

<p style="text-align: center;">AP #1</p> <p style="text-align: center;"><b>4</b> MOBILIZATION</p> <p style="text-align: center;"><b>DRIVE ON EAST PRUSSIA* (2)</b></p> <p style="text-align: center;"><b>Use this card for OPS</b></p> <p>For the rest of this Turn, any AP attack against CP units in Germany receives +1 DRM.</p> <p><i>Event cannot be played after Fall 1914 Turn (Turn 2) if this card taken to start the game (see Rule 4.2.1).</i></p> <p style="text-align: center;">AP-A:2 IT:2 RU:3</p>	<p style="text-align: center;">AP #2</p> <p style="text-align: center;"><b>2</b> MOBILIZATION</p> <p style="text-align: center;"><b>RUSSIAN REINFORCEMENTS*</b></p> <p style="text-align: center;">RU Guard, II Cauc. (-1 Step), XVIII, I Turk Inf. Corps</p> <p><i>If RU Guard Inf. Corps is destroyed or eliminated, then RU 1st and 2nd Guards Inf. Corps cannot enter the map.</i></p> <p style="text-align: center;">RU:1</p>	<p style="text-align: center;">AP #3</p> <p style="text-align: center;"><b>3</b> MOBILIZATION</p> <p style="text-align: center;"><b>PLEHVE CC</b></p> <p>AP attack that includes an RU unit receives +1 DRM.</p> <p><i>Event cannot be played after Winter 1916 Turn (Turn 7).</i></p> <p style="text-align: center;">AP-A:1 IT:1 RU:2</p>	<p style="text-align: center;">AP #4</p> <p style="text-align: center;"><b>2</b> MOBILIZATION</p> <p style="text-align: center;"><b>ZHELEZNODOROZHNYYE VOYSKA* (1)</b> <b>("Railway Troops")</b></p> <p>Mixed-Gauge Railroads connecting Spaces in Russia to Spaces in Germany or Austria-Hungary are now treated as Single-Gauge Railroads when used by AP units for Attack or for SR.</p> <p><i>Place "AP Railroads" marker on the current Turn Space.</i></p> <p style="text-align: center;">RU:1</p>
<p style="text-align: center;">AP #5</p> <p style="text-align: center;"><b>2</b> MOBILIZATION</p> <p style="text-align: center;"><b>NO RETREAT CC</b></p> <p>AP defense that includes an RU LCU receives +1 DRM.</p> <p><i>If defending units include a RU LCU, they do not retreat after losing the Combat, but a defending unit must take an additional step loss after Combat losses are applied.</i></p> <p style="text-align: center;">RU:1</p>	<p style="text-align: center;">AP #6</p> <p style="text-align: center;"><b>3</b> MOBILIZATION</p> <p style="text-align: center;"><b>PRITTWITZ*</b></p> <p style="text-align: center;"><b>Use this card for OPS</b></p> <p>For the rest of this Turn, activation of any Space or Stack containing a GE unit costs +1 OPS.</p> <p><i>Event cannot be played if "Hindenburg and Ludendorff In Command" has been played.</i></p> <p style="text-align: center;">AP-A:1 IT:1 RU:2</p>	<p style="text-align: center;">AP #7</p> <p style="text-align: center;"><b>4</b> MOBILIZATION</p> <p style="text-align: center;"><b>GALICIA OFFENSIVE* (2)</b></p> <p style="text-align: center;"><b>Use this card for OPS</b></p> <p>For the rest of this Turn, any AP attack against CP units in Austria-Hungary receives +1 DRM.</p> <p><i>Ignore Severe Weather Effects on Combat</i></p> <p style="text-align: center;">AP-A:2 IT:2 RU:3</p>	<p style="text-align: center;">AP #8</p> <p style="text-align: center;"><b>4</b> MOBILIZATION</p> <p style="text-align: center;"><b>PUTNIK CC</b></p> <p>AP attack or defense that includes an SB LCU receives +2 DRM.</p> <p><i>Cannot be played as a Combat Card after Serbian Collapse.</i></p> <p style="text-align: center;">AP-A:2 IT:2 RU:3</p>

<p style="text-align: center;">AP #9</p> <p style="text-align: center;"><b>2</b> MOBILIZATION</p> <p style="text-align: center;"><b>BATTLE FOR WARSAW CC</b></p> <p>CP attack against a Space containing an undestroyed AP Fort receives -1 DRM.</p> <p style="text-align: center;">RU:1</p>	<p style="text-align: center;">AP #10</p> <p style="text-align: center;"><b>3</b> MOBILIZATION</p> <p style="text-align: center;"><b>KITCHENER* (1)</b></p> <p>One AP-A RP can be converted to one RU RP in the Replacement Phase of each Turn for the rest of the game.</p> <p style="text-align: center;"><i>Place "AP-A RPs to RU" marker in its Space on the map.</i></p> <p style="text-align: center;">AP-A:1 IT:1 RU:2</p>	<p style="text-align: center;">AP #11</p> <p style="text-align: center;"><b>4</b> MOBILIZATION</p> <p style="text-align: center;"><b>ROYAL NAVY BLOCKADE*</b></p> <p style="text-align: center;"><b>-1 VP</b></p> <p>GE RPs cannot be converted into TU RPs unless there is an uninterrupted supply line of CP-controlled Spaces from Berlin to Constantinople. CP units cannot Move by Sea using Ports on the Adriatic or Aegean Sea.</p> <p style="text-align: center;"><i>Place "Royal Navy Blockade" marker on the map.</i></p> <p style="text-align: center;">AP-A:2 IT:2 RU:3</p>	<p style="text-align: center;">AP #12</p> <p style="text-align: center;"><b>2</b> MOBILIZATION</p> <p style="text-align: center;"><b>RUSSIAN REINFORCEMENTS*</b></p> <p style="text-align: center;">RU XXVI, III Sib., XXII Finn. Inf. Corps</p> <p style="text-align: center;">RU:1</p>
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<p style="text-align: center;">AP #13</p> <p style="text-align: center;"><b>3</b> MOBILIZATION</p> <p style="text-align: center;"><b>STAVKA*</b></p> <p style="text-align: center;">Use this card for OPS</p> <p><i>All future AP Mandated Offensive die rolls receive +1 DRM.</i></p> <p style="text-align: center;"><i>Effect of "Rennenkampf" is cancelled.</i></p> <p style="text-align: center;">AP-A:1 IT:1 RU:2</p>	<p style="text-align: center;">AP #14</p> <p style="text-align: center;"><b>3</b> MOBILIZATION</p> <p style="text-align: center;"><b>RULE BRITANNIA*</b></p> <p style="text-align: center;"><b>-1 VP</b></p> <p>The Royal Navy achieves dominance in the Mediterranean. Sea Invasions by AP units are now allowed.</p> <p style="text-align: center;"><i>Place "Sea Invasions Allowed" marker in its Space on the map.</i></p> <p style="text-align: center;">AP-A:1 IT:1 RU:2</p>	<p style="text-align: center;">AP #15</p> <p style="text-align: center;"><b>4</b> LIMITED WAR</p> <p style="text-align: center;"><b>CONRAD*</b></p> <p style="text-align: center;">Use this card for OPS</p> <p>For the rest of this Turn, activation of any Space or Stack containing an AH unit costs +1 OPS.</p> <p style="text-align: center;"><i>Event does not apply to units that are stacked with Mackensen or Falkenhayn HQs.</i></p> <p style="text-align: center;">AP-A:2 IT:2 RU:3</p>	<p style="text-align: center;">AP #16</p> <p style="text-align: center;"><b>3</b> LIMITED WAR</p> <p style="text-align: center;"><b>ALEXEYEV CC</b></p> <p>If a Defending Space is occupied by an RU unit, a CP Flank Attack can be refused before the die is rolled for the Flank Attack Attempt.</p> <p style="text-align: center;"><i>If the CP Flank Attack is refused, players resolve Combat by rolling dice simultaneously to inflict damage.</i></p> <p style="text-align: center;">AP-A:1 IT:1 RU:2</p>
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<p style="text-align: center;">AP #17</p> <p style="text-align: center;"><b>3</b> LIMITED WAR</p> <p style="text-align: center;"><b>SIEGE OF PRZEMYSL*</b></p> <p style="text-align: center;"><b>Use this card for OPS</b></p> <p>For the rest of this Turn, any AP attack against an undestroyed CP Fort receives +1 DRM.</p> <p style="text-align: center;"><i>-1 AH National Will</i></p> <p style="text-align: center;">AP-A:1 IT:1 RU:2</p>	<p style="text-align: center;">AP #18</p> <p style="text-align: center;"><b>3</b> LIMITED WAR</p> <p style="text-align: center;"><b>INTERVENTION IN THE BALKANS* (1)</b></p> <p>Place BR/GR Nat'l Def. Corps SCU and RU 2/4 Special SCU on Lemnos, and place one IT Inf. SCU on Vlore if Italy has entered the war.</p> <p><i>BR/GR Nat'l Def. Corps may be placed on Salonika, if it is unoccupied and Greece is neutral, making Salonika an AP-controlled port without violating Greek neutrality.</i></p> <p style="text-align: center;"><i>This is not a Reinforcement or a Sea Invasion Event.</i></p> <p style="text-align: center;">AP-A:1 IT:1 RU:2</p>	<p style="text-align: center;">AP #19</p> <p style="text-align: center;"><b>2</b> LIMITED WAR</p> <p style="text-align: center;"><b>SHORE BOMBARDMENT CC</b></p> <p>AP attack against a Port Space, or AP defense of a Sea Invasion Space, receives +1 DRM.</p> <p style="text-align: center;">RU:1</p>	<p style="text-align: center;">AP #20</p> <p style="text-align: center;"><b>2</b> LIMITED WAR</p> <p style="text-align: center;"><b>RUSSIAN REINFORCEMENTS*</b></p> <p>RU XXX, XXXI, XXXII, XXXIII Inf. Corps</p> <p style="text-align: center;"><i>Each unit comes onto the map with a step reduction if RU Troop Quality is 9 or less.</i></p> <p style="text-align: center;"><i>Cannot be played as a Reinforcement Card before Winter 1915 Turn (Turn 3).</i></p> <p style="text-align: center;">RU:1</p>
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<p style="text-align: center;">AP #21</p> <p style="text-align: center;"><b>5</b> LIMITED WAR</p> <p style="text-align: center;"><b>ITALY* (2)</b></p> <p style="text-align: center;"><b>Neutral Entry Event</b></p> <p>Italy enters the war as an AP ally. See Italian Entry Set-Up Chart for AP and CP unit placements.</p> <p style="text-align: center;"><i>+1 VP if this Event is played after AP War Commitment Level reaches Total War.</i></p> <p style="text-align: center;">AP-A:3 IT:3 RU:4</p>	<p style="text-align: center;">AP #22</p> <p style="text-align: center;"><b>4</b> LIMITED WAR</p> <p style="text-align: center;"><b>SALONIKA INVASION* (2)</b></p> <p style="text-align: center;"><b>Use this card for OPS</b></p> <p>Place a Landing marker on the Sea Invasion Space connected to Salonika and land up to three AP Combat Units from Lemnos there using Sea Invasion rules (see Rule 25.0).</p> <p style="text-align: center;"><i>Event cannot be played until "Rule Britannia" is played.</i></p> <p style="text-align: center;">AP-A:2 IT:2 RU:3</p>	<p style="text-align: center;">AP #23</p> <p style="text-align: center;"><b>3</b> LIMITED WAR</p> <p style="text-align: center;"><b>CONVOY*</b></p> <p style="text-align: center;"><b>-1 VP</b></p> <p>AP Player receives two RPs to immediately repair AP-A units on the map.</p> <p style="text-align: center;"><i>Place "Convoy" marker in its Space on the map.</i></p> <p style="text-align: center;"><i>Effect of "U-Boats in the Mediterranean" is cancelled.</i></p> <p style="text-align: center;">AP-A:1 IT:1 RU:2</p>	<p style="text-align: center;">AP #24</p> <p style="text-align: center;"><b>2</b> LIMITED WAR</p> <p style="text-align: center;"><b>THE GREAT RETREAT*</b></p> <p>Any or all supplied RU units may move up to two Spaces away from CP units toward friendly-controlled Spaces in Russia, subject to stacking limits.</p> <p style="text-align: center;"><i>Does not apply to RU Uprising Units.</i></p> <p style="text-align: center;"><i>Event excludes RU units that are "Out Of Supply".</i></p> <p style="text-align: center;">RU:1</p>
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<p style="text-align: center;">AP #25</p> <p style="text-align: center;"><b>3</b>      <b>LIMITED WAR</b></p> <p style="text-align: center;"><b>POLIVANOV* (1)</b></p> <p>AP Player receives three RPs to immediately repair RU units on the map.</p> <p><i>Place "Polivanov" marker in the current Turn Space.</i></p> <p><i>Effect of "Russian War Materiel Shortage" is cancelled.</i></p> <p style="text-align: center;">AP-A:1 IT:1 RU:2</p>	<p style="text-align: center;">AP #26</p> <p style="text-align: center;"><b>2</b>      <b>LIMITED WAR</b></p> <p style="text-align: center;"><b>CADORNA CC</b></p> <p>Using capital punishment to discipline IT troops has mixed results. Before resolving Combat, AP Player rolls 1 die: On a die roll of 4 or more, AP attack or defense that includes an IT unit receives +2 DRM. On a die roll of 3 or less, AP attack or defense that includes an IT unit receives -1 DRM.</p> <p><i>Ignore Severe Weather Effects on Combat.</i></p> <p><i>Cannot be played as a Combat Card until Italy enters the war.</i></p> <p style="text-align: center;">RU:1</p>	<p style="text-align: center;">AP #27</p> <p style="text-align: center;"><b>2</b>      <b>LIMITED WAR</b></p> <p style="text-align: center;"><b>RUSSIAN REINFORCEMENTS*</b></p> <p>RU I Sib., II Sib., IV Sib., V Sib., VI Sib. Inf. Corps; RU I, II, III, IV, V Cav. Corps</p> <p><i>Remove all supplied RU Cav. SCUs from the map and put them in the Reserve Box.</i></p> <p><i>Cannot be played as a Reinforcement Card before Spring 1915 Turn (Turn 4).</i></p> <p style="text-align: center;">RU:1</p>	<p style="text-align: center;">AP #28</p> <p style="text-align: center;"><b>2</b>      <b>LIMITED WAR</b></p> <p style="text-align: center;"><b>SARRAIL* (1)</b></p> <p>Gen. Maurice Sarrail is appointed to command the Army of the Orient. Place the Sarrail HQ on Lemnos or on any Space in the Balkans occupied by a supplied FR unit.</p> <p><i>All AP units stacked with Sarrail HQ are Activated as one nationality.</i></p> <p><i>Event cannot be played until "Bulgaria" has been played.</i></p> <p style="text-align: center;">RU:1</p>
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<p style="text-align: center;">AP #29</p> <p style="text-align: center;"><b>3</b>      <b>LIMITED WAR</b></p> <p style="text-align: center;"><b>ALBANIAN GAMBIT* (1)</b></p> <p><b>Use this card for OPS</b></p> <p>Place a Landing marker on the Sea Invasion Space connected to Durres or Vlore and land up to three AP Combat Units from Lemnos there using Sea Invasion rules (see Rule 25.0).</p> <p><i>Event cannot be played until "Rule Britannia" has been played.</i></p> <p style="text-align: center;">AP-A:1 IT:1 RU:2</p>	<p style="text-align: center;">AP #30</p> <p style="text-align: center;"><b>4</b>      <b>LIMITED WAR</b></p> <p style="text-align: center;"><b>GERMAN LABOR STRIKES*</b></p> <p>No RPs can be spent to repair or rebuild GE units this Turn.</p> <p><i>Set GE RP marker at zero on the General Records Track until the end of this Turn.</i></p> <p style="text-align: center;">AP-A:2 IT:2 RU:3</p>	<p style="text-align: center;">AP #31</p> <p style="text-align: center;"><b>4</b>      <b>LIMITED WAR</b></p> <p style="text-align: center;"><b>MASSED CAVALRY CHARGE CC</b></p> <p>If AP attack includes an RU cavalry unit, and attacker wins the Combat, any full-strength AP cavalry units may Advance After Combat up to three Spaces and may pass through—but not stop on—Spaces containing retreated enemy units.</p> <p><i>If defending units are entrenched, all Trench Effects are cancelled.</i></p> <p style="text-align: center;">AP-A:2 IT:2 RU:3</p>	<p style="text-align: center;">AP #32</p> <p style="text-align: center;"><b>3</b>      <b>LIMITED WAR</b></p> <p style="text-align: center;"><b>THE ARAB REVOLT*</b></p> <p>CP Player must remove one TU LCU from the map and put it in the Replaceable Units Box.</p> <p style="text-align: center;">AP-A:1 IT:1 RU:2</p>
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<p style="text-align: center;">AP #33</p> <p style="text-align: center;"><b>2</b>      <b>LIMITED WAR</b></p> <p style="text-align: center;"><b>ITALIAN REINFORCEMENTS*</b></p> <p>Place IT XVIII, XX, XXII, XXIV, XXVI Inf. Corps on any friendly-controlled IT Supply Sources in the Italian Front Inset Map.</p> <p><i>Each unit comes onto the map with a step reduction if IT Troop Quality is 9 or less.</i></p> <p style="text-align: center;"><i>Cannot be played as a Reinforcement Card until Summer 1916 Turn (after Italy enters the war).</i></p> <p style="text-align: center;">RU:1</p>	<p style="text-align: center;">AP #34</p> <p style="text-align: center;"><b>5</b>      <b>LIMITED WAR</b></p> <p style="text-align: center;"><b>THE SERBS RETURN*</b></p> <p style="text-align: center;"><b>-1 VP</b></p> <p>Take 3 reduced-strength SB LCUs from the Replaceable Units Box and put them on Lemnos or on any Sea Invasion Space that has a Landing Marker.</p> <p style="text-align: center;"><i>Event cannot be played before Serbian Collapse.</i></p> <p style="text-align: center;">AP-A:3 IT:3 RU:4</p>	<p style="text-align: center;">AP #35</p> <p style="text-align: center;"><b>3</b>      <b>TOTAL WAR</b></p> <p style="text-align: center;"><b>NOEMVRIANA* (1)</b> <b>("November Events")</b></p> <p style="text-align: center;"><b>Use this card for OPS</b></p> <p>Place a Landing Marker on the Sea Invasion Space connected to Athens and land up to three AP Combat Units from Lemnos there using Sea Invasion rules (see Rule 25.0). If Greece is neutral, roll 1 die: Greece becomes a CP ally on a die roll of 6.</p> <p style="text-align: center;"><i>Event cannot be played until "Rule Britannia" is played.</i></p> <p style="text-align: center;">AP-A:1 IT:1 RU:2</p>	<p style="text-align: center;">AP #36</p> <p style="text-align: center;"><b>5</b>      <b>TOTAL WAR</b></p> <p style="text-align: center;"><b>BRUSILOV TAKES COMMAND* (1)</b></p> <p>Gen. Alexei Brusilov is given command of the Imperial Russian Army's Southwest Front. Place the Brusilov HQ on any Space occupied by a supplied RU combat unit.</p> <p style="text-align: center;"><i>RU and RO units stacked with or occupying a Space connected to Brusilov HQ can negate one Space of retreat after Combat.</i></p> <p style="text-align: center;">AP-A:3 IT:3 RU:4</p>
<p style="text-align: center;">AP #37</p> <p style="text-align: center;"><b>3</b>      <b>TOTAL WAR</b></p> <p style="text-align: center;"><b>CAVALRY SCREEN CC</b></p> <p>If CP units attack a Space occupied by an AP cavalry unit, the defending units can avoid damage by retreating to a connected Space or Region before Combat.</p> <p><i>Every defending unit must retreat. Up to three full-strength attacking units may advance into the vacated Space.</i></p> <p style="text-align: center;"><i>Cannot be played as a Combat Card if defending units are unable to retreat.</i></p> <p style="text-align: center;">AP-A:1 IT:1 RU:2</p>	<p style="text-align: center;">AP #38</p> <p style="text-align: center;"><b>2</b>      <b>TOTAL WAR</b></p> <p style="text-align: center;"><b>RUSSIAN REINFORCEMENTS*</b></p> <p>RU 1st Guards, 2nd Guards, V Cauc. Inf. Corps; RU VI, VIII, Guards Cav. Corps</p> <p><i>Remove RU Guards Inf. Corps from the game if it is "In Supply". If it is Out Of Supply, destroyed, or eliminated, then RU 1st and 2nd Guards Inf. Corps cannot enter the map.</i></p> <p style="text-align: center;"><i>Cannot be played as a Reinforcement Card before Spring 1916 Turn (Turn 6).</i></p> <p style="text-align: center;">RU:1</p>	<p style="text-align: center;">AP #39</p> <p style="text-align: center;"><b>4</b>      <b>TOTAL WAR</b></p> <p style="text-align: center;"><b>THE BRUSILOV OFFENSIVE* (1)</b></p> <p style="text-align: center;"><b>Use this card for OPS</b></p> <p>For the rest of this Turn, any AP attack that includes an RU unit receives +2 DRM. If an RU unit attacks entrenched CP units, all Trench Effects are cancelled.</p> <p style="text-align: center;"><i>Event cannot be played until "Brusilov Takes Command" is played.</i></p> <p style="text-align: center;">AP-A:2 IT:2 RU:3</p>	<p style="text-align: center;">AP #40</p> <p style="text-align: center;"><b>5</b>      <b>TOTAL WAR</b></p> <p style="text-align: center;"><b>ROMANIA* (2)</b></p> <p style="text-align: center;"><b>Neutral Entry Event</b></p> <p>Romania enters the war as an AP ally. See Romanian Entry Set-Up Chart for AP and CP unit placements.</p> <p style="text-align: center;"><i>Event cannot be played after Russian Revolution begins.</i></p> <p style="text-align: center;">AP-A:3 IT:3 RU:4</p>

<p style="text-align: center;">AP #41</p> <p style="text-align: center;"><b>2</b> <span style="background-color: #cccccc;">TOTAL WAR</span></p> <p style="text-align: center;"><b>GREECE* (1)</b></p> <p style="text-align: center;"><b>Neutral Entry Event</b></p> <p>Greece enters the war as an AP ally.</p> <p><i>Ignore this Event if Greece is already a CP ally.</i></p> <p><i>Event is cancelled and card is put into AP Discard Pile if "King Constantine" is played in the CP Action Round immediately after this Event is played.</i></p> <p style="text-align: center;">RU:1</p>	<p style="text-align: center;">AP #42</p> <p style="text-align: center;"><b>2</b> <span style="background-color: #cccccc;">TOTAL WAR</span></p> <p style="text-align: center;"><b>FORCED MARCH CC</b></p> <p>AP units occupying Spaces that are not activated or attacked can be immediately placed in a connected Space or Region where AP units are engaged in Combat—either attacking or defending—and participate in the Combat (subject to stacking limits).</p> <p><i>Ignore Severe Weather Effects on Combat.</i></p> <p style="text-align: center;">RU:1</p>	<p style="text-align: center;">AP #43</p> <p style="text-align: center;"><b>2</b> <span style="background-color: #cccccc;">TOTAL WAR</span></p> <p style="text-align: center;"><b>ITALIAN REINFORCEMENTS*</b></p> <p>Place IT XXIII, XXV, XXVII, XXVIII, XXIX, XXX Inf. Corps on any friendly-controlled IT Supply Sources in the Italian Front Inset Map.</p> <p><i>Each unit comes onto the map with a step reduction if IT Troop Quality is 9 or less.</i></p> <p><i>Cannot be played as a Reinforcement Card until Fall 1917 Turn (after Italy enters the war).</i></p> <p style="text-align: center;">RU:1</p>	<p style="text-align: center;">AP #44</p> <p style="text-align: center;"><b>4</b> <span style="background-color: #cccccc;">TOTAL WAR</span></p> <p style="text-align: center;"><b>THE SOMME*</b></p> <p>-1 VP unless CP Player immediately removes one GE LCU from the map and puts it in the Replaceable Units Box.</p> <p style="text-align: center;"><i>-1 GE National Will</i></p> <p style="text-align: center;">AP-A:2 IT:2 RU:3</p>
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<p style="text-align: center;">AP #45</p> <p style="text-align: center;"><b>4</b> <span style="background-color: #cccccc;">TOTAL WAR</span></p> <p style="text-align: center;"><b>WAR WEARY AUSTRO-HUNGARIAN ARMY CC</b></p> <p>CP defense that includes an AH unit receives -1 DRM, and if the CP units are entrenched, all Trench Effects are cancelled.</p> <p><i>-1 AH National Will if the CP Player loses this Combat.</i></p> <p style="text-align: center;">AP-A:2 IT:2 RU:3</p>	<p style="text-align: center;">AP #46</p> <p style="text-align: center;"><b>3</b> <span style="background-color: #cccccc;">TOTAL WAR</span></p> <p style="text-align: center;"><b>"GERMANDOM AGAINST SLAVDOM"*</b></p> <p style="text-align: center;"><b>Use this card for OPS</b></p> <p>No combined AH and GE attacks are allowed for the rest of this Turn.</p> <p><i>All future AH Mandated Offensive are cancelled (place "No AH MO" and "No AH(SB) MO" Markers on CP MO Table).</i></p> <p style="text-align: center;">AP-A:1 IT:1 RU:2</p>	<p style="text-align: center;">AP #47</p> <p style="text-align: center;"><b>3</b> <span style="background-color: #cccccc;">TOTAL WAR</span></p> <p style="text-align: center;"><b>BULGARIAN ARMY BREAKS CC</b></p> <p>If CP defense includes a BU unit, AP Player rolls for offensive fire first, and the Combat Strength of the defending units is reduced by any losses inflicted before the CP Player rolls for defensive fire. Also, if the defending units are entrenched, all Trench Effects are cancelled.</p> <p><i>If CP Player loses the Combat, the defending units cannot halt retreat.</i></p> <p style="text-align: center;">AP-A:1 IT:1 RU:2</p>	<p style="text-align: center;">AP #48</p> <p style="text-align: center;"><b>4</b> <span style="background-color: #cccccc;">TOTAL WAR</span></p> <p style="text-align: center;"><b>TURKISH DESERTIONS*</b></p> <p style="text-align: center;"><b>-1 VP</b></p> <p>Reduce all full-strength TU units by one step.</p> <p style="text-align: center;">AP-A:2 IT:2 RU:3</p>
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<p style="text-align: center;">AP #49</p> <p style="text-align: center;"><b>2</b> <span style="background-color: #cccccc;">TOTAL WAR</span></p> <p><b>RUSSIAN REINFORCEMENTS*</b></p> <p>RU XXIX, XXXIX, XL, XLI Inf. Corps</p> <p><i>Each unit comes onto the map with a step reduction if RU Troop Quality is 9 or less.</i></p> <p><i>Cannot be played as a Reinforcement Card before Winter 1916 Turn (Turn 7).</i></p> <p style="text-align: center;">RU:1</p>	<p style="text-align: center;">AP #50</p> <p style="text-align: center;"><b>4</b> <span style="background-color: #cccccc;">TOTAL WAR</span></p> <p><b>AUSTRO-HUNGARIAN SAILOR REVOLT*</b></p> <p>CP Player must remove one AH LCU from the map and put it in the Replaceable Units Box.</p> <p style="text-align: center;"><i>-2 AH National Will</i></p> <p style="text-align: center;">AP-A:2 IT:2 RU:3</p>	<p style="text-align: center;">AP #51</p> <p style="text-align: center;"><b>5</b> <span style="background-color: #cccccc;">TOTAL WAR</span></p> <p><b>LONG LIVE THE TSAR!*</b></p> <p>If the Russian Revolution has begun, place the "Long Live the Tsar!" marker in its Space on the Russian Revolution Track and follow the rules for Suppressing the Russian Revolution (see Rule 23.4.3).</p> <p><i>-1 VP during Step 1 of War Status Phase in each Summer Turn until "Fall of the Tsar" is played.</i></p> <p><i>Event can only be played after all Uprising Units in Russia are destroyed, and cannot be played after "Fall of the Tsar".</i></p> <p style="text-align: center;">AP-A:3 IT:3 RU:4</p>	<p style="text-align: center;">AP #52</p> <p style="text-align: center;"><b>3</b> <span style="background-color: #cccccc;">TOTAL WAR</span></p> <p><b>SUPREME WAR COUNCIL*</b></p> <p>Place BR XIV Inf. Corps and FR XII Inf. Corps in the Southern Italy Region.</p> <p><i>Alternatively, one or both of these units can be placed on AP-controlled Ports in Albania if "Unrestricted Submarine Warfare" has not been played.</i></p> <p><i>This is an IT Reinforcement Event.</i></p> <p><i>Event cannot be played until "Italy" has been played.</i></p> <p style="text-align: center;">AP-A:1 IT:1 RU:2</p>
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<p style="text-align: center;">AP #53</p> <p style="text-align: center;"><b>4</b> <span style="background-color: #cccccc;">TOTAL WAR</span></p> <p><b>THE KERENSKY OFFENSIVE* (1)</b></p> <p><b>Use this card for OPS</b></p> <p>For the rest of this Turn, every AP attack that includes an RU LCU receives +1 DRM.</p> <p><i>Event cannot be played until "Fall of the Tsar" has been played, and cannot be played after "November Coup" has been played</i></p> <p style="text-align: center;">AP-A:2 IT:2 RU:3</p>	<p style="text-align: center;">AP #54</p> <p style="text-align: center;"><b>4</b> <span style="background-color: #cccccc;">TOTAL WAR</span></p> <p><b>"DESPERATE FRANKIE"* (1)</b></p> <p>If the Sarrail HQ has been eliminated, place the d'Espèrey HQ on Lemnos or on any Space in the Balkans occupied by a supplied FR unit.</p> <p><i>All AP units stacked with d'Espèrey HQ are Activated as one Nationality and negate one space of retreat after Combat.</i></p> <p style="text-align: center;">AP-A:2 IT:2 RU:3</p>	<p style="text-align: center;">AP #55</p> <p style="text-align: center;"><b>4</b> <span style="background-color: #cccccc;">TOTAL WAR</span></p> <p><b>TREATY OF BREST-LITOVSK*</b></p> <p>Place "Treaty of Brest-Litovsk" marker on the next Turn Space and follow the Treaty of Brest-Litovsk rules (see Rule 26.0).</p> <p><i>Replace the RU 2/4 Special unit and the RU/SB Yugo unit with BR Inf. SCUs from the Reserve Box at the same full or reduced strength.</i></p> <p><i>Event cannot be played until "November Coup" has been played.</i></p> <p style="text-align: center;">AP-A:2 IT:2 RU:3</p>	<p style="text-align: center;">AP #56</p> <p style="text-align: center;"><b>3</b> <span style="background-color: #cccccc;">ANY WAR STATUS</span></p> <p><b>COMMAND CARD #1</b></p> <p><b>Use this card when there are 2 AP Players</b></p> <p>At the start of the game and in each Strategy Card Draw Phase, the AP Player controlling RU and RO units must draw this card and only he may play it.</p> <p><i>Use this card for OPS, SR, or RPs.</i></p> <p style="text-align: center;">AP-A:1 IT:1 RU:2</p>
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<p>AP #57</p> <p><b>3</b> ANY WAR STATUS</p> <p><b>COMMAND CARD #2</b></p> <p><b>Use this card when there are 2 AP Players</b></p> <p>At the start of the game and in each Strategy Card Draw Phase, the AP Player controlling SB, MN, IT, BR, FR, and AP-Allied GR units must draw this card and only he may play it.</p> <p><i>Use this card for OPS, SR, or RPs.</i></p> <p>AP-A:1 IT:1 RU:2</p>			
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<p>CP #1</p> <p><b>4</b> MOBILIZATION</p> <p><b>GUNS OF AUGUST* (2)</b></p> <p><b>Use this card for OPS</b></p> <p>For the rest of this Turn, any CP attack that includes a GE unit receives +1 DRM.</p> <p><i>Event cannot be played until "Drive on East Prussia" or "Galicia Offensive" is played.</i></p> <p>CP-A:1 AH:2 GE:3</p>	<p>CP #2</p> <p><b>4</b> MOBILIZATION</p> <p><b>VON FRANÇOIS CC</b></p> <p>CP attack or defense that includes a GE LCU receives +2 DRM.</p> <p><i>Cannot be played as a Combat Card after July 1915 Turn (Turn 5).</i></p> <p>CP-A:1 AH:2 GE:3</p>	<p>CP #3</p> <p><b>2</b> MOBILIZATION</p> <p><b>GERMAN REINFORCEMENTS*</b></p> <p>GE XI, Guards Res. Inf. Corps; GE 3rd Cav. Kdo. (-1 Step)</p> <p>GE:1</p>	<p>CP #4</p> <p><b>4</b> MOBILIZATION</p> <p><b>BURGFRIEDEN* ("Party Truce")</b></p> <p>+1 VP</p> <p>German political parties stop feuding in order to support their government's war effort.</p> <p><i>Event cannot be played when CP War Status reaches "Total War".</i></p> <p>CP-A:1 AH:2 GE:3</p>
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<p>CP #5</p> <p><b>4</b> MOBILIZATION</p> <p><b>HINDENBURG AND LUDENDORFF IN COMMAND* (2)</b></p> <p><b>Use this card for OPS</b></p> <p>Gen. Paul von Hindenburg takes command of the GE 8th Army, and his staff makes plans to go on the attack.</p> <p><i>All future CP Mandated Offensive die rolls receive +1 DRM.</i></p> <p><i>Effect of "Prittwitz" is cancelled.</i></p> <p>CP-A:1 AH:2 GE:3</p>	<p>CP #6</p> <p><b>3</b> MOBILIZATION</p> <p><b>WIRELESS INTERCEPTS CC</b></p> <p>If AP attack includes an RU unit, CP Player rolls for defensive fire first, and the attacker's Combat Strength is reduced by any losses inflicted before rolling for offensive fire.</p> <p><i>Any AP Flank Attack Attempt automatically fails.</i></p> <p>AH:1 GE:2</p>	<p>CP #7</p> <p><b>3</b> MOBILIZATION</p> <p><b>RENNENKAMPF*</b></p> <p><b>Use this card for OPS</b></p> <p>For the rest of this Turn, activation of any Space occupied by an RU unit costs +1 OPS.</p> <p><i>Event cannot be played if "Stavka" has been played.</i></p> <p>AH:1 GE:2</p>	<p>CP #8</p> <p><b>3</b> MOBILIZATION</p> <p><b>LANDWEHR TO THE FRONT*</b></p> <p>+1 VP</p> <p>CP Player receives two RPs to immediately repair GE units on the map.</p> <p>AH:1 GE:2</p>
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<p>CP #9</p> <p><b>2</b> MOBILIZATION</p> <p><b>TANNENBERG CC</b></p> <p>If a CP attack against AP units in Germany includes a GE LCU, the attacker receives +1 DRM.</p> <p><i>Cannot be played as a Combat Card until "Hindenburg and Ludendorff In Command" is played.</i></p> <p>GE:1</p>	<p>CP #10</p> <p><b>3</b> MOBILIZATION</p> <p><b>MACKENSEN* (1)</b></p> <p>Gen. August von Mackensen is given command of the GE 9th Army. Place the Mackensen HQ on any Space occupied by a supplied GE combat unit.</p> <p><i>All CP units stacked with Mackensen HQ are Activated as one nationality.</i></p> <p>AH:1 GE:2</p>	<p>CP #11</p> <p><b>2</b> MOBILIZATION</p> <p><b>MASURIAN LAKES CC</b></p> <p>AP attack or defense that includes an RU unit receives -1 DRM.</p> <p>GE:1</p>	<p>CP #12</p> <p><b>2</b> MOBILIZATION</p> <p><b>GERMAN REINFORCEMENTS*</b></p> <p>GE XVII Res., XXV Res. Inf. Corps; GE 1st Cav. Kdo.</p> <p><i>Cannot be played as a Reinforcement Card before Fall 1914 Turn (Turn 2).</i></p> <p>GE:1</p>
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<p>CP #13</p> <p><b>2</b> MOBILIZATION</p> <p><b>EISENBAHNTRUPPEN* (1)</b> <b>("Railroad Troops")</b></p> <p>Mixed-Gauge Railroads connecting Spaces in Germany or Austria-Hungary to Spaces in Russia are now treated as Single-Gauge Railroads when used by CP units for Attack or for SR.</p> <p><i>Place "CP Railroads" marker on the current Turn Space.</i></p> <p>GE:1</p>	<p>CP #14</p> <p><b>3</b> MOBILIZATION</p> <p><b>HOFFMANN*</b></p> <p><b>Use this card for OPS</b></p> <p>For the rest of this Turn, a CP Flank Attack Attempt that includes a GE LCU receives +1 DRM, and an AP Flank Attack Attempt that includes an RU LCU receives -1 DRM</p> <p><i>Event cannot be played until "Hindenburg and Ludendorff In Command" is played.</i></p> <p>AH:1 GE:2</p>	<p>CP #15</p> <p><b>3</b> LIMITED WAR</p> <p><b>OBEROST* (1)</b></p> <p><b>Use this card for OPS</b></p> <p>For the rest of this Turn, any CP attack against an undestroyed AP Fort receives +1 DRM.</p> <p>AH:1 GE:2</p>	<p>CP #16</p> <p><b>2</b> LIMITED WAR</p> <p><b>GERMAN REINFORCEMENTS*</b></p> <p>GE II, XXI, XXXVIII Res., XXXIX Res. Inf. Corps</p> <p><i>Each unit comes onto the map with a step reduction if GE Troop Quality is 9 or less.</i></p> <p><i>Cannot be played as a Reinforcement Card before Winter 1915 Turn (Turn 3).</i></p> <p>GE:1</p>
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<p>CP #17</p> <p><b>3</b> LIMITED WAR</p> <p><b>CHLORINE GAS CC</b></p> <p>When a GE unit is attacking or defending, one AP unit involved in the Combat must be permanently eliminated by the AP Player before the Combat die roll.</p> <p>AH:1 GE:2</p>	<p>CP #18</p> <p><b>3</b> LIMITED WAR</p> <p><b>SUD ARMY*</b></p> <p>Place AH Hofmann, AH Szurmay, and GE Bothmer Inf. Corps on any CP-controlled AH/GE Supply Sources in Austria-Hungary.</p> <p><i>This is an AH Reinforcement Event.</i></p> <p><i>Event cannot be played before Winter 1915 Turn (Turn 3).</i></p> <p>AH:1 GE:2</p>	<p>CP #19</p> <p><b>3</b> LIMITED WAR</p> <p><b>U-BOATS IN THE MEDITERRANEAN* (2)</b></p> <p><b>Use this card for OPS</b></p> <p>AP Player cannot conduct Sea Invasions, Withdrawals By Sea, or Sea Movement using Ports on the Aegean or Adriatic Sea until "Convoy" is played.</p> <p><i>Place "U-Boats in the Med." marker on the map.</i></p> <p>AH:1 GE:2</p>	<p>CP #20</p> <p><b>2</b> LIMITED WAR</p> <p><b>GERMAN REINFORCEMENTS*</b></p> <p>GE XIII, III Res., XXIV Res., XL Res. Inf. Corps</p> <p><i>Each unit comes onto the map with a step reduction if GE Troop Quality is 9 or less.</i></p> <p><i>Cannot be played as a Reinforcement Card before Spring 1915 Turn (Turn 4).</i></p> <p>GE:1</p>
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<p>CP #21</p> <p><b>4</b> LIMITED WAR</p> <p><b>ARMY OF THE BUG*</b></p> <p>Place GE Guards, X, XLI Res. Inf. Corps and 1 x GE Hvy. Arty. on any CP-controlled AH/GE Supply Sources in Austria-Hungary.</p> <p><i>This is a GE Reinforcement Event.</i></p> <p><i>Event cannot be played before Summer 1915 Turn (Turn 5).</i></p> <p>CP-A:1 AH:2 GE:3</p>	<p>CP #22</p> <p><b>4</b> LIMITED WAR</p> <p><b>THE BLACK HAND*</b></p> <p><b>+1 VP</b></p> <p>AP Player must remove one SB Army from the map that is "In Supply" and put it in the Replaceable Units Box.</p> <p><i>Event cannot be played after Serbian Collapse.</i></p> <p>CP-A:1 AH:2 GE:3</p>	<p>CP #23</p> <p><b>5</b> LIMITED WAR</p> <p><b>BULGARIA* (2)</b></p> <p><b>Neutral Entry Event</b></p> <p>Bulgaria enters the war as a CP ally. See Bulgarian Entry Set-Up Chart for AP and CP unit placements.</p> <p>CP-A:2 AH:3 GE:4</p>	<p>CP #24</p> <p><b>4</b> LIMITED WAR</p> <p><b>SURRENDER OF FORT RUPEL* (2)</b></p> <p>CP units in Spaces connected to Ft. Rupel and Doiran can advance one Space to capture Fort and Trench intact.</p> <p><i>All GR units are moved to a neutral Greek Space of CP Player's choice. (Note: BR/GR Nat'l Def. Corps is an AP unit.)</i></p> <p><i>Event can only be played if Greece is neutral and Salonika is AP-controlled.</i></p> <p>CP-A:1 AH:2 GE:3</p>
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<p>CP #25</p> <p><b>5</b> LIMITED WAR</p> <p><b>RUSSIAN WAR MATERIEL SHORTAGE*</b></p> <p>Any AP attack or defense that includes an RU unit must use Light Fire Table until "Polivanov" is played.</p> <p><i>Place "Russian War Materiel Shortage" marker in current Turn Space.</i></p> <p><i>Event cannot be played after "Polivanov" has been played.</i></p> <p>CP-A:2 AH:3 GE:4</p>	<p>CP #26</p> <p><b>2</b> LIMITED WAR</p> <p><b>VON BOJNA CC</b></p> <p>AP attack against a Space on the Italian Front Inset Map receives -1 DRM.</p> <p><i>Cannot be played as a Combat Card until "Italy" is played.</i></p> <p>GE:1</p>	<p>CP #27</p> <p><b>3</b> LIMITED WAR</p> <p><b>THE TSAR TAKES COMMAND*</b></p> <p><b>Use this card for OPS</b></p> <p>For the rest of this Turn, CP Player rolls one die before resolving any AP attack that includes an RU unit. If the die roll is 4 or more, attacker receives -1 DRM.</p> <p><i>-1 RU National Will</i></p> <p>AH:1 GE:2</p>	<p>CP #28</p> <p><b>2</b> LIMITED WAR</p> <p><b>TURKISH REINFORCEMENTS*</b></p> <p>TU VI, XV Inf. Corps.</p> <p>GE:1</p>
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<p>CP #29</p> <p><b>4</b> LIMITED WAR</p> <p><b>VERDUN*</b></p> <p><b>+1 VP</b></p> <p>Remove one FR LCU from the map and put it in the Replaceable Units Box.</p> <p>CP-A:1 AH:2 GE:3</p>	<p>CP #30</p> <p><b>2</b> LIMITED WAR</p> <p><b>AUSTRO-HUNGARIAN REINFORCEMENTS*</b></p> <p>AH XVIII, XIX Inf. Corps; AH Bruderemann, Hauer Cav. Corps.</p> <p><i>Remove all supplied AH Cav. SCUs from the map and put them in the Reserve Box. Each infantry unit comes onto the map with a step reduction if AH Troop Quality is 9 or less.</i></p> <p><i>Cannot be played as a Reinforcement Card before Summer 1915 Turn (Turn 5).</i></p> <p>GE:1</p>	<p>CP #31</p> <p><b>3</b> LIMITED WAR</p> <p><b>GERMAN WAR INDUSTRY * (1)</b></p> <p><b>Use this card for OPS</b></p> <p>GE receives +1 RP for use in the Replacement Phase of each Turn for the rest of the game.</p> <p><i>Place "+1 GE RP" marker in its Space on the map.</i></p> <p>AH:1 GE:2</p>	<p>CP #32</p> <p><b>3</b> LIMITED WAR</p> <p><b>LAKE NAROCH CC</b></p> <p>AP attack that includes an RU unit receives -1 DRM.</p> <p>AH:1 GE:2</p>
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<p>CP #33</p> <p><b>2</b> LIMITED WAR</p> <p><b>GERMAN REINFORCEMENTS*</b></p> <p>GE IV Res. and X Res. Inf. Corps</p> <p><i>Each unit comes onto the map with a step reduction if GE Troop Quality is 9 or less.</i></p> <p><i>Cannot be played as a Reinforcement Card before Fall 1915 Turn (Turn 6).</i></p> <p>GE:1</p>	<p>CP #34</p> <p><b>3</b> LIMITED WAR</p> <p><b>THE STRUMA AND MONASTIR CC</b></p> <p>CP units occupying a Space in the Balkans receive +1 DRM on defense and do not retreat if they lose the Combat.</p> <p>AH:1 GE:2</p>	<p>CP #35</p> <p><b>4</b> TOTAL WAR</p> <p><b>KING CONSTANTINE* (1)</b></p> <p>If this Event is played in the CP Action Round immediately after "Greece" is played, then "Greece" is cancelled and its card is placed in the AP Discard Pile.</p> <p><i>Greece enters the war as a CP ally if all VP Spaces in Serbia, Romania, and Bulgaria are CP-controlled.</i></p> <p><i>Event cannot be played if Athens is AP-controlled.</i></p> <p>CP-A:1 AH:2 GE:3</p>	<p>CP #36</p> <p><b>3</b> TOTAL WAR</p> <p><b>RASPUTIN*</b></p> <p><b>Use this card for OPS</b></p> <p>“Mad Monk” undermines the Russian government’s war effort by manipulating the Tsar and engineering the appointment of corrupt and incompetent officials.</p> <p><i>-1 RU National Will</i></p> <p>AH:1 GE:2</p>
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<p>CP #37</p> <p><b>2</b> TOTAL WAR</p> <p><b>GERMAN REINFORCEMENTS*</b></p> <p>GE XXII Res., XXVII Res. Inf. Corps; 1 x GE Hvy. Arty.</p> <p><i>Each infantry unit comes onto the map with a step reduction if GE Troop Quality is 9 or less.</i></p> <p><i>Cannot be played as a Reinforcement Card before Winter 1916 Turn (Turn 7).</i></p> <p>GE:1</p>	<p>CP #38</p> <p><b>5</b> TOTAL WAR</p> <p><b>ENVER-FALKENHAYN SUMMIT* (2)</b></p> <p>Place BU 4th Army on any CP-controlled Space in Bulgaria. CP Player may immediately SR one TU LCU to any Space in Austria-Hungary and SR one TU LCU to any Space in Bulgaria at no OPS cost.</p> <p>CP-A:2 AH:3 GE:4</p>	<p>CP #39</p> <p><b>4</b> TOTAL WAR</p> <p><b>WAR IN AFRICA* (1)</b></p> <p><b>Use this card for OPS</b></p> <p>RPs cannot be spent to repair or rebuild AP-A units this Turn.</p> <p><i>Set AP-A RP marker at zero on the General Records Track until the end of this Turn.</i></p> <p>CP-A:1 AH:2 GE:3</p>	<p>CP #40</p> <p><b>2</b> TOTAL WAR</p> <p><b>FALKENHAYN COMES EAST* (1)</b></p> <p>After his dismissal from OHL, Gen. Erich von Falkenhayn is sent east to command Turkish troops. Place the Falkenhayn HQ on any Space in Turkey occupied by a supplied TU combat unit.</p> <p><i>CP units stacked with Falkenhayn HQ are Activated as one Nationality and can negate one space of retreat after Combat.</i></p> <p>GE:1</p>
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<p>CP #41</p> <p><b>3</b> TOTAL WAR</p> <p><b>CLEARING THE DOBRUJA CC</b></p> <p>CP Flank Attack Attempt against a Space in the Balkans receives +1 DRM when both TU and BU units participate in the Attack.</p> <p>AH:1 GE:2</p>	<p>CP #42</p> <p><b>2</b> TOTAL WAR</p> <p><b>AUSTRO-HUNGARIAN REINFORCEMENTS*</b></p> <p>Place AH XXII, XXIII, XXIV, XXV, and XXVI Inf. Corps on any CP-controlled AH Supply Sources in the Italian Front Inset Map.</p> <p><i>Each unit comes onto the map with a step reduction if AH Troop Quality is 9 or less.</i></p> <p><i>Cannot be played as a Reinforcement Card until "Italy" is played.</i></p> <p>GE:1</p>	<p>CP #43</p> <p><b>4</b> TOTAL WAR</p> <p><b>VON BELOW CC</b></p> <p>Flank Attack Attempt against a Space occupied by an IT unit automatically succeeds. If the defending units are entrenched, all Trench Effects are cancelled.</p> <p><i>Ignore Severe Weather Effects on Combat.</i></p> <p>CP-A:1 AH:2 GE:3</p>	<p>CP #44</p> <p><b>3</b> TOTAL WAR</p> <p><b>UNRESTRICTED SUBMARINE WARFARE* (2)</b></p> <p><b>Use this card for OPS</b></p> <p>+1 OPS for Activation of any Space containing AP units supplied through Salonika or Athens.</p> <p><i>Place "Unrestricted Submarine Warfare" marker in its Space on the map.</i></p> <p><i>Event cannot be played until "U-Boats in the Mediterranean" has been played.</i></p> <p>AH:1 GE:2</p>
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<p>CP #45</p> <p><b>3</b> TOTAL WAR</p> <p><b>FEUERWALZE CC</b></p> <p>CP Player rolls for offensive fire first, and the Combat Strength of the defending units is reduced by any losses inflicted before the AP Player rolls for defensive fire.</p> <p><i>Ignore Severe Weather Effects on Combat.</i></p> <p>AH:1 GE:2</p>	<p>CP #46</p> <p><b>4</b> TOTAL WAR</p> <p><b>RUSSIAN ARMY MORALE DISSOLVES*</b></p> <p>AP Player must reduce six RU LCU's by one step.</p> <p><i>Event can only be played when RU Troop Quality is 9 or less.</i></p> <p>CP-A:1 AH:2 GE:3</p>	<p>CP #47</p> <p><b>4</b> TOTAL WAR</p> <p><b>VON HUTIER CC</b></p> <p>If the CP Player attacks a Space occupied by an entrenched RU unit, all Trench Effects are cancelled.</p> <p><i>If CP units win the Combat, any attacking units may immediately attack another space (including units that Advance After Combat).</i></p> <p>CP-A:1 AH:2 GE:3</p>	<p>CP #48</p> <p><b>5</b> TOTAL WAR</p> <p><b>RUSSIAN WAR WEARINESS*</b></p> <p>+1 VP in each Winter Turn where there is an Uprising Unit in Russia during Step 1 of War Status Phase.</p> <p><i>Place "RU War Weariness" marker on the current Turn Space.</i></p> <p><i>Event cannot be played until "Russian Army Morale Dissolves" is played.</i></p> <p>CP-A:2 AH:3 GE:4</p>
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<p>CP #49</p> <p><b>4</b> <b>TOTAL WAR</b></p> <p><b>RUSSIAN RAILROAD COLLAPSE*</b></p> <p>RPs cannot be spent to repair or rebuild RU units this Turn.</p> <p><i>Place the "RU Railroad Collapse" marker on the current Turn Space, and set the RU RP marker at zero on the General Records Track until the end of this Turn.</i></p> <p>CP-A:1 AH:2 GE:3</p>	<p>CP #50</p> <p><b>2</b> <b>TOTAL WAR</b></p> <p><b>RUSSIAN FOOD RIOTS*</b></p> <p>Collapse of Russian railroad system impedes delivery of food to civilian populace.</p> <p><i>Place the "Russian Food Riots" marker in its Space on the Russian Revolution Track.</i></p> <p><i>Event cannot be played until "Russian Railroad Collapse" has been played.</i></p> <p>GE:1</p>	<p>CP #51</p> <p><b>5</b> <b>TOTAL WAR</b></p> <p><b>FALL OF THE TSAR* (1)</b></p> <p>The Tsar abdicates after he loses political legitimacy and control over his military.</p> <p><i>Place the "Fall of the Tsar" marker in its Space on the Russian Revolution Track. Future RU Mandated Offensives are cancelled (place "No RU MO" Marker on the AP MO Table).</i></p> <p><i>Event cannot be played until "Russian Food Riots" has been played and there are Uprising Units in Russia.</i></p> <p>CP-A:2 AH:3 GE:4</p>	<p>CP #52</p> <p><b>4</b> <b>TOTAL WAR</b></p> <p><b>LENIN TO PETROGRAD*</b></p> <p><b>Use this card for OPS</b></p> <p>Lenin travels to Petrograd and agitates for the overthrow of the Kerensky provisional government.</p> <p><i>Place "Lenin to Petrograd" marker on the current Turn Space.</i></p> <p><i>Event cannot be played until "Fall of the Tsar" has been played.</i></p> <p>CP-A:1 AH:2 GE:3</p>
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<p>CP #53</p> <p><b>2</b> <b>TOTAL WAR</b></p> <p><b>NOVEMBER COUP*</b></p> <p><b>+1 VP</b></p> <p>Bolsheviks overthrow the Kerensky Provisional Government. Place "November Coup" marker on the current Turn Space.</p> <p><i>Effects of "Kerensky Offensive" are cancelled.</i></p> <p><i>Event cannot be played until "Lenin to Petrograd" has been played.</i></p> <p>GE:1</p>	<p>CP #54</p> <p><b>2</b> <b>TOTAL WAR</b></p> <p><b>TSAR'S ARMORIES*</b></p> <p>CP Player receives three RPs to immediately repair GE units on the map.</p> <p><i>No change in GE Troop Quality.</i></p> <p><i>Event cannot be played until CP units capture a VP Space in Russia after "Fall of the Tsar" has been played.</i></p> <p>GE:1</p>	<p>CP #55</p> <p><b>4</b> <b>TOTAL WAR</b></p> <p><b>KAISERSCHLACHT*</b></p> <p>+1 VP unless AP Player immediately removes one BR or FR LCU from the map and puts it in the Replaceable Units Box.</p> <p>CP-A:1 AH:2 GE:3</p>	<p>CP #56</p> <p><b>3</b> <b>ANY WAR STATUS</b></p> <p><b>COMMAND CARD #1</b></p> <p><b>Use this card when there are 2 CP Players</b></p> <p>At the start of the game and in each Strategy Card Draw Phase, the CP Player controlling AH units must draw this card and only he may play it.</p> <p><i>Use this card for OPS, SR, or RPs.</i></p> <p>AH:1 GE:2</p>
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<p>CP #57</p> <p><b>3</b> ANY WAR STATUS</p> <p><b>COMMAND CARD #2</b></p> <p><b>Use this card when there are 2 CP Players.</b></p> <p>At the start of the game and in each Strategy Card Draw Phase, the CP Player controlling GE, TU, BU, and CP-Allied GR units must draw this card and only he may play it.</p> <p><i>Use this card for OPS, SR, or RPs.</i></p> <p>AH:1 GE:2</p>			
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