltration Combat
(by Don Johnson)

This optional rule provides additional detail, other than the attack DRM, for the effects of the Stosstruppen infiltration tactics developed late in the war.

An attack using at least one Stosstruppen infantry unit in each attacking hex may be declared an infiltration attack provided the Stosstruppen infantry units are in supply, the weather is not Snow, and the attacked hex does not contain a fort. An infiltration attack has the following special effects:

1. Attacking artillery units (Field and Siege) may neutralize defending artillery units on a one for one basis. Neutralized artillery units (both attacking and defending) are ignored for the rest of the combat against that hex. However, they must retreat if required by the result of the infiltration attack. **Note:** Siege artillery is used to show Bruchmuller artillery concentrations.

2. If at least one defending unit is eliminated due to a combat result, then the defense line is ruptured and all defending units remaining in the hex must retreat after all combat results are applied.

3. During the first month in which an infiltration attack is declared on a front (Western, Eastern, Italian, and Balkan are the fronts), if an air unit is committed to an infiltration attack then defending units in that attack may not retreat. If they are required to retreat, then they are eliminated instead. **Note:** This simulates the surprise and resulting chaos that resulted when generals and troops were faced with these new tactics.

4. If the defending hex is then vacant, then attacking infantry and cavalry units must advance up to the stacking limit with Stosstruppen infantry units taking priority.

Fin.

CREDITS

SCENARIO 1.0
1914:
Home Before the Leaves Fall

The armies of Europe enthusiastically marched off to war in August 1914 expecting victory in six weeks. Five months and hundreds of thousands of casualties later they were grimly preparing for a long war of attrition.

1.1 Scenario Length (Six turns)
Begin: AUGUST-1 1914
End: DECEMBER 1914

1.2 Countries at War
Central Powers: Germany, Austria-Hungary.
Allies: France, Britain, Russia, Belgium, Serbia, and Montenegro.

1.3 Initial Forces Per Campaign Game Order of Battle / Order of Appearance.

1.4 Initial Deployment
(Allies deploy first) All units must deploy in their home country. (Exception: Units of the German 4th Army may deploy in Luxembourg.)

Mobilization Hexes: The hexes where units in an Army are set up in the 1914 and the 1914 – 1918 scenarios. Examples: The German 8th Army sets up in hexes 2325 and 2426. The Russian 1st Army sets up within one hex of hex 2323.

Note: The level of a fort is shown in parentheses.

1.41 Germany
(Mobilization Hexes 1, 2, 3, 4, 5, 6, 7, and 8)

1st Army (hexes 2347, 2447, 2448): A2, A3, A4, A9, R3, R4, CAV2, Field ART 1

2nd Army (hexes 2546, 2547, 2548): A7, A10, GD, GD-R, R7, R10, CAV5, Field ART 2, Siege ART 305, Siege ART 420

3rd Army (hexes 2647, 2648): A11, A12, A19, R12, CAV1, Field ART 3

4th Army (hexes 2747, 2748, 2749): A6, A8, A18, R8, R18, CAV4, Field ART 4

5th Army (hexes 2848, 2849, 2850): A5, A13, A16, R5, R6, LW2, Field ART 5

6th Army (hexes 2948, 2949, 3049): A21, BAV1, BAV2, BAV3, R-BAV1, CAV3, Field ART 6

7th Army (hexes 3148, 3249, 3349): A14, A15, R14, Field ART 7

8th Army (hexes 2325, 2426): A1, A17, A20, R1, R19, CAV1XX, Field ART 8

North Army (Hamburg): R9, LW1

Strassburg: F1, Fort(2)
Essen: LW3, E1
Frankfurt: LW4, E2
Stuttgart: LW5, E3
Konigsberg: LW6, Fort(2)
Metz: Fort(2)
Danzig: Fort(1)
Thorn: Fort(1)
Posen: Fort(1)
Breslau: Fort(1)
Hex 2426: Fort(1)

1.42 Austria-Hungary
(Mobilization Hexes 1, 2, 3, 4, 5, and 6)

1st Army (within two hexes of 3428): 1, 5, 10, LW1, CAV1, CAV3XX, Field ART 1

2nd Army (within one hex of 4631): 3, 4, 7, 12, LW2, LW3, LW4, CAV2, Field ART 2

3rd Army (within one hex of 3722): 11, 14, LW5, CAV3, CAVLW1, Field ART 3

4th Army (within one hex of 3625): 2, 6, 9, LW6, LW7, CAV4, Field ART 4

5th Army (within one hex of 4634): 8, LW8

6th Army (within one hex of 4935): 15, 16

Trieste: 13
Przemysl: Fort(2)
Lemberg: Fort(1)
Cracow: Fort(1)

1.43 France
(Mobilization Hexes 1, 2, 3, 4, and 5)

1st Army (within one hex of 3250): A7, A8, A13, A14, A21, R1, CAV1, Field ART 1

2nd Army (hexes 2950, 2951, 3050): A9, A15, A16, A18, A20, R2, CAV2, Field ART 2

3rd Army (hexes 2851, 2852): A4, A5, A6, R3, CAV3, Field ART 3

4th Army (hexes 2750, 2751): A12, A17, COL1, CAV4, Field ART 4

5th Army (hexes 2552, 2651, 2652): A1, A2, A3, A10, A11, R4, CAV5, Field ART 5

Reims: R5 (5th Army Reserve)
Hex 3051: R6 (2nd Army Reserve)
Nice: R7, R8 (Alps)
Verdun: R9 (3rd Army Reserve), Fort(2)
Epinal: R10 (1st Army Reserve), Fort(2)
Paris: R11 (Paris Garrison), Fort(2)
Dijon: R12 (Interior Reserve)
Algiers: A19, A22
Toul: Fort(2)
Belfort: Fort(1)

1.44 Britain
London: 1, 2, CAV1

1.45 Russia
(Mobilization Hexes 1, 2, 3, 4, 5, and 8)

1st Army (within one hex of 2323): 2, 3, 4, 20, CAVGD, CAV1, Field ART 1

2nd Army (within one hex of 2625): 1, 6, 13, 15, 23, CAV2, CAV7, Field ART 2

3rd Army (within one hex of 3521): 9, 10, 11, 21, CAU3, CAV3, Field ART 3

4th Army (within one hex of 3326): GRN, 14, 16, CAV4, Field ART 4

5th Army (within one hex of 3424): 5, 17, 19, 25, CAV5, Field ART 5

8th Army (within one hex of 3821): 7, 8, 12, 24, CAV8, Field ART 8

Warsaw: 18, 22, Fort(1)
Lodz: CAV6
St. Petersburg: GD, Field ART 9
Moscow: SIB1, SIB2, SIB3, Field ART 10
Kiev: 28, 29
Kharkov: CAU2, TRK1, CAV9
Rostov: CAV10
Caucasus Box: CAU1, TRK2, CAUCAV1
Grodno: Fort(1)
Brest: Fort(1)
Kovno: Fort(1)

1.46 Belgium
Liege: 3, 4, Fort(2)
Brussels: 6, CAV1
Antwerp: 2, Fort(1)
Ghent: 1, 5

1.47 Serbia
(Mobilization Hexes 1, 2, 3, and U)

1st Army (within one hex of 4830): T1, T2, M2, DA2, CAV1

2nd Army (within one hex of 4731): M1, DA1, S1, C

3rd Army (within one hex of 4833): DR1, DR2

Uzice Army (within one hex of 5034): S2

Belgrade: Field ART 1

1.48 Montenegro
Cetinje: 1
Hex 5235: 2

1.49 Railheads
Railheads are placed on the following hexes.

Western Front: 2045, 2247, 2347, 2548, 2850, 3349
Eastern Front: 2224, 2527, 2932, 3231, 3622, 3721, 4222
Balkan Front: 4632, 4728, 4724
Italian Front: 3845, 3842, 4142

1.5 Reinforcements and Replacements Per Campaign Game Order of Battle.

1.6 Special Rules

1.61 The August-1 1914 Turn The following special rules are in effect during the August-1, 1914 turn.

1) All units may move a maximum of one hex. This one hex move may be into a hex normally requiring 2 MPs or from one enemy ZOC to another. Units required to set up in specific cities may not move if they are more than 3 hexes from the nearest enemy controlled hex.

2) No rail movement is allowed. **Note:** The railroads are being used for mobilization.

3) The Allied player may use sea movement to move the British units in London to Le Havre. They must end their turn there.

4) Belgian units must end their move in a Belgian city, if possible.

5) No Automatic Victories may be made.

1.62 The August-2 1914 Turn The following special rules are in effect during the August-2, 1914 turn.

1) Rail capacities are reduced by one third.
Example: A 9 capacity is reduced to 6.

2) The rail movement bonus is reduced from 30 hexes to 20 hexes.

3) The Allied player may use sea movement to move the French units in Algiers to Marseilles and the British unit in London to Le Havre. All of these units must end their turn in these ports.

4) The German R9 and LW1 corps and the French R7 corps may not move.

1.63 No Declaration of War may be made on a neutral country.

1.64 The Ottoman Empire is not played in this scenario. It is considered to be a neutral country. The following special rules are in effect.

1) Russian units may not leave the Caucasus Box.

2 The following British reinforcements are not received: T42 INF XX, IND 10/11 INF XX, and IND 6 INF XX. **Note:** These units went to the Middle East in 1914.

1.65 No invasions may be conducted.

1.66 German units that move into Austria-Hungary may not move or advance into a hex that is more than 5 hexes from a hex in Germany.

1.67 The Schlieffen Plan, Plan 17, and the Austro-Hungarian Second Army optional rules are used.

1.68 Paris Garrison The French R11 corps is the Paris garrison. This unit may not move until one of these conditions is met.
   1) A German unit is within 5 hexes of Paris.
   2) October 1914

1.7 Victory Conditions

The winner and the level of victory are determined by the number of Central Powers Victory Points (VPs) at the end of the scenario.

1.71 Victory Points The Central Powers player receives 1 VP for each of the following cities in France, Russia, Belgium, or Serbia that is occupied by a Central Powers infantry or cavalry unit at the end of the December 1914 turn. He also receives 1 VP for each of the following cities in Germany or Austria-Hungary that is not occupied by an Allied infantry or cavalry unit at the end of the December 1914 turn. Only ½ VP is received for a city that cannot trace an overland / rail supply path per Rule 14.2.

Central Powers Cities	Allied Cities
Metz	Lille
Strassburg	Reims
Cologne	Nancy
Lemberg	Verdun
Przemysl	Paris
Cracow	Antwerp
Breslau	Belgrade
Posen	Warsaw
Danzig	Grodno
Konigsberg	Kovno

1.72 Level of Victory

Central Powers VPs	Level of Victory
Less than 8	Allied Major
8 or 9	Allied Minor
10 or 11	Draw
12 or 13	Central Powers Minor
More than 13	Central Powers Major

SCENARIO 2.0
1914 - 1918:
The Lamps Are Going Out All Over Europe

The armies of Europe enthusiastically marched off to war in August 1914 expecting victory in six weeks. Four years and millions of casualties later Europe was in ruins.

2.1 Scenario Length (Campaign Game)
      Begin: AUGUST-1 1914
      End: DECEMBER 1918

2.2 Countries at War
Central Powers: Germany, Austria-Hungary.
Allies: France, Britain, Russia, Belgium, Serbia, and Montenegro.

2.3 Initial Forces Per Campaign Game Order of Battle.

2.4 Initial Deployment (Allies deploy first)
Per Section 1.4 of the 1914 scenario.

2.5 Reinforcements and Replacements Per Campaign Game Order of Battle / Order of Appearance.

2.6 Special Rules

2.61 The August-1 1914 Turn The following special rules are in effect during the August-1, 1914 turn.

1) All units may move a maximum of one hex. This one hex move may be into a hex normally requiring 2 MPs or from one enemy ZOC to another. Units required to set up in specific cities may not move if they are more than 3 hexes from the nearest enemy controlled hex.

2) No rail movement is allowed. **Note:** The railroads are being used for mobilization.

3) The Allied player may use sea movement to move the British units in London to Le Havre. They must end their turn there.

4) Belgian units must end their move in a Belgian city, if possible.

5) No Automatic Victories may be made.

2.62 The August-2 1914 Turn The following special rules are in effect during the August-2, 1914 turn.

1) Rail capacities are reduced by one third.
Example: A 9 capacity is reduced to 6.

2) The rail movement bonus is reduced from 30 hexes to 20 hexes.

3) The Allied player may use sea movement to move the French units in Algiers to Marseilles and the British unit in London to Le Havre. All of these units must end their turn in these ports.

4) The German R9 and LW1 corps and the French R7 corps may not move.

2.63 Neutral Countries The following neutral countries enter the war on the side and turn indicated.

Ottoman Empire	Central Powers	Nov 14
Italy	Allies	May 15
Bulgaria	Central Powers	Oct 15
Rumania	Allies	Aug 16
United States	Allies	Apr 17
Greece	Allies	Jun 17

Neutral countries that enter the war as above (instead of having war declared on them) deploy their units during the Reinforcement Phase of the player whose side they have joined.

a. Ottoman Empire
Constantinople: (2) INF XXX, (1) CAV XX, (1) Field ART
Hex 6024: (1) INF XXX
Hex 5721 on the Bulgarian border: (1) INF XXX

Hex 5824 on the Bulgarian border: (1) INF XXX
Smyrna: (1) INF XXX
Caucasus Box: (3) INF XXX, (1) CAV XX
Middle East Box: (3) INF XXX

b. Italy
Rome: (1) INF XXX
Milan: (1) INF XXX
French border: (1) INF XXX
Anywhere in Italy: Remainder of Forces.
Every Italian border hex with Austria-Hungary must be occupied by or in the ZOC of an Italian infantry corps.

c. Bulgaria
Serbian border (hexes 5128, 5429): (1) INF XX on each hex
Rumanian border (hexes 5127, 5225, 5321): (1) INF XX on each hex
Greek border (hexes 5628, 5725): (1) INF XX on each hex
Sofia: (1) INF XX, (1) Field ART; Fort(1)
Anywhere in Bulgaria: Remainder of Forces

d. Rumania
Austro-Hungarian border: At least 3 corps, or 2 corps and 2 divisions
Bulgarian border: At least 1 corps or (2) divisions
Bucharest: (1) INF XXX, (1) Field ART
Anywhere in Rumania: Remainder of Forces
Each Rumanian hex on the Austro-Hungarian border between 4322 and 4828, inclusive must be occupied by or in the ZOC of a Rumanian unit. If there are German or Austro-Hungarian units in Bulgaria, change 4828 above to 4825.

e. Greece
Athens: (1) INF XXX
Salonika: (1) INF XXX
Hex 5832: (1) INF XXX
Hex 5828: (1) INF XXX
Anywhere in Greece: (1) INF XXX

f. Albania
Albania does not have any units. Neither player may declare war on Albania prior to Italian entry.

Italy, Rumania, and Greece may not use rail movement on their turn of entry. This restriction also applies to any other Allied units in these countries on their turn of entry. **Note:** All three of these countries entered the war near the end of the month. They were using their railroads for mobilization.

2.64 Greece Greece was politically divided with a pro Central Powers king and a pro Allied Prime Minister. Beginning October 1915, Allied units may sea move to Salonika. This sea movement is not considered to be an invasion but the initial units landing may not move any farther on the turn that they land. No declaration of war is required. This action does not trigger Greek entry; Greece remains neutral.

If Salonika is Allied controlled, a Greek corps arrives as a reinforcement in Salonika on the Allied October 1916 turn. This unit is treated as an Allied unit even before Greek entry into the war. Until Greek entry in June 1917, Allied units in Greece may not enter hexes south of hex row 60xx nor use Greek railroads for movement or supply.

2.65 Netherlands The Netherlands is neutral at the start of the war. Either player may declare war on the Netherlands.

a. When a declaration of war is made on the Netherlands, the other player immediately sets up the Dutch forces. One division is placed in Amsterdam and one division is placed in Rotterdam. The other two divisions may be placed anywhere in the Netherlands.

b. A player may not use sea movement to or from Antwerp unless he also controls hex 2150.

c. If the Central Powers player declares war on the Netherlands, apply a +1 DRM to Germany's war weariness roll beginning September 1916.

d. If the Allied player declares war on the Netherlands, add 1 VP to the Central Powers total. Also, when using the Variable Entry optional rule, add +1 to the U.S. entry roll.

2.66 Paris Garrison The French R11 corps is the Paris garrison. This unit may not move until one of these conditions is met.
    1) A German unit is within 5 hexes of Paris.
    2) October 1914

2.67 Off-Board Boxes
a. Caucasus Box Russia and the Ottoman Empire commit initial forces as required. Additionally, the Ottoman Empire must commit (2) INF XXX in September 1916. The Ottoman Empire must commit one infantry RP per month beginning December 1914. The Russian infantry RP for Tiflis is automatically committed to the Caucasus Box; it is not listed on the Russian Order of Battle.

The Central Powers player may withdraw one corps from the Caucasus Box two months after Russia is conquered. It is placed in Angora. The Allied player may withdraw one Russian corps from the Caucasus Box one month after the Ottoman Empire is conquered. It is placed in Rostov. If Russia is conquered, the Ottoman Empire is no longer required to commit infantry RPs. If the Ottoman Empire is conquered, add one to the Russian infantry RPs.

b. Middle East Box The Ottoman Empire must commit initial forces as specified in Special Rule 2.63. Additionally, the Ottoman Empire must commit (1) INF XXX in July 1915, July 1916, and July 1917. The Ottoman Empire does not have to commit corps in July 1916 nor July 1917 unless the number of British corps in the Middle East Box exceeds the number of Ottoman Empire corps in the Middle East Box. The Ottoman Empire must commit one infantry RP per month beginning December 1914.

Britain must commit the following reinforcements. The number in brackets is the minimum number of corps that Britain must have in the Middle East Box.

> SEP 14: 42T INF XX * [.5]
> OCT 14: IND 10/11 INF XX [1]
> NOV 14: IND 6 INF XX [1.5]
> JUL 15: 4T INF XXX * [2.5]
> AUG 15: 54T INF XX * [3]
> APR 16: 2 CAV XXX * [4]
> MAY 16: IND 2 INF XXX [4]
> APR 17: 6T INF XXX * [4]
> DEC 17: IND 3 INF XXX [4]
>
> * Sea movement must be used to move these units to the Middle East Box.

The British player may rotate units in and out of the Middle East Box provided that the minimum number of corps is maintained. Beginning June 1916, a +1 is added to the War Weariness roll for the Ottoman Empire if Britain has 5 or more corps in the Middle East Box. If the Ottoman Empire is conquered, the number of corps that Britain needs to maintain in the Middle East Box is reduced to two.

2.68 Invasions The Allied player may begin making invasions in March 1915.

a. An invasion may be made against a single hex or two adjacent hexes. A maximum of three infantry or cavalry corps and one field artillery unit may conduct an invasion.

b. Units invading a port or beach bordering the Atlantic must begin their move in an Atlantic port. Units invading a port or beach bordering the Mediterranean must begin their move in a Mediterranean port.

c. There must be at least two months between invasions attempted by one corps or less and at least four months between invasions attempted by more than one corps.

Example: If an invasion is attempted in March 1915 with three corps, the Allied player could not attempt another invasion until July 1915.

d. The Allied player cannot invade Hamburg, Bremen, Antwerp, Rouen, or Bordeaux. No invasions may be made in Austria-Hungary or Albania until Italy enters the war.

e. If an invasion is made against Trieste, Constantinople, or a hex in Germany, the Allied player must roll the Invasion Table below once for each invading unit. After observing all of the Invasion Table rolls, the Allied player has the option to cancel the invasion. If an invasion is canceled, all invading units other than those already eliminated are considered to be aborted. This action still counts as an invasion per Special Rule 2.68 c. though.

Roll	Result
1-5	No effect
6-8	Aborted (the unit is returned to the port of origin)
9-10	Eliminated (the unit is placed in the replacement pool)

-1 DRM if invading Trieste and Italy is an Allied country.

-1 DRM if invading Constantinople and the Allied player controls hexes 6025 and 6124.

2.7 Victory Conditions

There are three ways to achieve victory in the campaign game.

2.71 The Central Powers player wins immediately if he conquers both France and Russia. The Allied player wins immediately if he conquers Germany.

2.72 Either player may win a Sudden Death victory at the end of 1914 or 1916.

a. End of 1914 - The Central Powers player receives 1 VP for each of the following cities in France, Russia, Belgium, or Serbia that is occupied by a Central Powers infantry or cavalry unit at the end of the December

1914 turn. He also receives 1 VP for each of the following cities in Germany or Austria-Hungary that is not occupied by an Allied infantry or cavalry unit at the end of the December 1914 turn. Only ½ VP is received for a city that cannot trace an overland / rail supply path per Rule 14.2. The Central Powers player also receives 1 VP if the Allied player declared war on the Netherlands.

Central Powers Cities	Allied Cities
Metz	Lille
Strassburg	Reims
Cologne	Nancy
Lemberg	Verdun
Przemysl	Paris
Cracow	Antwerp
Breslau	Belgrade
Posen	Warsaw
Danzig	Grodno
Konigsberg	Kovno

The Central Powers player wins if he has more than 13 VPs. The Allied player wins if the Central Powers player has fewer than 8 VPs.

b. End of 1916 – The Central Powers player receives VPs for each of the following cities in an Allied country that is occupied by a Central Powers infantry or cavalry unit at the end of the December 1916 turn.

2 – Paris or St. Petersburg
1 – each other major city except Lodz
1 – Verdun, Dijon, Le Havre, Kovno, Brest, Smolensk, or Venice.

The Central Powers player loses VPs for each of the following cities in a Central Powers country that is occupied by an Allied infantry or cavalry unit at the end of the December 1916 turn.

2 – Berlin or Vienna
1 – each other major city
1 – Aachen, Saarbrucken, Graz, or Sarajevo

Note: Only half of the VP value of the city is received or lost for a city that cannot trace an overland / rail supply path per Rule 14.2.

The Central Powers player also receives 1 VP if the Allied player declared war on the Netherlands.

The Central Powers player wins if he has 9 or more VPs. The Allied player wins if the Central Powers player has 3 or fewer VPs.

2.73 If neither player has won by the end of December 1918, the winner and the level of victory are determined by the number of Central Powers Victory Points (VPs) at the end of the December 1918 turn.

a. Victory Points The Central Powers player receives VPs for conquered Allied countries and loses VPs for conquered Central Powers countries. For countries that have not been conquered, the Central Powers player receives VPs for each of the following cities in Allied countries that are occupied by a Central Powers infantry or cavalry unit. Similarly, the Central Powers player loses VPs for each of the following cities in Central Powers countries that are occupied by an Allied infantry or cavalry unit. Only half of the VP value of a city is received or lost for a city that cannot trace an overland / rail supply path per Rule 14.2.

- Countries.

+10 France	-6 Austria-Hungary
+8 Russia	-1 Ottoman Empire
+3 Italy	-1 Bulgaria
+1 Serbia	
+1 Rumania	

- Cities.

+2 Paris	-2 Berlin
+1 Rouen	-1 Konigsberg
+1 Lille	-1 Posen
+1 Verdun	-1 Breslau
+1 Nancy	-1 Aachen
+1 Dijon	-1 Metz
+2 St. Petersburg	-1 Strassburg
+1 Moscow	-2 Vienna
+1 Riga	-1 Budapest
+1 Minsk	-1 Trieste
+1 Kiev	-1 Lemberg
+1 Ekaterinoslav	-1 Cracow
+1 Venice	
+1 Bologna	

- Additionally, the Central Powers player receives or loses VPs for the following.

+1 Central Powers player occupies Brussels with an infantry or cavalry unit.

+1 If the Allied player declared war on the Netherlands.

+1 For each War Weariness DRM that France, Britain, and Russia have incurred due to M or D results on the War Weariness Table.

-1 For each War Weariness DRM that Austria-Hungary has incurred due to M or D results on the War Weariness Table.

-2 For each War Weariness DRM that Germany has incurred due to M or D results on the War Weariness Table.

Note: VPs are not received nor lost for War Weariness DRMs if that country has surrendered.

b. Level of Victory

Central Powers VPs	Level of Victory
Less than 8	Allied Major
8 to 10	Allied Minor
11 to 13	Draw
14 to 16	Central Powers Minor
More than 16	Central Powers Major

2.8 Short Campaign Game

Players end the game and check victory conditions at the end of the December 1916 turn. Use the cities specified in Special Rule 2.72 b.

Central Powers VPs	Level of Victory
3 or fewer	Allied Major
4 to 5	Allied Minor
6	Draw
7 to 8	Central Powers Minor
9 or more	Central Powers Major

SCENARIO 3.0
1918:
Over There

The German offensive opened in March 1918 and moved the front farther than it had moved in the last three years. By late summer the tide of U.S. reinforcements had stopped the German offensive and the Allies were pushing east towards Germany.

3.1 Scenario Length (Nine turns)
  Begin: MARCH 1918
  End: NOVEMBER 1918

3.2 Countries at War (In this scenario)

Central Powers: Germany, Austria-Hungary
Allies: France, Britain, Belgium, and the United States.

3.3 Initial Forces

3.31 Germany
(8) 5-7-4 Stosstruppen INF XXX
(2) 6-8-4 INF XXX
(2) 5-7-4 INF XXX
(18) 4-6-4 INF XXX
(18) 4-6-3 INF XXX
(1) 4-4-5 CAV XXX
(2) 4-4-3 Field ART
(9) 3-3-3 Field ART
(1) 2-2-3 Field ART
(1) 3-2-3 Siege ART
(2) Air units

3.32 France
(2) 5-7-4 INF XXX
(15) 4-6-4 INF XXX
(2) 4-6-3 INF XXX
(6) 3-5-3 INF XXX
(1) 3-3-5 CAV XXX
(1) 4-4-3 Field ART
(7) 3-3-3 Field ART
(1) 3-2-3 Siege ART
(1) 2-2-2 TANK
(1) Air unit

3.33 Britain
(2) 5-7-4 INF XXX
(9) 4-6-4 INF XXX
(1) 5-7-4 Canadian INF XXX
(1) 5-7-4 Australian INF XXX
(1) 3-3-5 CAV XXX
(1) 4-4-3 Field ART
(3) 3-3-3 Field ART
(2) 2-2-2 TANK
(1) Air unit

3.34 Belgium
(3) 2-3-3 INF XX

3.35 United States
(4) 5-7-4 INF XX (1, 2, 26, 42)

3.4 Initial Deployment
(Allies deploy first)
All Allied units must deploy in France or Belgium west of the Scenario Start Line. All German units must deploy in France, Belgium, Luxembourg, or Germany east of the Scenario Start Line. All units adjacent to the Scenario Start Line that are not in fort hexes are entrenched Level 2. **Note:** The level of a fort is shown in parentheses.

3.41 Germany
Sectors:
A: 4th and 6th Armies; hexes 2151, 2252, 2251
B: 17th, 2nd, and 18th Armies; hexes 2352 2453, 2351, 2452, 2451
C: 7th, 1st, and 3rd Armies; hexes 2552, 2652, 2751, 2551, 2651
D: 5th Army and Army Detachment C; hexes 2750, 2850, 2749, 2849
E: 19th Army and Army Detachments B and C; hexes 2949, 3049, 3148, 3249, 3349

Unit	A	B	C	D	E
5-7-4 Stoss	1	5	2		
6-8-4 Inf		2			
5-7-4 Inf	1		1		
4-6-4 Inf	5	7	6		
4-6-3 Inf	2	1	1	9	5
4-4-5 Cav	1				
4-4-3 Art		2			
3-3-3 Art	2	3	3	1	
2-2-3 Art					1
3-2-3 Siege		1			

Air units: Lille   **Forts:** Metz (2), Strassburg (2)

3.42 France
In France south of hex row 25xx, inclusive.

Sectors:
F: 6th and 5th Armies; hexes 2553, 2653, 2654, 2753
G: 4th and 2nd Armies; hexes 2752, 2852, 2851, 2853, 2952
H: 1st and 8th Armies; hexes 2950, 3050, 3149, 2951, 3051
I: 7th Army; hexes 3250, 3350, 3150, 3251, 3351
J: 3rd Army; hexes 2555, 2655

Unit	F	G	H	I	J
5-7-4 Inf					2
4-6-4 Inf	5	3	3	1	3
4-6-3 Inf		1	1		
3-5-3 Inf		2	2	2	
3-3-5 Cav					1
4-4-3 Art					1
3-3-3 Art	2	2	2	1	
3-2-3 Siege		1			
2-2-2 Tank					1

Air Unit: Reims
Forts: Paris(2), Verdun(2), Toul(2), Epinal(2), Belfort(1)

3.43 Britain

In France and Belgium north of hex row 24xx, inclusive.

Sectors:
K: 2nd and 1st Armies; hexes 2152, 2253, 2153, 2254
L: 3rd and 5th Armies; hexes 2353, 2454, 2354, 2455

Unit	K	L
5-7-4 Inf	1	1
4-6-4 Inf	4	5
5-7-4 Can	1	
5-7-4 Aus		1
3-3-5 Cav		1
4-4-3 Art		1
3-3-3 Art	2	1
2-2-2 Tank		2

Air unit: Amiens

3.44 Belgium

Hexes 2152 and 2153. At least one unit must set up in hex 2152.

3.45 United States

In France south of hex row 25xx, inclusive, and at least three hexes from the Scenario Start Line. Within one hex of 3152.

3.46 Railheads

Railheads are placed on the following hexes.
Western Front: 2352, 2552, 2652, 2751, 2850, 3349

3.5 Reinforcements and Replacements

3.51 Reinforcements Per Campaign Game Order of Battle / Order of Appearance.

3.511 Special Reinforcements (in addition to Campaign Game OB / OA)
• April 1918: France – (1) 4-6-4 INF XXX (Dijon)
• July 1918: Austria-Hungary – (1) 3-5-3 INF XXX (Stuttgart)

3.52 Replacements Per Campaign Game replacements for Germany, France, Britain, and the United States. Austria-Hungary and Belgium do not receive replacements. All German cities are used to calculate German replacements not just those on the Western front. The German replacements are reduced by the Blockade effects. Britain has 2 accumulated Commonwealth infantry replacement points at the start of the scenario.

3.6 Special Rules

3.61 Area of Mapboard Used

Germany, France, Britain, Belgium, and Luxembourg.

3.62 British and French Sectors

The British Sector consists of all hexes north of hex row 24xx, inclusive. The French Sector consists of all hexes south of hex row 25xx, inclusive. British, Belgium, and Commonwealth units may only operate in the British Sector. French and U.S. units may only operate in the French Sector.

Beginning May 1918, British and Commonwealth units may also operate in hex row 25xx, and French and U.S. units may operate in hex row 24xx.

3.63 Garrisons The two German garrison corps for Belgium are taken from the German setup Sector A forces.

3.64 No Declaration of War may be made on a neutral country.

3.65 No invasions may be conducted.

3.66 The weather on the March 1918 turn is Mud.

3.67 No rail movement or sea movement may be used on the March 1918 turn.

3.68 War Weariness

a. There are no war weariness effects already in effect during the March 1918 Game Turn. Players begin rolling for war weariness at the end of the March 1918 turn.
b. The French have a cumulative war weariness DRM of +1 (for one previous M result). Germany, Britain, and Belgium have a cumulative war weariness DRM of 0.
c. An M war weariness result is treated as an R30 result.

3.7 Victory Conditions

The winner and the level of victory are determined by the number of Central Powers Victory Points (VPs) at the end of the scenario.

3.71 Victory Points The Central Powers player receives 1 VP for each of the following Allied cities in France or Belgium that is occupied by a German infantry unit at the end of the November 1918 turn. He also receives 1 VP for each of the following Central Powers cities in Germany that is not occupied by an Allied infantry unit at the end of the November 1918 turn. Only ½ VP is received for a city that cannot trace an overland / rail supply path per Rule 14.2.

Central Powers Cities	Allied Cities
Metz	Lille
Strassburg	Reims
Cologne	Nancy
Aachen	Verdun
Saarbrucken	Paris
	Antwerp
	Brussels
	Calais
	Amiens
	Hex 2453 (St. Quentin)

3.72 Level of Victory

Central Powers VPs	Level of Victory
Less than 7	Allied Major
7 or 8	Allied Minor
9 or 10	Draw
11 or 12	Central Powers Minor
More than 12	Central Powers Major

Fin.

[Publisher's Dedication]

Dedicated to Freedom:

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Sergeant, Co. E 314 Infantry
US Army
September 20, 1917-July 26, 1919

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