THE GREAT WAR

RULES OF PLAY

CONTENTS

The Great War is a strategic level, area movement simulation of the First World War. The game is played on a map of Europe as it was in 1914. It has been divided into a number of distinct geo-political areas, within which Players maneuver Armies, Corps, Naval Squadrons and other types of units. They will engage in mobilization, combat, diplomacy, and attempt to meet their victory conditions. The Great War includes seven regular and one hypothetical Situation Games, plus a Campaign Game which links all of these into one 72-turn or longer game. The game may be played by two to seven Players and comes complete with both basic and optional rules.

There never was a war like the Great War, not before or since. It was a war everyone expected—indeed some even demanded and desired passionately—but when it came, it came as a surprise and in a way no one anticipated. It was a war that everyone had been preparing for, but for which no one was prepared. And it was a war of unsurpassed horrors, unspeakable stupidity, and awesome courage and devotion to duty.

Nothing in history ever quite resembled the nature of the Great War. To be sure, certain events in the American Civil War, such as the trench lines at Petersburg in 1864-1865, had presaged the course of military tactics over the next half-century. And even earlier, there were the innumerable sieges of Europe that greatly resembled it. But these were short, at least in relative terms, and confined to small spaces. In World War I, the siege-lines extended across continents, the duration became interminable, and the will to win, or at least resist, became greater almost with each passing day. The net result of all of this is that this war is not ideally suited to the traditional methods of Simulation Gaming. So for Great War a unique Game System has been evolved, as is more fully explained in the Designer's Notes. It is suggested that careful attention be paid to all aspects of the rules before attempting to play. And should any dispute arise over the meaning or spirit of a particular rule we recommend strongly that it be settled by a friendly roll of the die.

1 GAME EQUIPMENT

Great War comes complete with a 32-inch by 22-inch map; a rules booklet; 200 double-sided, die-cut counters; and a die.

1.1   Types of Units

There are six different types of pieces in Great War.
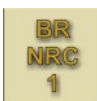
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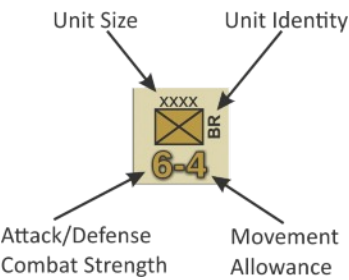 Naval Task Force

 Corps

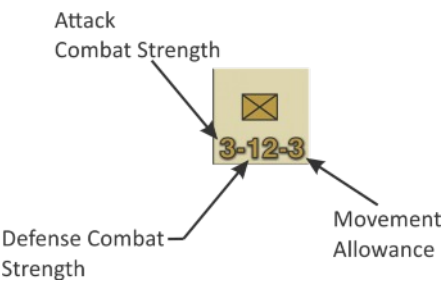 Naval Squadron

 Marines

 National Resource Credit Marker
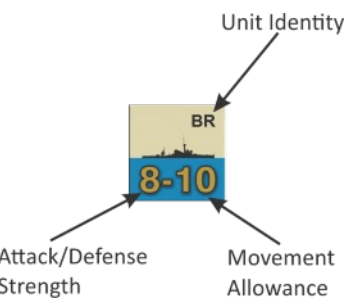
Sample Field Status Ground Unit

Sample Trench Status Ground Unit

Sample Naval Squadron

1.2   National Abbreviations

AH = Austro-Hungarian	RU = Russian
GK = Greek	DU = Dutch
BL = Belgian	SR = Serbian
IT = Italian	FR = French
BR = British	TK = Turkish
RO = Romanian	GR = German
	BG = Bulgarian

1.3   Turn Record Chart

The Turn Record Chart for Great War is printed on the map. It consists of two rows of boxes, one for months and one for years. The appropriate markers are placed on the correct box to indicate the game turn and Year. At the end of each game turn the Month marker is advanced one game turn. At the end of the December game turn, the Year marker is advanced to indicate the next year. Each Situation Outline indicates the correct game turns for the Situation in question and at the start of a Situation Game the Players place the markers accordingly. Certain game turns indicate that the Weather Rules must be checked.

1.4   National Resource Credit Index

These are three NRC Indices printed on the map, two for the Allies and one for the Central Powers. NRC Index markers are provided for each of the Major Powers in the Game. The use of the NRC Index is explained in the NRC Rules section.

2 SIDES

In Great War there are two sides: the Central Powers and the Allies. The Central Powers comprise Germany and Austria-Hungary and their friends. The Allies comprise Britain, France, Russia, Italy and the United States and their friends. Of course the precise composition of each side may vary somewhat from Situation Game to Situation Game. In the Great War rules, the word "allies" will not be used to designate a power which is friendly to another power. Instead the word "friendly" will be used, with "Allies" being reserved for the appropriate power bloc.

2.1   Major Powers

Whenever the phrase "Major Power" or "Major Powers" is used in Great War, it refers either separately or collectively to the seven countries known as Britain, France, Russia, Italy, the United States, Germany and Austria-Hungary (which is called "Austria" for brevity). No other country is considered a Major Power.

2.2   National Territory

The term "National Territory" as used in these Rules refers to all areas legally part of the country in question, whether they are Controlled by forces friendly to that country or not. National Territory is always indicated by the 1914 boundaries shown on the map. For Game purposes, Montenegro is considered part of the National Territory of Serbia and Luxembourg part of the National Territory of Belgium. Similarly, the British-owned territories of Cairo, Alexandria and Kuwait are considered part of British National Territory.

3 THE GAME TURN

Great War is played in game turns that represent about 30 days of real time. Each game turn is composed of two Player-Turns, one for the Allied and one for the Central Powers Player. Depending upon the Situation being played, either Player may in fact move first. The Player-Turn is composed of five Player-Turn Segments. When both players have completed their Player Turns, a game turn is at an end and the Turn Record Marker(s) is (are) advanced accordingly. The Player-Turn Segments are:

3.1   Reinforcement Segment

The Moving Player determines the number of National Resource Credits (NRCs) that he has. He may Mobilize new units.

3.2   Naval Operations Segment

The Moving Player may make any Naval movements he wishes and the opposing Player may make Naval Interceptions and Attacks, which are resolved immediately.

3.3   Ground Movement Segment

The Moving Player moves any, all or none of his Ground Units subject to the restrictions of the Movement Rules in the sequence: Strategic Movement, followed by Operational Movement.

3.4   Ground Combat Segment

The Moving Player may make any Attacks he wishes, subject to the restrictions of the Ground Combat Rules. Such Attacks are allocated, any necessary NRC costs paid, the opposing Player is given his Retreat-before-Combat option, and then Combat is resolved.

3.5   Supply Segment

Each Player determines whether his units are in Supply or not and incurs penalties for any that are Out-of-Supply.

The Supply Segment ends the Player-Turn and the opposing Player now has an opportunity to execute the Segments of his Player-Turn.

4 CONTROL

In Great War Control is defined as the domination of a Land Area without regard to the National Territory to which that Land Area properly belongs. A Player may have Control of a Land Area in any of three ways:

- He was assigned the area by the Situation Outline.
- His Ground Units presently are in sole occupation of the area.
- His Ground Units were the last to pass through the area.

Areas occupied by the Ground Units of both sides simultaneously are Controlled by neither Player. Ports in such areas may not be used by either side, although Sea Evacuation may occur from such an area. For purposes of Supply, Control is determined during the Supply segment only.

5 NATIONAL RESOURCE CREDITS (NRCS)

National Resource Credits (NRCs) represent the industrial and manpower resources available to each country at the start of a particular Situation Game. The available pool of NRCs at the beginning of a particular Situation Game is for use for the duration of that Situation and once exhausted are not replaceable. In Situation Games in which the United States is a combatant, there is a provision for the increase in available American NRCs from month to month, but otherwise there is no NRC growth in the Basic Game of Great War.

5.1   NRC Index.

There are NRC Indices printed on the map for the Allies and the Central Powers. Each comprises several rows of ten boxes that represent ones, tens, and hundreds of NRCs. Players place the appropriate NRC markers for each of their Major Powers so as to indicate the NRC "bank" of that particular Power. Adjustments are then made as NRC's are expended or, in rare instances, acquired. The NRC pool of minor countries is allocated by the Player responsible for that minor country to one of his Major Power NRC Indices. In cases where the expenditure of 1/2 of an NRC is required, the ones NRC marker is moved downwards by one box and then inverted to show the additional remaining 1/2 of an NRC.

5.2   NRC Uses

In Great War NRCs are used in a variety of ways, such as paying for Unit Mobilization, meeting Combat Losses, undertaking Strategic and Naval Movement, and so forth. These NRC costs are specified in the appropriate sections of the Rules. In addition, there is an outline NRC Costs table printed on the back of this Rules book.

5.3   NRC Expenditure Ceiling

This appears in the Situation Notes. On any given game turn no Major Power except the U. S. may ever deliberately spend more than the indicated percent of his initial Game NRC balance, excluding NRC expenditure incurred through Combat Loss.

5.4   NRC Grants

Major Powers may freely grant NRCs to each other, or to minor countries, with only a few minor restrictions. Such grants of NRC need not be repaid.

5.4.1 No Major Power may ever grant more than 50% (l/Z) of the NRC balance which it has at the beginning of a given Player-Turn.

5.4.2 NRC grants take place at the end of a Player's Reinforcement Segment.

5.4.3 Grants may be made without surcharge between countries whose National Territory is adjacent to each other, or adjacent to National Territory of friendly countries, or of areas of the National Territory of unfriendly countries, provided all such areas are under friendly Control.

5.4.4 NRC grants may be made overseas between any two countries less than five Maritime Areas apart without surcharge.

5.4.5 NRC Grants to be made oversea between two countries five or more Maritime areas apart are subject to a surcharge of I/Z of an NRC for each NRC to be granted, with the surcharge counted as part of the 50% limit noted above.

5.4.6 NRC grants to or by Russia are subject to a surcharge of 1 NRC for each NRC to be granted if the areas of Gallipoli, Constantinople, Scutari and Bursa are neither Neutral nor Controlled by the Allies, with the surcharge counted as part of the 50% limit noted above. Two or more countries may combine available NRC for purposes of making grants, provided no one country exceeds the 50% NRC limit noted above.

5.5   United States NRC

Although the United States was the most powerful economic entity in the world during the First World War, its ability to rapidly bring its resources to bear in Europe was limited. The following rules apply solely to the United States.

5.5.1 The U.S.'s indicated NRC figure in each Situation Outline that involves the U.S. as a combatant or potential Combatant, is the Available NRC for the first game turn in which the U.S. is a combatant only.

5.5.2 On each Allied Reinforcement-Segment, the U.S. receives NRC. This is specified in the Situation Notes. The phrase "U. S. NRC Growth" refers to this monthly increment.

5.5.3 The U.S. may Mobilize Ground Units in Italy, England or France without special Mobilization delays, but must delay arrival of newly Mobilized Units if mobilizing in any other areas.

5.5.4 NRC may be freely granted to other countries as if Italy, France and England were U.S. National Territory.

5.5.5 On the third game turn after the U.S. enters a Situation Game as a result of German Unrestricted Economic Warfare, the U.S. has available for NRC grants only 10 NRC in addition to whatever growth has already occurred.

5.5.6 The U.S. is subject to all other regular NRC rules.

5.6   Capitals

The capitals of Major Powers are indicated on the map. Should unfriendly Ground Units take Control of the area that contains the Capital of a Major Power, that Major Power loses ½ its remaining NRC balance at the end of its next succeeding Player-Turn. If the Control of the Capital is regained before the end of the Major Power's next succeeding Player-Turn there is no loss. Recovery of the Capital at any later time, however, does not restore the lost NRC.

6 MOBILIZATION POOL

In Great War the total number of Ground and Naval Units appropriate to each country represents that country's Mobilization Pool. A Mobilization Pool is the ultimate military potential of a country. For the August 1914 Situation the Mobilization Pool of each country is composed of any available units of the appropriate nationality, while for all other Situations the limits of the Mobilization Pool are indicated in the Situation Outline.

6.1   Developing the Mobilization Pool

A Mobilization Pool is developed through the Mobilization of new units, whether Ground Units or Naval Units. A Player may Mobilize as much of his country's Mobilization Pool as he has time and NRCs. A Player may never Mobilize more units than he has available in his Mobilization Pool and may not normally re-Mobilize units that have been lost. Mobilization of any unit may only occur if some portion of the appropriate country's National Territory is in friendly hands. Units already Mobilized when their National Territory is completely overrun by unfriendly forces may remain in play so long as payments for NRC Combat Losses can be met.

6.2   Loss of Mobilization Pool Units

When a Ground or Naval Unit is lost it may never be replaced. For major powers (Britain, France, Russia; the United States, Italy, Germany and Austria-Hungary) the loss of a Corps counts as one-half of an Army and upon the loss of a subsequent Corps an Army must be removed from that country's Mobilization Pool. Lost Corps may always be Mobilized anew until the available supply of Armies has been exhausted, at which point the loss of a Corps becomes permanent. Marine Units that have been lost may always be Mobilized again without injury to, or interference from, the Mobilization Pool, but no country may have more Marine Units than allowed it in the Game equipment.

6.3   Disbanding Formations

A Player may, at any time during his Reinforcement or Ground Combat Segments return a Ground unit to his Mobilization Pool, thereby disbanding it. A Ground Unit that is disbanded restores to the Player one-half of the Mobilization Cost paid when the Unit was Mobilized. In the case of a Major Power, Armies may be exchanged for one Corps plus ½ of the Mobilization Costs for a second Corps. Disbanding to meet combat loss causes a unit to be destroyed. Ground Units that have been disbanded are able to be Mobilized during a Reinforcement Segment on which the appropriate Player is able to pay full Mobilization Costs and wait the normal Mobilization period. Naval Units may not be disbanded. Only 8-10 Naval Units may be mobilized.

Reminder: Major Power Mobilization Pools include Armies, Corps and Naval Units. Thus, the German Mobilization Pool in August of 1914 is 12 Armies and 10 Corps, plus five Naval Squadrons, one Naval Task Force and one Marine Division.

6.4   Mobilization Cost

A Player may use his NRC to Mobilize new units during his Reinforcement Segment. The Mobilization Costs for particular types of units are printed on the back of this Rules book. A Player may only Mobilize units remaining in his Mobilization Pool and may never Mobilize any units if his National Territory is completely controlled by an unfriendly Player. NRC's that have been obtained through borrowing from other countries may be used to pay Mobilization Costs.

6.5   Ground Units

Armies, Corps, and Marine Units are activated two full game turns after the payment of Mobilization Costs. Motor Armies are activated twelve game turns after payment. Newly Mobilized units may appear in any friendly controlled area of the appropriate National Territory. If a Player

wishes to Mobilize a unit in a friendly controlled area outside of his National Territory he must delay its appearance by 2 additional game turns. Ground Units may never be mobilized in areas indicated by an asterisk (*).

6.6   Naval Units

Naval Squadrons may be built at any Port on a Player's National Territory twelve game turns after the payment of a Mobilization Cost of 4 NRC. The Player must designate the Port at which the Squadron is being Mobilized at the time he meets his Mobilization Costs. If, at any time between payment of Mobilization Costs and the final appearance of the Squadron at the Port, unfriendly Ground Units occupy the area in which the Port of appearance is contained, unfriendly Ground Units occupy the area in which the Squadron is being built or unfriendly Naval Units Bombard that Port, that Squadron is considered destroyed.

7 ECONOMIC WARFARE

In Great War, as permitted by the particular Situation Game, the Players may wage Economic Warfare against each other. Economic Warfare is used to reflect the British Blockade of the Central Powers during the First World War and the German attempts at restricted and unrestricted submarine warfare.

7.1   Economic Attack

Regardless of the type of Economic Attack to be undertaken (whether "Restricted" or "Unrestricted"), the procedure is the same.

7.1.1 The Situation Outline restrictions on the type of Economic Attack to be made must be obeyed.

7.1.2 For every two NRCs that either Britain or Germany spends on Economic Attack, that Power is permitted to roll one die on the Economic Warfare Table during his Reinforcement Segment.

7.1.3 German Economic Attacks are against current British NRC balances or against American NRC growth for the subsequent Allied Player-Turn. British Economic Attacks are against current German NRC balances.

7.1.4 After a Player has indicated that he is to make an Economic Attack, the Player being attacked has the option of expending one NRC on each of the Attacker's die-rolls and thereby reducing that die-roll by one.

7.1.5 The outcome of an Economic Attack is applied immediately against the affected Player, but losses due to Economic Attack and NRC expenditures incurred in resisting Economic Attack do not count towards the total per game turn NRC expenditure limit.

7.1.6 British Economic Attacks on Germany are always "Restricted."

7.1.7 German Economic Attacks on Britain or on American NRC Growth may be on either the "Restricted" or "Unrestricted" column, with the latter column engendering diplomatic and military consequences.

7.1.8 For each die-roll the indicated NRC is lost by the affected player.

7.1.9 Britain and Germany pay Economic Warfare losses out of their NRC balance; the U.S. pays Economic Attack losses out of whatever NRC growth it may experience on its next Reinforcement Segment.

7.2   Diplomatic Consequences

Beginning with Situation Game 4, "Attrition" (Jan.-Dee. 1916), the Germans may wage Unrestricted Economic Warfare. If they choose to do so they may suffer Diplomatic consequences as follows.

7.2.1 Unrestricted Economic Warfare (i.e. Unrestricted Submarine Warfare) may be instituted during this Situation Game or the 1917 Situation Game at any time during the German Reinforcement Segment.

7.2.2 Diplomatic consequences occur beginning with the fifth game turn of Unrestricted Economic warfare.

7.2.3 On the fifth game turn the Germans wage Unrestricted Economic Warfare (or each game turn they reinstitute Unrestricted Economic Warfare having once interrupted it), the Allied Player rolls a single die: on the first such game turn, a die-roll of "1" indicates that the U.S. has entered the war as a combatant against Germany; on the second such game turn, a die-roll of "1" or "2" has the same result and so on until, on the sixth such game turn, the U. S. enters automatically.

8 NAVAL RULES

In Great War there are a number of different types of naval activities in which the Players may engage. All of these occur only during the Naval Operations Segment of each Player-Turn.

8.1   Naval Movement

Naval Units move by expending Movement Points to enter Maritime Areas. Each Naval Unit has printed on it the maximum number of Naval Movement Points it is permitted. In certain conditions of Winter it is possible that this figure may be reduced, but one Naval Movement Point will always permit a Naval Unit to enter any one Maritime Area adjacent to that which it is presently in. In addition to Maritime Areas, there are a number of Sea Lanes printed around the edges of the map. These indicate the number of Naval Movement Points or game turns necessary to go around some land mass that blocks direct Naval Movement. Examples: It costs six (6) Naval Movement Points to pass around Spain from the Bay of Biscay to the Western Mediterranean or vice versa. Similarly, it requires three full game turns for a Naval Unit to pass from the Bay of Biscay to the Gulf of Suez or the Persian Gulf by Sea Lane. Naval movement from the North Sea to or from the Baltic Sea may only be via the Kiel Canal or the narrow seas between Zealand & Jutland.

8.2   Naval Movement Costs

As noted, Naval Movement is expressed in Naval Movement Points. These points may be expended in several ways, depending upon the circumstances.

8.2.1 It costs one Naval Movement Point to pass from one Maritime Area into any adjacent Maritime Area.

8.2.2 It costs one Naval Movement Point to enter a Port.

8.2.3 Canals cost one Naval Movement Point to enter. There is no special cost involved in traversing or exiting from a canal. The Canals on the map are the Suez, the Corinth and the Kiel. Naval units may not pass through Canals in disputed areas or areas under unfriendly control.

8.3 Sea Transport

Players may engage in the Sea Transport of their Ground Units, including Marine Units, during the Naval Operations Segment of their respective Player-Turns.

8.3.1 Ground Units wishing to engage in Sea Transport must be in an area that contains a friendly Port in which there are Naval Units at the beginning of their appropriate Naval Operations Segment.

8.3.2 A Player may transport one Ground Unit Attack Combat Strength Point for each one Naval Unit Combat Strength Point he has available. The Ground Unit(s) is (are) placed under the Naval Unit(s) and move with the Naval Unit until it reaches a port of debarkation.

8.3.3 Ground Units may be Sea Transported by any friendly Naval Units.

8.3.4 Ground Units engaging in Sea Transport may be landed in a Port under friendly control, or in Ports of hitherto Neutral Countries which have been first occupied Marine Units.

8.3.5 Newly disembarked Ground Units may not engage in Ground Movement or make Attacks during the game turn in which they disembarked.

8.4 Amphibious Landings

An Amphibious Landing is a type of Sea Transport mission, but conducted under different conditions.

8.4.1 Only Field Units or Marines may make Amphibious landings.

8.4.2 Units designated to engage in an Amphibious Landing must embark at a friendly controlled Port.

8.4.3 Units designated to engage in an Amphibious Landing must be transported in Naval Units of the same nationality.

8.4.4 Units designated to engage in Amphibious Landings are transported in the ratio of one Ground Attack Combat Strength Point for each four Naval Combat Strength Points of Transporting Naval Units.

8.4.5 Units designated to engage in an Amphibious Landing may land in a Port which is not in friendly hands or on the coast of any area, whether friendly, Neutral or unfriendly.

8.4.6 Units engaging in Amphibious Landings pay an Amphibious Landing Cost according to the size of the Unit: Armies pay 8 NRC upon landing; Corps pay 4 NRC; Marine Units pay nothing.

8.4.7 Amphibious Landings occur before any other Sea Transport. Therefore, if an Amphibious Landing occurs at an unfriendly or Neutral Port, a Player could then land Sea Transported Ground Units at the indicated Port.

8.4.8 Amphibious landings may not be made in the Maritime Areas adjacent to Hanover or Petersburg. Units making Amphibious Landings have their Attack Combat Strength halved and must Assault Attack any unfriendly Ground Units in the area where they have made their landing on their immediately following Ground Combat Segment.

8.4.9 Marine Units may not make Amphibious Landings against Major Power National Territory.

8.5 Sea Evacuation

A Player may embark friendly Ground Units from any coastal area that does not have a friendly Port on payment of 4 NRC for an Army; 2 NRC for a Corps; 1 NRC for a Marine Unit. Ground Units to be evacuated are transported by any friendly Naval Units in the ratio of one Ground Attack Combat Strength Point to one Naval Combat Strength Point, provided that the evacuating Naval Units were in a Maritime Area adjacent to the Land Area occupied by the Ground Units to be evacuated at the beginning of the Naval Operations Segment. Evacuated Ground Units must be debarked at the nearest friendly Port. They may not make Amphibious landings on the game turn in which they were evacuated, nor participate in Land Movement or Combat, unless Attacked.

8.6 Naval Interception

Naval Interception is initiated by the opposing Player during the Moving Player's Naval Operations Segment or when a Naval Unit is forced to change Port.

8.6.1 If the Moving Player has Naval Units engaging in Movement, the opposing Player may attempt Interception with any Naval Units he has in a Port or Ports which are within one-half the Naval Movement Allowance of the Naval Units from any Maritime Area through which the Moving Player's Naval Units will pass, but never in the Maritime area adjacent to Hanover. If only one attempt is being made to Intercept while two unfriendly Naval Units are moving on separate routes, the Intercepting Player must attempt Interception against the closest unfriendly moving Naval Unit determined by Maritime Areas. The Intercepting Player moves his Naval Units into the Maritime Area in which he wishes to attempt Interception, paying normal Port exit costs. The Moving Player must halt his moving Naval Units in the same Maritime Area. The Intercepting Player then rolls the die to determine if his attempt at Interception succeeds. For each Naval Unit attempting Interception in addition to the first, the Interceptor may add one to his die-roll. The Moving Player, if he desires, may take avoiding action, which deducts one from the Interceptor's die-roll.

8.6.2 If Interception fails, and the Moving Player did not take avoiding action, he may continue with his movement while the Interceptor returns to any Port friendly to him within his remaining Movement Allowance. If the Moving Player undertook avoiding action and the Interception fails, the Moving Player must return his Naval Units to the nearest friendly Port which he passed before entering the Maritime Area of the attempted Interception, while the unsuccessful Interceptor returns to any friendly Port within his remaining Movement Allowance.

8.6.3 If Interception succeeds Naval Combat will take place.

8.7 Naval Combat

Naval Combat may only be initiated by an Intercepting Player.

8.7.1 When interception occurs, the Intercepting Player must Attack the Naval Units of the Intercepted Player using the Naval Combat Results Table. The Interceptor must attack with all of his Intercepting Naval Units. The Defender need not defend with all the naval units which he has in the affected area, but he must designate at least one whole Squadron or Task Force to receive the attack. If the Defender chooses to receive the attack with only a portion of his naval units, the remainder of the naval units he has in the affected area must immediately proceed to the nearest friendly port.

8.7.2 Naval Combat proceeds through the establishment of a ratio between the Naval Combat Strength Points of the Attacker and those of the Defender, with any rounding-off done in favor of the Defender, and in conformity with the Naval Combat Results Table. The Combat Strength of Ground Units being transported by Naval Units does not affect Naval Combat in any manner. Having established a ratio between the Attacker and the Defender, the Attacker rolls a single die and consults the Naval Combat Results Table under the appropriate odds column. The results indicated on the Naval CRT are immediately applied to both Players. If a Player is unable to make the indicated NRC payments, he must suffer the total loss of Naval Units equal in Naval Combat Strength Points to at least the required NRC. If Ground Units were being transported, the Ground Combat Strength Points of such units are not applicable to such loss, but the Ground Units themselves are lost. At the end of Naval Combat, participating Naval Units must return to the nearest friendly Port.

8.8   Ports

Ports are indicated on the map by the Port symbol on the coast of Land Areas. In some cases two or more Maritime Area boundaries converge at a single Port. In such cases the Port may be entered from any of the adjacent Maritime Areas, and any of the adjacent Maritime Areas may themselves be entered from the Port. Naval Units in a Port are placed on top of the Port symbol. Ports in areas occupied by Ground Units of both sides in the Game may be used by neither side for any purpose. Naval Units in Ports which are in areas that are entered by unfriendly Ground Units must immediately remove themselves to the nearest friendly Port, land may be intercepted. (This is the only time Naval Movement land combat is permitted during any but the Naval Operations Segment, and such movement land Combat does not influence or effect normal Naval Movement.) A Player may be denied the use of a Port in his Control through Naval Bombardment. Any Naval Unit may Bombard a Port during its Naval Operations Segment by entering a Maritime Area adjacent to that Port, expending two additional Movement Points and one NRC, and then returning to any friendly Port. A blank counter is placed over the Bombarded Port and that Port may not be used until the Controlling Player pays one NRC in repair costs for each NRC expended in Bombardment on any Reinforcement Segment. Naval Units in Ports may not be attacked, nor may Ports containing Naval Units be Bombarded. A Naval Unit must always begin or end a Naval Operations segment in a friendly Port.

8.9   U.S. Naval Units

On the third game turn after the United States enters a Situation Game as a combatant, the Allied Player receives one American 8-10 Naval Unit at any Port in Britain or France. This Naval Unit functions as do any other Naval Units except that if eliminated through Combat Loss it may be replaced without NRC cost on the third game turn after elimination at any Port in Britain or France.

8.10   Narrow Seas

Certain Straits and Maritime areas (Kerch Straits; Zealand; the straits of Bonifacio (the passage between Corsica & Sardinia) and Messina; and the Dardanelles and Bosphorus) may not be entered by Naval Units unless adjacent Land areas are Neutral or under friendly Control.

9 GROUND MOVEMENT

In Great War, except for Sea Transport and Retreats, all Ground Unit Movement occurs during a Player's Ground Movement Segment. The Ground Movement Segment has two distinct parts: Strategic Movement and Operational Movement. Each type of Movement permits different things to occur. However, in order to move, a Ground Unit must be in Supply.

9.1   Movement Zones

There are two Movement Zones in Great War.

- Restricted Movement Zone. This is indicated on the map.
- Regular Movement Zone. All areas not in the Restricted Movement Zone are in the Regular Movement Zone.

9.2   Strategic Movement

Only Major Powers may engage in Strategic Movement, which takes place at the beginning of the Ground Movement Segment. Strategic Movement does not make use of a Ground Unit's Movement Points.

9.2.1 For each ½ NRC expended, a Player may move one Ground Unit, regardless of size, one area in the Regular Movement Zone without regard to Weather or Obstacles.

9.2.2 For each 1 NRC expended, a Player may move one Ground Unit, regardless of size, one area in the Restricted Movement Zone without regard to Weather or Obstacles.

9.2.3 No Major Power may expend more than 10% of its current NRC balance on Strategic Movement on any one game turn.

9.2.4 Strategic Movement may take place only on a Major Power's National Territory, the National Territory of other friendly Major Powers, or on any areas of any country immediately adjacent to such areas, provided all such areas are under friendly Control.

9.2.5 Strategic Movement may never begin or end in an area contested by unfriendly Ground Units.

9.3   Operational Movement

Operational Movement makes use of a Ground Unit's Movement Allowance and occurs after Strategic Movement.

9.3.1 In the Regular Movement Zone a Ground Unit expends one Movement Point to enter an area from any adjacent area.

9.3.2 In the Restricted Movement Zone a Ground Unit expends one Movement Point to leave an area and one Movement Point to enter an adjacent area.

9.3.3 Movement in both Movement Zones may be influenced by Weather and Obstacles.

9.3.4 A Ground Unit may move as far as its Movement Allowance permits it to move.

9.3.5 Ground Units entering an area in which there are unfriendly Ground Units must stop. If no friendly Ground Units were already in that area when the arriving Ground Unit entered, the arriving Unit must Attack.

9.3.6 A Ground Unit may not leave an area that is Contested by unfriendly Ground Units except to enter another adjacent Contested area or an adjacent area under friendly Control.

9.4 Obstacles to Movement

There are two types of Obstacles to Movement: Strategic Obstacles and Operational Obstacles.

9.4.1 **Strategic Obstacles.** Strategic Obstacles normally cost one additional Movement Point to cross, may not be crossed in Winter, and cost two Movement Points in Spring. In addition, Strategic Obstacles may never be crossed if there are unfriendly Ground Units on the other side. Strategic Obstacles prevent Retreats but do not interfere with Supply except in Winter.

9.4.2 **Operational Obstacles.** Operational Obstacles cost one additional Movement Point to cross normally, but two in Winter or Spring. They may be crossed if unfriendly Ground Units are on the other side and do not prevent Retreat-before-Combat except in Winter. They do prevent Retreat-after Combat. Operational Obstacles do not interfere with Supply.

9.5 Narrow Seas

Certain straits (namely: Kerch Straits; Zealand; Straits of Bonifacio and Messina; and the Bosphorus and Dardanelles) are treated as regular Movement boundaries for purposes of land Movement. Narrow Seas, however, may not be crossed if unfriendly Ground Units are on the other side, nor may Ground Units Retreat-after-combat across such. A Ground Unit in a Contested Narrow Seas land area may cross over to the uncontested side.

9.6 Starred Areas

Areas indicated by an asterisk (*) may have no more than three Corps, or the equivalent, per side in occupation on any game turn. Starred areas may not have more than 3 corps per side at any time during a player's turn as per rules. If, owing to sea transport, sea evacuation, retreat before combat, or retreat after combat, this number is exceeded, the player must reduce the numbers of units by the end of his turn or lose the excess. Disbanding is an acceptable form of removal. Marines do not count against the 3 corps limit.

10 GROUND COMBAT

Ground Combat is normally an optional undertaking of the Moving-Player, except when a Ground Unit enters an area occupied solely by unfriendly Ground Units, in which case Attack is mandatory. All Ground Combat takes place during the Ground Combat Segment, except Amphibious Assault Attacks, which occur during the Naval Operations Segment (which follow the same rules). The Moving Player is free to Attack with all, any or none of his eligible Ground Units. Ground Units may be in one of two conditions and may be eligible to undertake any of four types of Attack.

10.1 Ground Unit Status

The two conditions in which Ground Units may be are: Field Status and Trench Status.

10.1.1 Field Status. Units in Field Status ("Field Units") have a combined Attack and Defense Combat Strength and a relatively High Movement Allowance. Field Units must Retreat-after-Combat if able, and when unable, must pay doubled Combat Loss.

10.1.2 **Trench Status.** Units in Trench Status ("Trench Units") have a separate Attack Combat Strength (low) and Defense Combat Strength (high) and a low Movement Allowance. Trench Units normally need not Retreat-after-Combat but must pay doubled Combat Loss if they choose not to Retreat. Motor Armies may never be Trench Units. When Trench Units are defending against any but Attrition Attacks, and comprise at least half the Defensive Combat Strength, they lower the Attacker's die-roll by 1. Only Trench Units may make Attrition Attacks.

10.2 Change of Status

Ground Units may change from one Status to the other during the Reinforcement Segment of their Player-Turn through the expenditure of 1 NRC for an Army or ½ NRC for a Corps or Marine Unit. Upon such payment the Ground Unit is turned upside-down.

10.3 Mobilization and Deployment

Except when restricted by the Situation Outline, a Player may mobilize Ground Units in either Status and may Deploy his Starting Forces in either Status.

10.4 Attacking

Although there are four different types of Attack in Great War, all are conducted along the same general lines.

10.4.1 A Player may not Attack unless he has an NRC balance of 2 for each Attacking Army or 1 for each Corps or Marine Unit. These NRC are not expended in order to Attack; he merely must have this balance.

10.4.2 An Attacker need not Attack with all eligible Units in an area.

10.4.3 Only one type of Attack may be made in each area on any Player-Turn.

10.4.4 Only Units in Supply may Attack.

10.4.5 An Attack is conducted against all unfriendly Ground Units in an area.

10.5   Types of Attack

Each of the four types of Attack has certain advantages that result in modifications to the outcome of Combat. A Player may make any type of Attack for which he has eligible Ground Units, provided that the type of Attack is permitted in the Situation Outline.

10.6   Assault Attack

Both Field and Trench Units may make Assault Attacks. Assault Attacks against Field Units are resolved in the Normal fashion, but against Trench Units the die is reduced by one.

10.7   Attrition Attacks

Only Trench Units may make Attrition Attacks and only in areas which contain friendly Trench Units at the start of the Player-Turn. Units making Attrition Attacks pay 1 NRC for each Army or ½ NRC for each Corps or Marine Unit participating in the Attack. Combat is resolved in the normal fashion, but the Attacker suffers no Combat Loss, while those of the Defender are doubled. Retreat results are ignored without penalty.

10.8   Tank/Infiltration Attacks

Only Major Power Field Units may make Tank/Infiltration Attacks and never more than the number permitted by the Situation Outline. Tank/Infiltration Attacks may never be made at worse than 1:1 odds. Each Army participating in a T/I Attack pays 2 NRC, each Corps pays 1. Marine Units may not make T/I Attacks. Combat is resolved in the normal fashion. The Attacker's Combat loss is 1/2 the indicated amount, while the Defender suffers normal losses and incurs an automatic Retreat. Trench Units may ignore such automatic Retreat instructions at the cost of doubled Combat Losses, but must comply if able on an "R" result on the Combat Results Table.

10.9   Motorized Attacks

Only Motor Armies may make Motorized Attacks and only when permitted by the Situation Outline. For each Motor Army taking part in a Motorized Attack, two Major Power Field Armies, or the equivalent in Corps, may participate. There is no NRC cost to make a Motorized Attack. Combat is resolved in the normal fashion. The Attacker suffers normal Combat Loss, while the Defender's losses are doubled and an automatic Retreat result is incurred. All Defending Units, regardless of status, must comply with this Retreat, if able or suffer a further doubling of Combat Loss if unable.

10.10   Defender's Retreat-before-Combat Option

10.10.1 After all Attacks have been allocated and payment of any NRC costs made, but before Combat Resolution, the Defender has the option of Retreat-before-Combat.

10.10.2 All Defending Units in the affected area must retreat together to any adjacent friendly Controlled area or into an adjacent Neutral for Internment.

10.10.3 Each Ground Unit participating in Retreat-before-Combat pays 1 NRC for the right to do so, regardless of size. The Attacker, who now Controls the affected area, does not get a refund on any NRC Attack costs paid.

10.10.4 Retreat-before-Combat must obey all Movement Rules, but Trench Units in the Restricted Movement Zone may always Retreat-before Combat across normal area boundaries, regardless of Weather.

10.11   Combat Resolution

Regardless of the type of Attack being made, all Combat is Resolved in the same fashion.

10.11.1 All Attacking Ground Units add their Combat Strength together.

10.11.2 All Defending Ground Units add their Combat Strength together.

10.11.3 The Attacker's Combat Strength is compared with that of the Defender and a ratio, or odds, established with rounding always favoring the Defender.

10.11.4 The Attacker rolls a single die and consults the Combat Results Table, which is printed on the map, adjusting for the presence of Trench Units where necessary.

10.11.5 The indicated Combat Loss for both sides must be paid immediately. If a Player has insufficient NRC to meet the costs, he must lose Ground Units on the basis of one Field Status Combat Strength Point for each NRC to be lost. There is no refund for the fractional loss of Combat Strength Points. Units must be lost in Corps-sizes. Thus, if a Player needs but one NRC to meet his Combat Loss and has no NRC Balance, he must lose an entire Corps; 3 Combat Strength Points for any but the Germans, who would lose 4.

10.12   Combat Loss Multiplication

The Combat Loss to be incurred is multiplied by the number of Armies in the smaller force, ignoring fractions except when the smaller force consists of only a single Corps.

Example: Four French Field Armies made an Assault against two German Field Armies and one German Field Corps, which yields a Combat Strength Ratio of 24:20,. or 1:1 through rounding. The French die-roll is "1", which indicates a French loss of 4 and a German loss of 1 plus a Retreat. As there are 2 ½ Armies in the smaller force, or 2 after dropping fractions, the result is doubled. Therefore the French must lost 8 while the Germans lose 2, or 4 if unable to retreat.

10.13   Retreat·After-Combat

Retreat-after-Combat is partially at the option of the Defending Player. If at least one-half of his Defensive Combat Strength was in the form of Trench Units, he may not be required to Retreat-after-Combat except on a printed "R" result in a Tank/Infiltration Attack or in a Motorized Attack. If he chooses not to Retreat he merely incurs a doubled Combat Loss. Combat Loss is also doubled if a Player is unable to Retreat. Out-of-Supply Units incurring a Retreat result are automatically destroyed.

10.13.1 All Ground Units in an area must Retreat-after-Combat together.

10.13.2 All Retreat-after-Combat must be to an adjacent friendly Controlled area or, at the Player's option, into an adjacent Neutral for Internment if unable to Retreat-after-Combat otherwise and unwilling to incur doubled Combat Loss.

10.13.3 Retreat-after-Combat must obey terrain and Weather restrictions, but a Unit in the Restricted Movement Zone may always retreat across normal area boundaries regardless of season.

11 SUPPLY

All Units in Great War must be in Supply in order to Move and engage in Combat without restriction. Supply is determined for the Units of both sides during the Supply Segment of each Player-Turn with the results to take effect during the next Player-Turn.

11.1   Sources of Supply

There are two basic sources of Supply:

● A Unit's appropriate National Territory;
● The National Territory of a Major Power friendly to the country to which the Unit belongs.

11.2   Ground Units

The following provisions relate to the Supply of Ground Units, regardless of Status or Nationality.

11.2.1 A Ground Unit is in Supply if it is on its own National Territory or that of a friendly Major Power, provided it is in Control of the area it occupies.

11.2.2 A Ground Unit is in Supply if it is able to trace a Line-of-Supply (LOS) from the area which it occupies to an area of its own National Territory or that of a friendly Major Power, provided the latter area is under friendly Control. (For a fuller explanation of a LOS, see below.)

11.2.3 A Ground Unit is in supply if it is in an area adjacent to an area in which there are friendly Ground Units in Supply, even though both such areas may be jointly occupied with unfriendly Ground Units.

11.2.4 Out-of-Supply Ground Units may not Attack and Defend at 1/2 their Defense Combat Strength as determined by the current Status of the Unit. Out-of-Supply Ground Units may not change Status. Regardless of status an Out-of-Supply Unit forced to Retreat is destroyed. Out-of-Supply Ground Units may not move except to Intern themselves in an adjacent Neutral country, obeying all regular Movement Rules which apply (See, Neutrals, below). Out-of-Supply Ground Units may be disbanded, with ½ their NRC cost reverting to the owning country, but such units may not be remobilized later, they count as lost units.

11.3   Naval Units

Naval Units draw Supply from Ports in areas under friendly Control.

11.3.1 A Naval Unit draws Supply from any Port on its National Territory or the National Territory of a friendly Major Power which that Naval Unit actually occupies or which is within one Move of that Naval Unit.

11.3.2 A Naval Unit may draw Supply from a Port in an area which, while not an area of a friendly Major Power, is Controlled by a friendly Major Power and from which a Line-of-Supply may be traced to the National Territory of a friendly Major Power or of the Naval Unit itself.

11.3.3 An Allied Naval Unit is considered in Supply when Moving through a Sea Lane.

11.3.4 Out-of-Supply Naval Units may not leave the Port they occupy until Supply is restored. If they are in such a condition they may not depart the port should the area in which the Port is becomes jointly Controlled by friendly and unfriendly Ground Units. Should the area in which the Out-of-Supply Naval Units are in Port pass under the Control of unfriendly Ground Units the Naval Units are considered eliminated.

11.3.5 Naval Units that are at Sea when their Out-of-Supply condition is established must move immediately to restore Supply on their subsequent Naval Operations Segment. If unable to reestablish Supply, such Naval Units are considered eliminated.

11.4 **Restriction:** No Unit, whether Ground or Naval may ever deliberately Move Out-of-Supply.

11.5   Line-of-Supply

A Line-of-Supply is basically a line, or chain, of areas under friendly Control, from the area occupied by the Unit or Units to be Supplied to an area of that Unit's National Territory of the National Territory of a friendly Major Power, provided the Source of Supply area is also under friendly Control.

11.5.1 A LOS may terminate at a friendly Controlled Port and then pass oversea to another friendly Controlled Port, provided there is at least one Naval Unit, regardless of size, within its Movement Allowance of both Ports, but an Out-of-Supply Naval Unit may not be used to maintain such an oversea LOS.

11.5.2 A LOS may include areas of unfriendly National Territory, areas formerly under unfriendly Control, areas formerly Neutral, and areas part of one or another friendly country's National Territory, provided all such areas are under friendly Control at the time the LOS is traced .

11.5.3 A LOS may be traced oversea from an area without a Port or an area under joint friendly and unfriendly occupation (and in which, of course, the Port would be unusable) provided that Naval Units are maintained within one Naval Movement Allowance an area and a Supplied friendly Port, in the ratio of one of the coast of such Naval Combat Strength Point to for each Ground Combat Strength Point to be Supplies.

11.5.4 Naval Units taking part in a LOS may be used for Sea Transport, Bombardment, Interception, Evacuation and Amphibious Landings. The Moving Players Naval Units within one Naval Movement Allowance of any portion of the oversea LOS may attempt Interception against Naval Units maintaining such a LOS during the ' Moving Player's Supply Segment. Should the Interception succeed, or a Combat force the Naval Units

maintaining the LOS to return to Port the LOS is considered broken. To attempt an interception against a Naval Unit maintaining a LOS the Moving Player merely indicates the area in which he wishes to attempt the Interception, pays Port's Costs and then both sides move their appropriate Naval Units to that area and normal Interception Rules then apply.

11.6 Control

For purposes of Supply status Control is always determined at the start of the Supply Segment.

12 MINOR COUNTRY LIBERATION

Minor Countries which have been completely overrun by unfriendly Ground Units, or which have all of their areas either Controlled or Contested by unfriendly Ground Units may be "Liberated" by their Major Power friends with a resultant NRC bonus of 5 per area of the Minor Country upon the complete liberation of that Minor. Such NRC bonus is paid immediately upon the Liberation of the last unfriendly Controlled or Contested area of the Minor Country.

13 NEUTRALS

In each Situation Game in Great War there are a number of Neutral countries. It is possible for the Players to violate the neutrality of such countries.

13.1 Neutrals with Units

13.1.1 Depending on the Situation being Played some Neutrals will have a considerable number of Units, including possibly even Armies, Corps and Naval Units, while others will just have a few Corps. These Units are not placed on the map until a Player violates the country's neutrality. Violation of neutrality occurs when a Player moves his Ground Units into the National Territory of a Neutral, stopping on an area of that National Territory.

13.1.2 To violate a Neutral costs the Player 2 NRC The opposing Player now acquires the Neutral as a friendly country and may place its Ground and Naval Units on the map, on its National Territory or any friendly area adjacent to its National Territory. The Neutral subsequently functions as a part of that Player's forces and may utilize its Ground and Naval Units and its NRC.

13.2 Neutrals without Units

In various Situation Games Albania, Persia, and Denmark are Neutral but have no Units of their own. They may be violated by either Player on payment of a 2 NRC violation cost. Upon entry into their National Territory, the Player's Ground Units do not have to stop immediately in the first area entered. The opposing Player gains the friendship of the violated Neutral, which includes 2 NRCs, and is able to freely enter and make use of its areas and ports.

13.3 Switzerland

Switzerland's Neutrality may not be violated, but Units may Intern in Switzerland.

13.4 Internment

13.4.1 Whenever a Ground or Naval Unit enters a Neutral without paying the 2 NRC violation cost it is Interned. There are several ways for a Unit to become Interned. If a Ground Unit, it may have Retreated-before or after-Combat onto Neutral soil, or made use of its ability to move one adjacent area into a Neutral when Out-of-Supply. If a Naval Unit, it may have been Out-of-Supply in so far as friendly Ports were concerned, but may still enter a Neutral Port.

13.4.2 Interned Units may not Move or Attack.

13.4.3 Interned Units may Defend at full Defensive Combat Strength if Attacked.

13.4.4 Interned Units are eliminated if the Interning country becomes friendly to an unfriendly country (i.e. it becomes an "ally" of the Interned Unit's enemy).

13.4.5 If the Neutral is violated by a country unfriendly to the Interned Units those Interned Units may freely engage in Combat and Movement.

14 WEATHER

Certain game turns in Great War are considered "Weather game turns." These are indicated by an asterisk (*) on the Turn Record Chart and refer the Players to the Weather Table. For the purpose of accurately reflecting the weather conditions occurring over the area covered by map it has been divided into three Weather Areas, which are the Mediterranean, the Northeastern, and the Northwestern Weather Areas. The Weather Table has separate columns for each of these areas, although only a single die is rolled each game turn to determine Weather. The Player who moves first on each game turn rolls the die for weather at the start of his Player-Turn and reads off the indicated result for each of the Weather Areas. Once Winter has begun in a particular area, Winter conditions continue until the onset of Spring conditions, regardless of the outcome of any subsequent die-rolls. Similarly, once Spring conditions have ended in a particular Weather Area, no subsequent die-rolls need apply to that area until the following October. In the January, February, and March game turns there are no Weather die-rolls since Weather conditions are automatic on those game turns. There are two types of Weather:

14.1 Winter

On Winter game turns all Land Movement costs one Movement Allowance Point extra per area; Strategic Obstacles may not be crossed, nor may Supply be traced across them under any circumstances; Operational Obstacles cost an additional Movement and Retreat-after-Combat across such is prohibited; and Naval Movement is reduced by ¼, ignoring fractions of whole Movement Allowance Points. All other Movement is paid for normally.

14.2 Spring

On Spring game turns Movement all land Movement costs one Allowance Point extra per area; Strategic Obstacles and Operational Obstacles cost one Movement Allowance Point extra to cross. All other Movement is normal.

15 OPTIONAL RULES

15.1 Multi-Player Great War

Great War is normally played by two persons only, one for the Allies and one for the Central Powers. However, it is possible for up to seven Players to participate in the Game, depending upon the Situation Game being Played. In Multi-Player versions the following modifications apply.

Additional Players. Starting with two Players, add additional Players as follows:

- Player 1: the Allies (Br., Fr. , It. , Russia and the U.S.)
- Player 2: the Central Powers (Germany and Austria)
- Player 3: Russia
- Player 4: France-Italy
- Player 5: Italy
- Player 6: U. S. A.
- Player 7: Austria-Hungary

15.1.1 Sides

Regardless of how many persons are actually Playing Great War there are still only two sides in the Game, the Central Powers and the Allies. A Player may never Attack Units of a country friendly to him and may never refuse to participate in a joint Defense of an area with a country friendly to him. A Player may refuse to participate in an Attack, however, but should an Attack fail he may be forced to assist in making up Combat Losses if the Attacking Player's Units or NRC are insufficient. Regardless of the number of Players, of course, only one Attack may be made in an area on any Player-Turn (which for convenience might be known as a "Side-Turn" in multi-player versions). A Player Controls all areas of his National Territory and all areas of other countries assigned to him by agreement amount the Players of his Side and may deny other countries on his Side entry to such areas for Movement and Supply purposes.

15.1.2 Separate Peace

A Player may not conclude a Separate Peace (i. e. drop out of the Game) unless any one of the following has occurred:

- His Mobilization Pool h a s been exhausted.
- His NRC Balance has been reduced to zero.
- One-half of the areas of his National Territory, including the area containing his Capital, is Controlled by, or in dispute with, an unfriendly Player.

A Player's "friends" may attempt to coerce him into remaining in the Game through the transfer of NRC to his country, or through the military occupation of areas of his National Territory without his consent. This does not constitute an Attack on a friendly Player (and hence is not in violation of the Rules noted above) since it may not occur before the Player has announced that he intends to make a Separate Peace.

15.1.3 Minor Power NRC and Units

In a two-Player Game there is no basic problem in dealing with the NRC, NRC payments and Ground Units of the minor countries which are friendly to the two Sides. In a Multi-Player Game, however, some problems quickly arise. The Players on each side must agree among themselves on each of the following questions:

- Who acquires the minor country's NRC?
- Who pays for the minor country's operational costs in NRC?
- Who Moves the minor country's Ground Units, makes Attacks with them, and decides on whether to Retreat before Combat or not?

Normally all three functions may be assigned to one Player of the appropriate Side, but there is nothing to prevent the Players from dividing these functions up among themselves

15.1.4 Sequence-of-Play

Because there are always two Sides in Great War all movement and Combat occurs within the framework of the two basic "Player-Turns" _ All Players on each side move and engage in Combat simultaneously, with the minor details, to be ironed out among themselves by negotiation.

15.2 Also consider as narrow seas:

- the English Channel passage between Kent & Artois.
- the Gulf of Finland region north of Estonia leading to St Petersburg.
- the Gulf of Corinth between Thessaly & the Peloponnese to Attica.

15.3 Channel Ferry

For ground movement purposes, as long as the Allied player controls or contests both sides of the English Channel (Kent & Artois), he may move ground units from any controlled English Channel area (Kent, Wessex, or Devon) to any controlled French Channel area (Artois, Picardie, Normandy, or Brittany) without using sea transport. Instead, movement is done using the narrow seas rule under ground movement.

15.4 Amphibious assaults are permitted in the Baltic in 1914.

15.5 Kuwait, Khuzistan, Brandenburg, Scotland, Brabant, Luxembourg, and Flanders should have increase NRC markers in them.

15.6 Starting in Situation Game 3 and continuing for all succeeding Situation Games, Persian neutrality is violated at the start of play.

15.7 Situation Games 2 & 3: add to setup one Turkish 3-4 in Kut and one British 3-4 in Basra. Deduct these from their respective mobilization pools.

15.8 Situation Games 4 & 5: For both games, add an Italian 3-4 in Albania.

15.8.1 In Game 4, add one Austrian 3-4 each to Albania & Epirus: move the Serbian 3-4 to Epirus; add one French 3-4 to South Macedonia.

15.8.2 In Situation Game 5, add one Austrian 6-4 at Salonika Front and add one French 3-4 to Salonika Front.

15.8.3 Delete all additions from the respective mobilization pools. (The Salonika Front was one of the great strategic sideshows of the war. This optional more fully reflects the drain it represented on the strategic options of both sides. The cost of the added realism is a slightly slower playing game.)