18.0   REGIONS

18.1   Movement and Regions

a. Units move from a Space to a connected Region at a cost of 1 MP.

b. Units move between connected Regions at a cost of 1 MP.

c. Units move between the Italian Front Inset Map and Carniola or Tyrol at a cost of 1 MP.

d. Combat Units may move into a Region occupied by enemy units or Uprising Units.

e. Movement is always from point to point along a connecting line. Regions cannot be skipped.

18.1.1   *Activating Units in Regions for Movement*

a. Arrange units in a Region into Stacks of no more than 3 (at no OPS cost).

b. Activate a Stack of units in a Region for Movement. (This is indicated by placing a Move Marker on the Stack.)

c. The OPS cost to Activate a Stack for Movement equals the number of number of friendly nationalities having units in the stack (see Rule 9.4.2).

d. Movement of an Activated Stack in a Region must be completed before units in another Region or Space can Move.

e. Stacks of units are not required to Move together, and can Move to different destinations, or Move by different routes to the same destination. Some units in a Stack may Move while other units in that Stack remain in place.

f. Movement of one unit must be completed before another unit moves.

g. Movement of all units must be completed before Combat begins.

h. Units marked with a Move Marker do not have to Move, but unused OPS Points are lost.

i. Uprising Units that are placed in Regions do not move.

18.2   Control of Regions

a. A Combat Unit takes control of a Region empty of enemy units or Uprising Units by moving into or through it.

b. A Combat Unit takes does not take control of a Region occupied by enemy units or Uprising Units by simply moving into it.

c. After a Combat Unit takes control of an enemy Region, a Control Marker for the unit's Nationality is placed there. A friendly Region under enemy control can be recaptured by Movement or Attack. When a player recaptures a Region from enemy control, the enemy Control Marker is removed.

d. ***If an enemy Region is captured by units of multiple or mixed nationalities, the Control Marker for any unit's nationality can be placed there.***

18.2.1   *Control of Regions After Combat*

Attacking units take control of a Region after Combat when:

a. There is at least one friendly unit in the Region; and

b. All defending units in the Region are destroyed, eliminated, or withdrawn; and

c. There are no Uprising Units in the Region.

18.3   Combat and Regions

a. Regions are not Activated for Attack. Instead, attacking units in a Region are grouped into Stacks of no more than three units (at no OPS cost), and each Stack can be Activated as if it was a separate Space.

b. A player need not Activate all the units that he has in a Region, but may Activate as many or as few as he wishes as long as he can pay the OPS cost for activating the stack (see Rule 9.4.1).

c. Combat may occur between friendly and enemy units within the same Region.

d. Attacks may be made from a Region to a connected Region, from a Region to a connected Space, or from a Space to a connected Region.

e. A multi-stack Attack can be made within a Region.

f. Attacks into a Region can be made in combination with an Attack by friendly units already in the Region, observing the rules for multinational attacks.

g. More than one Stack of attacking units in a Region can combine to Attack a Space connected to the Region.

18.3.1 Defending in a Region

a. Only one Stack of units in a Region can defend against an Attack, with the defending player choosing which units will act as defenders in the Combat.

b. If the defending player has more than three units in the Region, he must use three of those units as defenders.

c. If the defending player has three or less than three units in the Region, he must use all those units as defenders.

d. The defending player's other units (in excess of three) do not participate in the Combat and cannot be used to absorb Combat losses.

18.4 Regions and Terrain

a. If a Region contains terrain, the terrain's effects apply only to Combat.

b. Terrain in a Region does not affect Movement.

18.5 Regions and Retreat

a. Units retreating into a Region as the first part of a two-space retreat do not retreat into a second space. Retreating into a Region constitutes a full retreat.

b. If the defending Stack in a Region loses a Combat, it may retreat to a connected Space or Region but does not have to. The defending Stack may retreat within the Region.

18.6 Regions and Advance After Combat

a. Attacking units can Advance After Combat into a Region—even when the Region contains enemy units or Uprising Units—but must stop when they move into the Region.

b. If an Attack from outside the Region wins the Combat, up to three full-strength attacking units (LCUs and SCUs) can Advance After Combat into the Region.

18.7 Regions and Supply

18.7.1 Tracing Supply Lines through Regions

a. Units can trace supply lines through unoccupied Regions in their own Nation or in friendly Nations.

b. Units can trace supply lines through Regions in enemy Nations that are occupied by friendly units.

c. Units can trace supply lines through any Regions containing enemy units or Uprising Units if those Regions are also occupied by friendly units.

d. Units can trace supply lines into any Region that they occupy.

19.0 TRENCHES

19.1 Building Trenches

a. Trenches can be built in any Turn.

b. Combat Units of any Nationality (except for HQs and Heavy Artillery) occupying a Clear or Mountain Space that is activated for Movement can attempt to build a Trench instead of moving.

c. Trenches can be built in Clear or Mountain Spaces containing a Fort. Combat Units defending a Fort Space or besieging a Fort entrench.

d. Uprising Units cannot build Trenches.

e. In a Space that is activated for Movement, some units can stay and build a Trench while others move away. Only non-moving Combat Units count toward building a Trench.

f. Units can Move into a Space where a Trench will be built, but do not count toward building a Trench.

g. ***Trenches cannot be built in a Swamp Space, in a Region, or on Lemnos.***

h. Only one Trench building attempt may be made per space in an Action Round. Trenches are built by rolling a six-sided die for each trench building attempt.

19.2 Trench Construction Die Rolls

a. If the space is occupied by one or more LCUs, the Trench is built on a die roll of 1, 2, or 3.

b. If the space is only occupied by SCUs, the Trench is built on a die roll equal to or less than the number of SCUs in the space.

c. It does not matter whether units building a Trench are full or reduced strength.

d. When units successfully entrench, place a Trench Marker of the player's color in that space (blue for AP, grey for CP).

e. ***There is no penalty for subsequent attempts by a unit to build a Trench in a space if the first attempt fails.***

19.3 Trench Levels

a. When units successfully entrench, place a Level 1 Trench Marker of the player's color in that space. Only one trench marker can be placed in a space.

b. The Level 2 Trench Marker at Doiran is the only Level 2 Trench in the game. (The vast trench systems on the Western Front did not exist in this theater.)

19.4 Removing Trench Markers

a. A Trench Marker remains in a space, even if the space contains no friendly units.

b. When an enemy unit enters a Level 1 Trench, the marker is removed.

c. When an enemy unit enters the Level 2 Trench at Doiran, replace it with a Level 1 Trench Marker of the enemy's color except when the "Surrender at Ft. Rupel" Event is played (allowing the CP Player to capture the Level 2 Trench intact).

19.5 Trench Effects on Combat

a. If the Defending Space contains a Level 1 Trench Marker, the Fire Table column used by the attacker for his offensive fire shifts one column to the left. In addition, the Fire Table column used by the defender for his defensive fire shifts one column to the right.

b. If the Defending Space contains a Level 2 Trench Marker, the Fire Table column used by the attacker for his offensive fire shifts two columns to the left. The Fire Table column used by the defender for his defensive fire still shifts only one column to the right.

c. A Fort Space containing a Trench Marker but no friendly units does not benefit from the Trench.

d. A Trench Marker in the attacker's space does not affect Combat.

e. Defending units that occupy a Space containing a Trench Marker can reduce their retreat after Combat by one space if they take one additional step loss from any of their units.

20.0 FORTS

20.1 General Rules

20.1.1 *Entering a Fort Space*

a. Units cannot move into a Space containing an unbesieged enemy Fort during Movement or Combat, unless they can besiege the Fort.

b. Units that move into a Space containing an unbesieged enemy Fort must stop there, and cannot move or advance any further during the Action Round.

20.1.2 *Destroying a Fort before a Successful Siege*

a. Forts do not have to be besieged in order to be destroyed.

b. An unbesieged Fort can be attacked from a connected Space and destroyed.

c. A besieged Fort can only be attacked by units in its Space.

20.1.3 *Fort Combat Strength*

a. Forts add their Combat Factor (CF) to the Combat Strength of friendly units defending the Fort Space.

b. Forts do not add their CF to the Combat Strength of friendly units attacking from a Fort Space.

20.1.4 *Forts and Trenches*

a. If a Fort Space also contains a Trench Marker, defending units apply the effects of that Trench to Combat.

b. Forts themselves cannot benefit from the effects of a Trench.

c. Forts themselves cannot build Trenches.

20.1.5 *Control of Fort Spaces*

a. A Fort Space cannot be controlled by the enemy as long as there is an undestroyed Fort in the space—even if the Fort is besieged.

b. A player cannot claim Victory Points for an enemy Fort Space until he gains control of that space.

20.1.6 *Forts and Advance After Combat*

a. If a Space contains an undestroyed enemy Fort, attacking units cannot Advance After Combat into that Space unless they can besiege the Fort.

b. If a Space contains an undestroyed enemy Fort and its defending units take a two-space retreat, attacking units in excess of those required to besiege the Fort can Advance After Combat beyond the Fort's space.

c. If defending units take a two-space retreat through an undestroyed friendly Fort Space that was not part of the Combat, attacking units may Advance After Combat into that Fort's space if they can besiege the Fort.

20.2   Destroying a Fort

a. When a Fort Space containing friendly Combat Units is attacked, the Fort itself is unaffected by the Combat until all defending units are destroyed or permanently eliminated.

   1. If the attacker's Loss Number exceeds what is needed to destroy or permanently eliminate the defending Combat Units, the unused portion of the Loss Number may be applied to destroy the Fort.

   2. The Fort is destroyed if the remaining Loss Number is equal to or greater than the Fort's CF.

a. A defending Fort is not affected by an attacker's Loss Number if any defending units survive the Combat—even if those defending units retreat from the Fort Space.

b. If a Fort is attacked when no defending units are in its Space, the Fort is destroyed if the attacker's Loss Number is equal to or greater than the Fort's CF

f. Forts do not take partial damage. They are either fully intact or completely destroyed.

g. Once a Fort is destroyed, it remains so for the duration of the game. Forts cannot be repaired.

h. When a Fort is destroyed, a Destroyed Marker is immediately and permanently placed in the Fort Space.

20.3   Besieging a Fort

20.3.1   How to Besiege an Enemy Fort

a. To besiege an enemy Fort, at least one LCU or a number of SCUs equal to the Fort's CF must move into

the Fort Space as a result of Movement or Advance After Combat during an Action Round. When this occurs, a Besieged Fort Marker is placed on the space.

b. If any Combat Units move into an unbesieged enemy Fort Space during Movement, the number of units required to besiege the Fort must stop in that Space. Excess units not required for a siege can continue Movement through the Space.

c. If any Combat Units move into an unbesieged enemy Fort Space during Advance After Combat, all advancing units must stop in that space.

d. Combat Units cannot move into an unbesieged enemy Fort Space during Movement or Advance After Combat unless enough units will enter the Space by the end of the Action Round to besiege the Fort.

20.3.2   Effects of Siege

As long as the besieger has a sufficient number of Combat Units in an enemy Fort Space to besiege the Fort:

a. The besieger may trace a line of supply ***into or through*** the Fort Space.

b. The besieger may move units through the Fort Space during Movement without having to stop.

20.3.3   Attacks by Besieging Units

a. A player can Activate for Attack a besieged enemy Fort Space, but only those units not required for besieging the Fort can attack connected spaces.

b. All units in the besieged Fort Space can attack the Fort itself.

20.3.4   Moving Units off Besieged Forts

a. A player cannot Move units off a besieged enemy Fort Space if it would leave an insufficient number of friendly units in that space to besiege the Fort.

b. A player can Move all of his units off a besieged enemy Fort Space if he is abandoning the siege.

20.3.5   Losses to Besieging Units

If units besieging an enemy Fort are attacked and take losses that reduce them below the minimum required to besiege the Fort, then:

a. The Fort is no longer besieged.

b. The units are not required to move off the Fort Space.

c. No surrender die roll is made during the Siege Phase.

d. Lines of supply cannot be traced *through* the Fort Space, but can still be traced *into* that space.

e. Additional friendly units that move into the enemy Fort Space must stop until there are a sufficient number of units to besiege the Fort.

20.4 Surrender of Besieged Forts

20.4.1 Making Surrender Checks

a. During the Siege Phase of each Turn, the players check to see if any besieged Forts surrender.

b. To check for surrender, a six-sided die is rolled for each besieged Fort. If the number is greater than the Fort's CF, the Fort surrenders, and the Fort itself is destroyed. Place a Destroyed Marker on the Fort and transfer control of the Fort Space to the besieging player.

c. If the die roll is equal to or less than the Fort's CF, the Fort does not surrender.

20.4.2 Sieges and Severe Weather Checks

Units may besiege Forts and conduct surrender checks without making a Severe Weather Check because a siege is not Combat.

20.5 Forts and Supply

a. Forts do not need supply, and are not affected by the Fort's Space being OOS.

b. Combat Units in friendly Fort Spaces are always in supply.

c. Spaces containing friendly Forts that are not besieged remain under friendly control, even if the space would otherwise be OOS.

d. Supply lines can be traced through a Space containing a besieged enemy Fort.

21.0 Flank Attacks

The attacker may declare a Flank Attack against a Defending Space if the following conditions are met:

a. There are attacking units in two or more spaces connected to the Defending Space.

b. At least one of the attacking units is an LCU.

21.1 Restrictions on Flank Attacks

a. Flank Attacks cannot be made against a Space where all of the attacking units are crossing Water.

b. Flank Attacks cannot be made against a Swamp or Mountain Space.

c. Flank Attacks cannot be made against a Space having a Trench Marker.

d. Flank Attacks cannot be made against units in a Region.

e. Flank Attacks cannot be made using OOS units.

f. Flank Attacks cannot be made against Uprising Units.

21.2 Forts and Flank Attacks

a. Flank Attacks cannot be made against Fort Spaces that contain no Combat Units.

b. *Flank Attacks can be made against unentrenched Combat Units in a Fort Space.*

c. Flank Attacks cannot be made against Uprising Units in a Fort Space or any other kind of Space.

21.3 Pinning Spaces and Flank Attack DRMs

a. When attempting a Flank Attack, the attacker must designate one Attacking Space as the "Frontal Assault" or "Pinning Space".

b. *For each additional Attacking Space that is not connected to an enemy-occupied space (other than the Defending Space), the attacking units receive a +1 DRM for the Flank Attack Attempt die roll.*

21.4 Resolving Flank Attacks

a. The attacker rolls a six-sided die to resolve the Flank Attack, adjusted by any DRMs.

b. If the modified die roll is 4 or higher, then the Flank Attack succeeds and the attacker goes to the Resolve Combat step before the defender, including the infliction of losses on the defender. So, if the Flank Attack succeeds, the defender's Combat Strength is reduced by any losses he incurs before he rolls for defensive fire.

c. If the modified die roll is 3 or lower, then the Flank Attack fails and the defender goes to the Resolve Combat step before the attacker, including infliction of any losses on the attacker. So, if the Flank Attack fails, the attacker's Combat strength is reduced by any losses he incurs before he rolls for offensive fire.

d. In a failed Flank Attack, the attacker's CCs are still used when he rolls for the results of his offensive fire.

22.0   ASSEMBLING UNITS

22.1   Only LCUs Can Be Assembled

a. A full-strength LCU can be assembled on any supplied, friendly-controlled space that contains three full-strength SCUs of the same Nationality as the LCU.

b. A full-strength LCU can be assembled on any supplied, friendly-controlled space that contains a reduced-strength LCU and a full-strength SCU of the same Nationality as the LCU.

c. A reduced strength LCU can be assembled on any supplied, friendly-controlled space that contains two full-strength regular SCUs of the same Nationality as the LCU.

d. Special Units (yellow unit symbol backgrounds) cannot be used to assemble LCUs.

e. Uprising Units cannot be used to assemble LCUs.

f. An SCU cannot be assembled from other units.

22.2   Composition of Assembled LCUs

a. When assembling a full-strength LCU from three SCUs, the first two SCUs must be from the same Nationality and unit type as the LCU being assembled, and the third SCU can be any infantry or cavalry from that Nationality.

b. ***When assembling a full-strength LCU from a reduced-strength LCU and a full-strength SCU, the SCU can be infantry or cavalry from the LCU's Nationality.***

c. When assembling a reduced-strength LCU, the two SCUs can be any infantry or cavalry from the LCU's Nationality.

22.3   How to Assemble LCUs

a. The SCUs being used to assemble an LCU must begin the Action Round on the same Space, or in the same Stack within a Region. To assemble the LCU, the Space or Stack must first be Activated for Movement. An LCU can assemble and move in the same Action Round.

b. A full-strength LCU can be assembled from three full-strength SCUs by taking an LCU counter from the Replaceable Units Box, removing the three SCUs being used to assemble the LCU from the map, and placing the LCU on their Space. Put the removed SCU counters in the Reserve Box.

c. ***A full-strength LCU can be assembled from a reduced-strength LCU and a full-strength SCU that begin the Action Round in the same Space, or in the same Stack within a Region. To assemble the LCU, the Space or Stack must first be Activated for Movement. Then put the SCU in the Reserve Box and flip the LCU counter over to its full-strength side. The LCU can assemble and move in the same Action Round.***

d. A reduced-strength LCU can be assembled from two full-strength SCUs by taking an LCU counter from the Replaceable Units Box, removing the two SCUs being used to assemble the LCU from the map, and placing the LCU on their Space. Put the removed SCU counters in the Reserve Box.

23.0   REBELLION AND REVOLUTION

23.1   Mechanics of Rebellion

Casualties, loss of home VP Spaces, and Events may cause Rebellion to break out in Russia, Germany, or Austria-Hungary. These are represented by the movement of RU, GE, and AH National Will Markers on the General Records Track. Each marker starts the game at "16" on the General Records Track.

23.2   Tracking National Will

a. RU, GE, and AH National Will Markers move +1 on the General Records Track for each enemy or neutral VP Space that the marker's Nation captures, and -1 for each home VP Space that it loses.

b. RU, GE, and AH National Will Markers move +1 on the General Records Track for each home VP Space that is recaptured from enemy control.

c. RU, GE, and AH National Will Markers move -1 for each LCU of that Nation that is permanently eliminated.

d. Movement of National Will Markers for each of those Nations may also be affected by Events.

e. If downward movement of the RU, GE, or AH National Will Markers causes any of them to reach the National Demoralization Level (6 or less on the General Records Track), then Rebellion may break out in the that Nation. Rebellion is represented by placing an Uprising Unit in that Nation during the Rebellion/Revolution Phase.

f. There is no additional effect if downward movement of the RU, GE, or AH National Will Markers reaches zero. It does not cause a Nation to collapse and does not give Automatic Victory to the enemy. National Will cannot fall below zero, and any further downward movement of National Will is ignored.

23.3 Uprising Units

a. If Austria-Hungary falls to the National Demoralization Level by the Rebellion/Revolution Phase of a Turn, the AP Player can place one AH Uprising Unit on any unoccupied Space in Austria-Hungary or in either of its Regions.

b. If Germany falls to the National Demoralization Level by the Rebellion/Revolution Phase of a Turn, the AP Player can place one GE Uprising Unit on any unoccupied Space in Germany or in the Brandenburg Region.

c. If Russia falls to the National Demoralization Level by the Rebellion/Revolution Phase of a Turn, the CP Player can place one RU Uprising Unit on any unoccupied Space in Russia, or in any of its Regions.

d. ***An Uprising Unit can be placed in a Nation during the Rebellion/Revolution Phase of each Turn that the Nation sits at the National Demoralization Level.***

e. ***In the first Action Round of each Turn that a Nation sits at the National Demoralization Level, the opposing player may make a Free Play of 1 OPS Point to place another Uprising Unit in that Nation.***

f. Uprising Units of a Demoralized Nation cannot be placed in Spaces or Regions that are located within another Nation.

g. ***If RU, GE, or AH National Will later rises above the National Demoralization Level, no more Uprising Units can be placed in that Nation until its National Will falls to the National Demoralization Level again.***

h. An Uprising Unit remains on the map until it is destroyed by Combat. When an Uprising Unit is destroyed, it is removed from the map but can be used again.

23.4 Russian Revolution

23.4.1 Timing of the Russian Revolution

a. The Russian Revolution may occur at any time after the "Russian Food Riots" Event has been played.

b. "Russian Food Riots" cannot be played until the "Russian Railroad Collapse" Event has been played. When "Russian Railroad Collapse" is played, place its marker on that Turn Space as a reminder.

c. When "Russian Food Riots" is played, place its marker in its space on the Russian Revolution Track as a reminder.

d. ***If there is an RU Uprising Unit in Russia after "Russian Food Riots" is played, place the Revolution Marker on next Turn Space.***

e. When the Turn Marker enters the same Turn Space as the Revolution Marker, move the Revolution Marker to the red space on the Russian Revolution Track. This begins the Russian Revolution.

23.4.2 Stages of the Russian Revolution

a. In each following Rebellion/Revolution Phase, move the Revolution Marker ahead one Stage on the Russian Revolution Track.

b. ***The Russian Revolution cannot advance Stages if there are no Uprising Units in Russia.***

c. As the Russian Revolution enters each Stage, the following rules apply:

Revolution Stage 1:

- Cards can no longer be played to obtain RU reinforcements.

Revolution Stage 2:

- RPs can no longer be spent to repair or rebuild RU units.

Revolution Stage 3:

- Reduce all full-strength RU units on the map by one step.

Revolution Stage 4:

- Replace each RU LCU with a full-strength RU SCU of any type (except RU Uprising Units), taken from the Reserve Box, and put the RU LCU into the Replaceable Units Box. If no RU SCU is available, put the RU LCU into the Replaceable Units Box without a replacement.

- RU LCUs cannot be assembled.

23.4.3   *Suppressing the Russian Revolution*

a. ***The "Long Live the Tsar!" Event may be played to suppress the Russian Revolution after all Uprising Units in Russia are destroyed and removed from the map.***

b. When playing "Long Live the Tsar!" to suppress the Russian Revolution: (1) place the "Long Live the Tsar!" Marker in its space on the Russian Revolution Track and (2) move the Revolution Marker back to the red space on the Russian Revolution Track.

c. After "Long Live the Tsar!" is played: (1) RU Reinforcement Cards can be played, (2) cards can be played to get RU RPs, (3) RPs can be used to repair or rebuild RU units, (4) AP-A RPs can be converted to RU RPs, and (5) RU LCUs can be assembled.

d. The Russian Revolution remains suppressed until the CP player plays the "Fall of the Tsar" card. When this card is played, place the "Fall of the Tsar" Marker in its space on the Russian Revolution Track. The Russian Revolution then proceeds in accordance with these rules (see Rule 23.4.2).

23.5   **Collapse of Germany**

a. In Step 5 of any War Status Phase, if all VP Spaces in Germany are controlled by AP units and/or GE Uprising Units, the German government collapses and Germany is out of the war.

b. If Germany collapses:

   1. Remove all GE Combat Units and all GE Uprising Units from the map.

   2. Keep all AP Control Markers in their GE Spaces until other CP units enter those Spaces by Movement or end of a Retreat.

   3. AP units can still Move into GE Spaces or Attack other CP units in GE Spaces.

   4. All other CP units can Move into GE Spaces or Attack AP units in GE Spaces.

23.6   **Collapse of Austria-Hungary**

a. In Step 5 of any War Status Phase, if all VP Spaces in Austria-Hungary are controlled by AP units and/or AH Uprising Units, the Austro-Hungarian government collapses and Austria-Hungary is out of the war.

b. If Austria-Hungary collapses:

   1. Remove all AH Combat Units and all AH Uprising Units from the map.

   2. Keep all AP Control Markers in their AH Spaces until other CP units enter those Spaces by Movement or end of a Retreat.

   3. AP units can still Move into GE Spaces or Attack other CP units in GE Spaces.

   4. All other CP units can Move into GE Spaces or Attack AP units in GE Spaces.

24.0   TROOP QUALITY

As RU, IT, GE, and AH casualties mount, the drain on their national manpower reserves and officer corps is reflected in the reduction of their Troop Quality.

24.1   **Tracking Troop Quality**

a. Each of these Nations has a Troop Quality Marker that moves downward on the General Records Track to represent this. Troop Quality Markers all start at "19" on the General Records Track.

b. The RU, IT, GE, or AH Troop Quality Marker moves -1 on the General Records Track each time a Strategy Card is played to bring reinforcements for that Nation onto the map, or each time RPs are spent to repair or rebuild Combat Units of that Nation, or each time that an LCU of that Nation is permanently eliminated.

c. ***The only exception to this rule is that GE Troop Quality does not change when "Tsar's Armories" is played for RPs to immediately repair GE units on the map.***

24.2   **Effects on Reinforcements and Rebuilt Units**

If downward movement of the RU, IT, GE, or AH Troop Quality Marker reaches "9" or less on the General Records Track:

a. Regular or Reserve Infantry reinforcements of that Nation are placed on the map with a step reduction.

b. Rebuilt Regular or Reserve Infantry LCUs of that Nation (from the Replaceable Units Box) are placed on the map with a step reduction. This means only one step of an LCU in the Replaceable Units Box can be rebuilt before it enters the map; the LCU can receive additional RPs after entering the map.

25.0   INVASIONS BY SEA

25.1   General Rules

a. Sea Invasions are conducted only by AP LCUs and SCUs.

b. Only AP LCUs and SCUs on Lemnos can be used for Sea Invasions.

c. Three strategy cards are used for Sea Invasions: "Salonika Invasion", "Albanian Gambit", and "Noemvriana".

d. Sea Invasions cannot be conducted in a Winter Turn.

e. The AP Player can play no more than one Sea Invasion card per non-Winter Turn.

f. Playing the "Rule Britannia" Event is a prerequisite for playing any Sea Invasion card.

g. Landing Markers are placed on the map as indicated on the Sea Invasion card.

25.2   Executing Sea Invasions

25.2.1   *Using the Landing Marker*

a. The AP Player executes a Sea Invasion in the same Action Round that he plays a Sea Invasion card as follows:

   1. Place the Landing Marker on a Sea Invasion Space (at no OPS cost).

   2. Activate a Stack of AP units on Lemnos for Movement, move them to the Landing Marker at a cost of 1 MP, and then stop.

b. More than one invasion can occur in the game as long as there are unused Landing Markers.

25.2.2   *Activating Units on Lemnos for Movement*

a. Arrange AP Combat Units on Lemnos into Stacks of no more than 3 (at no OPS cost).

b. Activate a Stack of AP Combat Units on Lemnos for Movement by placing a Move Marker on the Stack.

c. The OPS cost to Activate a stack for Movement equals the number of number of friendly nationalities having units in the stack (see Rule 9.4.2).

d. Move the Stack to a Sea Invasion Space that has a Landing Marker.

25.2.3   *Using Sea Invasion Spaces*

a. If a Sea Invasion Space contains a Landing Marker from a prior Action Round, up to three AP units can Move from Lemnos to the Sea Invasion Space at a cost of 1 MP and then stop.

b. In any later Action Round, the Sea Invasion Space can be Activated for Movement and AP units in that Space can Move to the connected Port Space and inland at the usual cost of 1 MP per Space.

c. In any later Action Round, the Sea Invasion Space can also be Activated for Attack and AP units in that Space can Attack the connected Port Space if it contains CP units.

d. If a Sea Invasion Space contains a Landing Marker, AP units can Move to it from a connected Port Space at a cost of 1 MP and then stop. In any later Action Round, the Sea Invasion Space can be Activated for Movement and AP units in that Space can Move to Lemnos at a cost of 1 MP.

e. AP units moving from a Sea Invasion Space to Lemnos must stop on Lemnos. They cannot continue movement through Lemnos to another Sea Invasion Space in the same Action Round.

f. If a Sea Invasion Space does not contain a Landing Marker, AP units cannot Move to that space until the AP Player conducts a Sea Invasion and places a Landing Marker in that Space.

25.2.4   *Landing Space Limitations*

a. The same stacking limits that apply to Spaces on land also apply to Sea Invasion Spaces.

b. Only three Landing Markers can be used in the game. Once they are used, they cannot be re-used if removed from the map. Once removed from the map, a Landing Marker is permanently removed from the game.

25.2.5   *Winter Restrictions*

a.   No Sea Invasion card may be played as an Event during a Winter Turn.

b.   No Landing Marker may be placed on a Sea Invasion Space during a Winter Turn.

c.   Units on Lemnos may not be Activated for Movement during a Winter Turn.

d.   Sea Invasion Spaces that contain Landing Markers may be activated for Movement or Attack during a Winter Turn.

25.3   **Moving AP LCUs by Sea**

AP LCUs in a Sea Invasion Space may Move to Lemnos by a Withdrawal Under Fire or by a Safe Withdrawal.

25.3.1   *Withdrawals Under Fire*

a.   The AP Player may Activate all LCUs in a Sea Invasion Space that is connected to a Port Space occupied by enemy units. The AP Player then moves his LCUs to Lemnos and removes the Landing Marker. The Landing Marker is permanently removed from the game.

b.   When the withdrawn LCUs land on Lemnos, they must stop. In any later Action Round, those units may move to a new Landing Marker as part of another Sea Invasion, or move through an existing Landing Marker to a space on land.

c.   All full-strength LCUs withdrawn under fire are reduced by one step.

d.   The VP Marker is moved +1 on the General Records Track.

25.3.2   *Safe Withdrawal*

a.   The AP Player can Activate a Sea Invasion Space that is connected to a Port Space unoccupied by enemy units. The AP Player then moves his LCUs back to Lemnos, but does not have to remove the Landing Marker.

b.   When the withdrawn LCUs land on Lemnos, they must stop. In any later Action Round, those units may move to a new Landing Marker as part of another Sea Invasion, or move through an existing Landing Marker to a space on land.

c.   AP units making a Safe Withdrawal do not suffer a step reduction.

25.4   **Enemy Capture of Sea Invasion Spaces**

a.   A CP unit can only move onto a Sea Invasion Space when it contains a Landing Marker.

b.   When a CP unit moves into an unoccupied Sea Invasion space as a result of Movement, the Landing Marker is destroyed and is permanently removed from the game. The CP unit immediately returns to the Port Space connected to the Sea Invasion Space. The CP Player adds 1 GE, AH, or CP-A RP to the General Records Track representing captured supplies.

c.   If a CP unit moves into a Sea Invasion space as a result of Advance After Combat, the Landing Marker is destroyed and is removed from the game. The CP unit immediately returns to the Port Space connected to the Sea Invasion Space. The VP Marker is moved +1 VP on the General Records Track.

25.5   **Russian Amphibious Assault**

a.   Once per game, the RU Black Sea SCU may make an amphibious assault. This is done by activating the unit for Movement and moving it from Odessa to any unoccupied Port Space on the Black Sea. This may not occur during a Winter Turn.

b.   ***The RU Black Sea SCU may not make an amphibious assault on Constanta until Romania enters the war, and may not make an amphibious assault on Varna or Burgas until Bulgaria enters the war.***

c.   Once the RU Black Sea SCU conducts its amphibious assault, that special ability may not be used again. Place the "No RU Amphib Assaults" Marker on its map space to show this.

d.   The RU Black Sea SCU can besiege any enemy Fort by itself. Other AP units may therefore move through a Space containing an undestroyed enemy Fort without stopping when the Space is occupied by the RU Black Sea SCU.

26.0   **Neutral and Minor Countries**

26.1   **Albania**

26.1.1   *General Rules*

a.   AP and CP units can Move into any vacant Space in Albania.

b. AP and CP units can use any Port in Albania that is not occupied by enemy units.

c. AP and CP units can trace supply lines through any space in Albania that is not under enemy control.

26.2 Bulgaria

26.2.1 *General Rules*

a. Neither player may move into Bulgaria until it enters the war.

b. BU units are placed on the map when Bulgaria enters the war.

c. When Bulgaria enters the war, BU units that can trace a supply line to friendly-controlled Sofia can Activate for Movement or Attack, use SR, and get RPs. BU units that are only able trace a supply line to friendly-controlled Supply Sources for other CP Nations can Activate for Movement, but cannot Activate for Attack, cannot SR, and cannot use RPs to repair or rebuild.

26.2.2 *Bulgarian Entry into the War*

a. When the "Bulgaria" Neutral Entry Event is played, all the BU, GE, AH, BR, and FR units listed under "Bulgarian Entry" on the Unit Set-Up Chart are placed on the map. Bulgaria then enters the game as a CP ally.

b. The CP Player does not get Victory Points for VP Spaces in Bulgaria by its entering the war as a CP ally.

26.2.3 *Bulgarian Collapse*

a. Bulgaria collapses if the AP Player controls both VP Spaces in Bulgaria during Step 5 of the War Status Phase.

b. When Bulgaria collapses, permanently remove all BU units from the game. Replace the LXI and LXII Gen. Kdo. LCUs with one full-strength GE Regular or Reserve Infantry SCU each. (If these are not available, there is no replacement.)

c. After Bulgaria collapses, AP and CP units can still Move into BU Spaces or Attack enemy units in BU Spaces.

26.3 Greece

26.3.1 *General Rules*

a. *GR units are placed on the map to start the game (see the Unit Set-Up Chart). Neither player can move them unless allied with Greece, except that playing the "Surrender of Ft. Rupel" Event allows the CP Player to reposition GR units as indicated on the card.*

b. When Greece is neutral, GR units are in supply anywhere in Greece.

c. Players may Attack each other in Greece, but an Attack on any neutral GR unit will cause Greece to enter the war as an ally of the opposing player.

d. While Greece is neutral, Salonika can become an AP-controlled Port when either: (1) the BR/GR Nat'l. Defense Corps is placed in Salonika or (2) AP LCUs move into Salonika from a Sea Invasion Space. Neither violates Greek neutrality.

e. *AP and CP units can move into, and trace supply lines through, any vacant Space in neutral Greece—except for Athens. If an AP or CP unit moves into neutral Athens, the moving player rolls a six-sided die. Greece enters the war as an ally of the opposing player on a die roll of 6.*

f. When Greece enters the war, GR units that can trace a supply line to friendly-controlled Athens can Activate for Movement or Attack, use SR, and get RPs.

g. GR units that are only able trace a supply line to friendly-controlled Supply Sources for *other* friendly Nations can Activate for Movement, but cannot Activate for Attack, cannot SR, and cannot get RPs.

h. GR units are repaired or rebuilt by using AP-Allied RPs if Greece becomes an AP ally or by using CP-Allied RPs if Greece becomes a CP ally. GR may be repaired in any GR Space, or can be rebuilt in the Replaceable Units Box.

26.3.2 *Greek Entry into the War*

a. *Greece becomes an AP ally when the "Greece" Neutral Entry Event is played—unless the CP Player counters in his immediately following Action Round by playing the "King Constantine" Event.*

b. Greece becomes a CP ally if the "King Constantine" Event is played when all VP spaces in the Balkans are CP-controlled.

c. If Greece becomes a CP ally, the "Greece" card may never be played as an Event.

d. ***When Greece allies with a player, all unoccupied spaces in Greece immediately convert to that player's control. He also gains control of all GR units. However, the BR/GR Nat'l. Defense Corps SCU always belongs to the AP Player.***

e. If Greece becomes an AP ally, CP units can no longer trace supply lines through vacant spaces in Greece or through spaces occupied by GR units. If Greece becomes a CP ally, AP units can no longer trace supply lines through vacant spaces in Greece or through spaces occupied by GR units.

f. When Greece enters the war, GR units that can trace a supply line to friendly-controlled Athens can Activate for Movement or Attack, use SR, and get RPs. GR units that are only able trace a supply line to friendly-controlled Supply Sources for other allied Nations can Activate for Movement, but cannot Activate for Attack, cannot SR, and cannot get RPs.

g. The AP Player does not get Victory Points for VP Spaces in Greece by its entering the war as an AP ally. The CP Player does not get Victory Points for VP Spaces in Greece by its entering the war as a CP ally.

26.3.3   Greek Collapse

Greece never collapses, even if both Greek VP Spaces are enemy-controlled.

26.4   Italy

26.4.1   General Rules

a. Neither player may move units into IT spaces on the Italian Front Inset Map before Italy enters the war.

b. When Italy enters the war, IT units that can trace a supply line to friendly-controlled Venice, Southern Italy, or Vlore can Activate for Movement or Attack, use SR, and get RPs.

c. IT units that are only able trace a supply line to friendly-controlled Supply Sources for ***other*** AP Nations can Activate for Movement, but cannot Activate for Attack, cannot SR, and cannot get RPs,

26.4.2   Italian Entry into the War

a. When the "Italy" Neutral Entry Event is played, the IT and AH units listed under "Italian Entry" on the Unit Set-Up Chart are placed on the Italian Front Inset Map. Italy then enters the war as an AP ally.

b. The AP Player does not get Victory Points for VP Spaces in Italy by its entering the war as an AP ally.

26.4.3   Italian Collapse

Italy never collapses, even if both Italian VP Spaces are CP-controlled.

26.5   Romania

26.5.1   General Rules

a. Neither player may move into Romania until it enters the war.

b. When Romania enters the war, RO units that can trace a supply line to friendly-controlled Bucharest or Odessa can Activate for Movement or Attack, use SR, and get RPs.

c. RO units that are only able trace a supply line to ***other*** friendly-controlled AP Supply Sources can Activate for Movement, but cannot Activate for Attack, cannot SR, and cannot get RPs.

d. RO units can be repaired in any RO Space or in Odessa prior to the Romanian Collapse.

e. ***If Romania is neutral when the Russian Revolution begins, the "Romania" Event cannot be played.***

26.5.2   Romanian Entry into the War

a. When the "Romania" Event is played, the RO, GE, AH, RU, and RU/SB units listed under "Romanian Entry" on the Set-Up Chart are placed on the map. Romania then enters the war as an AP ally.

b. The AP Player does not get Victory Points for VP Spaces in Romania by its entering the war as an AP ally.

26.5.3   Romanian Collapse

a. Romania collapses if the CP Player controls both VP Spaces in Romania during Step 5 of the War Status Phase.

b. If Romania collapses, RO units remain on the map but are still subject to supply and attrition rules but are still subject to supply and attrition rules (see Rules 14.0 and 26.5.1).

c. ***After Romania collapses, RO units that can trace a supply line to Odessa can still Activate for Movement or Attack, but cannot*** SR ***and*** cannot get RPs.

d. After Romania collapses, the CP Player can immediately SR one or two CP units in the Balkans to any other CP-controlled Spaces at no OPS cost.

e. AP and CP units can still Move into RO Spaces or Attack enemy units in RO Spaces after Romania collapses.

26.6   Serbia and Montenegro

26.6.1   General Rules

a. ***SB and MN units are placed on the map to start the game (see the Unit Set-Up Chart), but they cannot move until CP units attack an SB or MN Space.***

b. AP units cannot move into Serbia or Montenegro until CP units attack or control an SB or MN space. Both players may then enter Serbia and Montenegro for the remainder of the game.

c. SB units that can trace a supply line to friendly-controlled Belgrade or Cetinje, or can trace a supply line to Lemnos, can Activate for Movement or Attack, use SR, and get RPs.

d. If the MN can trace a supply line to friendly-controlled Belgrade or Cetinje, it can Activate for Movement or Attack and use SR. Since the MN SCU is a Special Unit, it cannot get RPs.

e. SB and MN units that are only able trace a supply line to friendly-controlled Supply Sources for other AP Nations can Activate for Movement, but cannot Activate for Attack and cannot SR. SB units cannot get RPs.

26.6.2   Serbian Collapse

a. Serbia collapses if the CP Player controls both VP Spaces in Serbia during Step 5 of the War Status Phase.

b. If Serbia collapses, MN and SB units remain on the map but are still subject to supply and attrition rules (see Rules 14.0 and 26.6.1).

c. ***After Serbia collapses, SB units that can trace a supply line to Lemnos can still Activate for Movement or Attack, but cannot*** SR and ***cannot get RPs.***

d. When Serbia collapses, up to two CP units in the Balkans can immediately SR to any other CP-controlled spaces at no OPS cost.

e. After Serbia collapses, AP and CP units can still Move into SB and MN Spaces or Attack enemy units in SB and MN Spaces.

f. When "The Serbs Return" Event is played, SB units on the map can be repaired in any Spaces that they occupy, and any SB units in the Replaceable Units Box can be rebuilt there.

26.6.3   Serbian Withdrawal

a. SB SCUs can Move to Lemnos through Port Spaces in Albania or Greece. The SB SCUs first move to the Port Space and stop. On any following Action Round, SB SCUs in the Port Space can Move to Lemnos at a cost of 1 MP.

b. SB LCUs can Move to Lemnos through a Sea Invasion Space that has a Landing Marker. The SB LCUs first move to the Sea Invasion Space and stop. On any following Action Round, SB LCUs in the Sea Invasion Space can Move to Lemnos at a cost of 1 MP.

c. The MN unit cannot Move to Lemnos.

26.7.1   Turkey

26.7.1   General Rules

a. TU units that can trace a supply line to friendly-controlled Constantinople, Rodosto, or Anatolia can Activate for Movement or Attack, use SR, and get RPs.

b. TU units that are only able trace a supply line to friendly-controlled Supply Sources for other AP Nations can Activate for Movement, but cannot Activate for Attack, cannot SR, and cannot get RPs.

26.7.2   Turkish Collapse

Turkey never collapses, even if both Turkish VP Spaces are AP-controlled.

27.0   Out-Of-Theater Campaigns

a. Events that do not occur on the map, such as "Verdun", "The Somme", "Kaiserschlacht", and "The Arab Revolt", are Out-Of-Theater Campaigns that may require players to remove Combat Units from the game. (These are not unit eliminations.)

b. Removed units are taken only from the map.

28.0   Headquarters and Heavy Artillery

a. HQs and GE Heavy Artillery do not count toward stacking limits, and do not count toward besieging requirements.

b. HQs and GE Heavy Artillery must end their movement stacked with a friendly Combat Unit.

c. If all Combat Units stacked with an HQ or GE Heavy Artillery are destroyed, the HQ or GE Heavy Artillery is permanently eliminated.

d. Only one friendly HQ or one GE Heavy Artillery can occupy a space with other Combat Units, but GE Heavy Artillery can occupy the same space as a friendly HQ.

e. ***An HQ may participate in only one Attack per Action Round, but can be withheld from an Attack in which it could participate. An HQ must participate in the defense of a space that it occupies. HQs never absorb combat losses.***

f. An HQ that loses a Combat is reduced by one step. If it was already reduced, it is permanently eliminated and goes into the Eliminated Units Box.

g. ***Any HQ that wins a Combat is increased by one step if it was already reduced. A full strength HQ receives no bonus for winning a Combat.***

h. An HQ that participates in a Combat is unaffected if the Combat results in a tie.

i. Heavy Artillery *may* participate in an attack. It does not participate in the defense of a space.

28.1 Special Effects of HQs and Heavy Artillery

a. An HQ that is stacked with friendly Combat Units during Combat adds a DRM equal to the number in brackets on the HQ counter. The DRM applies whether the units are attacking or defending.

b. Heavy Artillery adds a DRM equal to the number in brackets on that counter. The counter flips over after its first use, and is permanently removed after its second use.

29.0 TREATY OF BREST-LITOVSK

a. After the CP Player has played "November Coup", the AP Player can play the "Treaty of Brest-Litovsk" Event.

b. When "Treaty of Brest-Litovsk" is played, place its marker two Turn Spaces ahead.

c. When the Turn Marker enters the same Turn Space as the "Treaty of Brest-Litovsk" Marker, Russia is no longer at war with the Central Powers. This means:

1. RU units cannot Move into any CP-controlled Spaces or Regions inside Russia.

2. RU units cannot Move into any Spaces or Regions outside of Russia.

3. All supplied RU units outside of Russia must immediately SR, at no OPS cost, to RU-controlled Spaces inside Russia (subject to stacking limits), or to any RU Regions that are not CP-controlled.

4. RU units cannot attack CP units, but can still attack Uprising Units inside Russia.

5. Non-Russian AP units can Attack any CP units inside Russia, can enter any CP-controlled Spaces or Regions inside Russia, and can Attack any RU Uprising Units.

6. Non-Russian AP units cannot Attack any RU Combat Units, and cannot enter any RU-controlled Spaces or Regions.

7. CP units cannot attack any RU units, but can Attack any Non-Russian AP units inside Russia.

8. CP units can only Move into Spaces or Regions inside Russia that are CP-controlled or are controlled by Non-Russian AP Nations.

9. All supplied GE LCUs must immediately SR, at no OPS cost, to Brandenburg. After that, only one GE LCU can Move out of Brandenburg per Turn until AP units Attack or Move into a Space in Germany or in Austria-Hungary (after which, the number of GE LCUs that can Move out of Brandenburg per Turn is unlimited).

30.0 MORE THAN TWO PLAYERS

This game can be played with two AP Players opposing one CP Player, two CP Players opposing one AP Player, or two AP Players opposing two CP Players.

30.1 Two AP Players

a. If there are two AP Players:

1. One AP Player controls RU units and also RO units when Romania enters the war. The other AP Player controls SB, MN, IT, BR, and FR units—also GR units if Greece becomes an AP ally.

2. The AP Player controlling RU units also controls the placement of GE Uprising Units, and the other AP Player controls the placement of AH Uprising Units.

3. To start the game, the AP Player controlling RU units takes Command Card #1 from the AP Strategy Card Deck, and the other AP Player takes Command Card #2.

4. After that, the AP Player controlling RU units may take the "Drive on East Prussia" card from the Mobilization Deck if he chooses.

5. The AP Player controlling RU units then shuffles the remaining AP Mobilization cards and deals 2 more cards to himself if he took the "Drive on East Prussia" card, or deals 3 more cards to himself if he did not. He deals 3 more cards to the other AP Player.

6. In each AP Action Phase, the AP Player controlling RU units plays a card (or chooses to make a 1 OPS Point "Free Play") in AP Action Rounds 1, 3, and 5. The other AP Player plays a card (or chooses to make a 1 OPS Point "free Play") in AP Action Rounds 2, 4, and 6.

7. ***In each AP Action Round, an AP Player may choose to play a card from his own or the other AP Player's hand (simulating the friction of allied decision-making). However, he may not choose the other player's Command Card.***

8. If a player uses a Command Card during a Turn, the card goes into the Discard Pile.

9. At each Strategy Card Draw Phase, the AP Player controlling RU units takes Command Card #1 from the AP Draw Pile if he used that card during the Turn, and the other AP Player takes Command Card #2 from the AP Draw Pile if he used that card during the Turn.

10. The AP Player controlling RU units then shuffles the AP Draw Pile and deals himself cards from it until he holds 4 cards, including cards remaining from his previous hand. He deals cards to the other AP Player from the AP Draw Pile until that player holds 4 cards, including cards remaining from his previous hand.

11. Each AP Player controls Movement, Combat, Advance or Retreat After Combat, and SR for his units.

12. The AP Player controlling RU units also controls the accumulation and use of RU RPs. The other AP Player controls the accumulation and use of IT and CP-A RPs.

13. After the "Treaty of Brest-Litovsk" is played, the AP Player controlling RU units may continue playing his cards or allow his cards to be played by the other AP Player in any AP Action Round.

30.2   Two CP Players

a.   If there are two CP Players:

1. One CP Player controls AH units, and the other CP Player controls GE, TU, and BU units—also GR units if Greece becomes a CP ally.

2. The CP Player controlling AH units also controls the placement of RU Uprising Units.

3. To start the game, the CP Player controlling AH units takes Command Card #1 from the CP Strategy Card Deck, and the other CP Player takes Command Card #2.

4. After that, the CP Player controlling AH units may take a 4 OPS card from the Mobilization Deck if he chooses.

5. The CP Player controlling AH units then shuffles the remaining CP Mobilization cards and deals 2 more cards to himself if he took a 4 OPS card, or deals 3 more cards to himself if he did not. He deals 3 more cards to the other CP Player.

6. In each CP Action Phase, the CP Player controlling GE units plays a card (or chooses to make a 1 OPS Point "Free Play") in CP Action Rounds 1, 3, and 5. The other CP Player plays a card (or chooses to make a 1 OPS Point "Free Play") in CP Action Rounds 2, 4, and 6.

7. ***In each CP Action Round, a CP Player may choose to play a card from his or the other CP Player's hand (simulating the friction in CP decision-making). However, he may not choose the other player's Command Card.***

8. If a player uses a Command Card during a Turn, the card goes into the Discard Pile.

9. At each Strategy Card Draw Phase, the CP Player controlling AH units draws Command Card #1 from the CP Draw Pile if he used that card during the Turn, and the other CP Player draws Command Card #2 from the CP Draw Pile if he used that card during the Turn.

10. The CP Player controlling GE units then shuffles the CP Draw Pile and deals himself cards from it until he holds 4 cards, including cards remaining from his previous hand. He deals cards to the other CP Player from the CP Draw Pile until that player holds 4 cards, including cards remaining from his previous hand.

11. Each CP Player controls Movement, Combat, Advance or Retreat After Combat, and SR for his units.

12. The CP Player controlling GE units also controls any AH units stacked with his units during his Action Rounds (simulating GE dominance in CP decision-making). This includes Movement, Combat, Advance or Retreat After Combat, choosing the units that absorb damage, and SR.

13. The CP Player controlling AH units also controls the accumulation and use of AH RPs. The other AP Player controls the accumulation and use of GE and CP-A RPs.

14. If Austria-Hungary collapses, then the CP Player controlling GE units plays the other CP Player's cards and units in addition to his own.

15. If Germany collapses, then the CP Player controlling AH units plays the other CP Player's cards and units in addition to his own.

31.0   Introductory Game

To learn the basic mechanics of this game, try this introductory scenario.

31.1   1914: The Invasion of Serbia

a. Follow the Invasion of Serbia Set-Up Rules (see Rule 31.1.1).

b. Use the 1914 Invasion of Serbia Unit Set-Up Chart.

c. Play the game from the Summer 1914 Turn (Turn 1) to the end of the Fall 1914 Turn (Turn 2), following the Sequence of Play (see Rule 6.0).

d. No units may enter Bulgaria or Italy. Any that do are permanently eliminated and removed from the map.

e. At the end of the game, the Victory Point score determines the winner (see Rule 5.2).

31.1.1   Invasion of Serbia Set-Up Rules

a. Use the following AP Strategy Cards: AP #1 to 14. Only AP #7, 8, and 9 can be played for their Events. AP #11 and 14 can be played for their VPs.

b. Use only the following CP Strategy Cards: CP #1 to 14. None of these cards cannot be played for their Events, but CP #4 and 8 can be played for their VPs.

c. Place the Turn Marker in the Summer 1914 Turn (Turn 1) space on the Turn Track.

d. Place the VP Marker in the "15" space on the General Records Track.

e. Place the AP War Status and CP War Status markers in the "0" space on the General Records Track.

f. Place the Replacement Points (RP) Markers for each Nation next to the General Records Track.

g. Combined War Status, Troop Quality, and National Will are not tracked in this game.

h. The AP and CP Mandatory Offensive Tracks are not used in this game.

31.1.2   Transfer of Austro-Hungarian 2nd Army

The component corps of the Austro-Hungarian 2nd Army were transferred to the Eastern Front in late August 1914 to fight the Imperial Russian Army. This is represented as follows:

a. Remove the AH IV Inf. Corps from the map at the end of CP Action Phase 2 in the Summer 1914 Turn (Turn 1).

b. Remove the AH VII Inf. Corps from the map at the end of CP Action Phase 4 in the Summer 1914 Turn (Turn 1).

c. Remove the AH IX Inf. Corps from the map at the end of CP Action Phase 6 in the Summer 1914 Turn (Turn 1).

2.0   Shorter Game Scenarios

When there isn't time to play the entire game, try these shorter game scenarios.

32.1   From Mobilization to Limited War

a. Follow the Basic Game Set-Up Rules (see Rule 4.0).

b. Use the 1914 Unit Set-Up Chart.

c. Play the game from the Summer 1914 Turn (Turn 1) to the end of the Summer 1915 Turn (Turn 4), following the Sequence of Play (see Rule 6.0).

d. At the end of the game, the Victory Point score determines the winner (see Rule 5.2).

32.2   The Brusilov Offensive and Beyond

a. Follow the Brusilov Offensive Set-Up Rules (see Rule 32.2.1).

b. Start the game in the Spring 1916 Turn (Turn 8) following the Brusilov Game Start Rules (see Rule 32.2.2).

c. Play the game until there is an Automatic Victory or Armistice, following the Sequence of Play (see Rule 6.0).

d. At the end of the game, the Victory Point score determines the winner (see Rule 5.2).

32.2.1   Brusilov Offensive Set-Up

a. Use only the following AP Strategy Cards: AP #3, 5, 9, 16, 19, 26, 35-55.

b. Use only the following CP Strategy Cards: CP #6, 11, 17, 26, 32, 34-55.

c. Use the Brusilov Offensive Unit Set-Up Chart.

d. Place the Turn Marker in the Spring 1916 (Turn 8) space on the Turn Track.

e. Place the VP Marker in the "23" space on the General Records Track.

f. Place the AP War Status and CP War Status markers in the "14" space on the General Records Track.

g. Place the Combined War Status markers in the "28" space on the General Records Track.

h. Place the RU National Will Marker in the "8" space, the AH National Will Marker in the "9" space, and the GE National Will Marker in the "24" space on the General Records Track.

i. Place the RU Troop Quality Marker on the "9" space, the AH Troop Quality Marker in the "8" space, GE Troop Quality in the "14" space, and IT Troop Quality in the "12" space on the General Records Track.

j. Place the Replacement Points (RP) Markers for each Nation next to the General Records Track.

k. Place the AP and CP Mandatory Offensive (MO) Markers in the "None or Made" space on each player's MO Track. Place the AP and CP MO Modifier Markers on the "2" space of each player's Mandatory Offensive Modifier Track.

l. Place the "1 GE RP can convert TU RP" Marker on its space in the CP Reserve Box.

m. Place the "1 AP-A RP can convert RU RP" Marker on its space in the AP Reserve Box.

n. Place the "Royal Navy Blockade", "Sea Invasions Allowed", "U-Boats in the Med.", and "Convoys" markers in their spaces on the map. The "RU Amphib Assaults Allowed" space is unchanged.

o. Place a Destroyed Fort Marker on each of the following Fort Spaces: Lotzen, Kovno, Olita, Grodno, Lomza, Warsaw, Ivangorod, Brest-Litovsk, Przemsyl, and Lutsk.

p. Place GE Control Markers on Kovno, Olita, Grodno, Lomza, Warsaw, Ivangorod, Brest-Litovsk, and Lutsk.

q. Place the AP Action Markers next to the AP Action Round Chart, and place the CP Action Markers next to the CP Action Round Chart.

r. Place the Move/Attack Activation Markers where both players can reach them.

s. Place all other markers within reach.

32.2.2   Brusilov Game Start

a. Starting the game for the AP Player:

1. The AP Player makes a deck from his cards (see Rule 23.2.1a).

2. If the AP player chooses, he may take "The Brusilov Offensive" card from the deck.

3. The AP Player then shuffles the remaining AP Mobilization cards and draws a hand of 6 more cards. (If he does not take the take "The Brusilov Offensive" card, he shuffles the AP cards and draws a hand of 7 cards.)

4. The AP Player makes a Draw Pile from the rest of his Mobilization cards.

5. ***"The Brusilov Offensive" card cannot be played as an Event until "Brusilov Takes Command" is played.***

b. Starting the game for the CP Player:

1. The CP Player makes a deck from his cards (see Rule 23.2.1b).

2. The CP player may take a 4 OPS card from his deck, if he chooses.

3. The CP player then shuffles the remaining CP cards and draws a hand of 6 more cards. (Otherwise, he shuffles the CP cards and draws a hand of 7 cards.)

4. The CP Player makes a Draw Pile from the rest of the cards.

5. ***The CP player is not required to play the 4 OPS Point card first, and is not required to play the card as an Event if the card is played.***

33.0   STRATEGY GUIDE

33.1   Allied Powers Strategy

The Allied Powers should be aggressive along all fronts because VP Spaces within the Central Powers are dispersed. Cutting the Central Powers in half by driving through Austria-Hungary to Budapest could be an attractive winning strategy. AH units south of that line would be cut off from their home Supply Sources. Turkey could not convert GE RP's into TU RPs. Bulgaria would be isolated.

The loss of Russian VP Spaces and corps-sized units need to be offset by the Russian capture of enemy VP Spaces, in order to avoid RU National Demoralization and consequent uprisings. Avoiding such uprisings is critical to preventing the Russian Revolution.

Heavy losses could be imposed on AH units before Germany adequately fills the gap. AH Troop Quality would erode quickly and force the CP Player to use fewer and decreasingly effective AH units to stop a Russian onslaught. It would also lead to AH National Demoralization that force the CP Player to divert units from the front to put down consequent uprisings. The CP Player risks Austro-Hungarian collapse if he ignores AH uprisings. An AH collapse makes it likely that the Allied Powers can win the war on the Eastern Front.

RU units will outweigh German defenders at first. The AP Player could choose to push into Germany early to take whatever VP Spaces he can before German defenses firm up and force him to turn south. If GE units cannot blunt a Russian advance, the AP Player could continue west to impose more losses on GE units, capture more VP Spaces in Germany, and induce uprisings to threaten German collapse.

The AP Player should bring Italy and Romania into the war as soon as possible, forcing the Central Powers to thin out their units fighting Russia. This would impede the Central Powers' strategy to capture VP Spaces in Russia and impose sufficient RU losses to induce RU National Demoralization, consequent uprisings, and the Russian Revolution.

Forcing the CP Player to fight Russian, Italian, and Romanian Fronts simultaneously, and also defend against AP units in the Balkans, could stretch the Austro-Hungarian defenses so thin that they break and eventually lead to an AH collapse.

33.2   Central Powers Strategy

The Central Powers should push their GE and AH units aggressively against Russia. Most VP Spaces in Russia are lined up against the front. Capturing those Spaces and imposing significant RU losses early would induce RU National Demoralization and consequent uprisings. Severe RU losses would erode RU Troop Quality. The AP Player would be forced to divert decreasingly effective RU units from the front to put down these uprisings or risk a Russian Revolution. Inducing the Russian Revolution (even the AP Player temporarily suppresses it), makes it likely that the Central Powers can win the war on the Eastern Front.

The CP Player should bring Bulgaria into the war as soon as possible to help collapse Serbia, and bring Turkey into play against Romania when it enters the war. Until Romania enters the fray, BU and TU units should move against AP forces elsewhere in the Balkans and in Greece to win VP Spaces and protect Austria-Hungary's southern flank.

When Italy enters the war, the CP Player is best off allocating just enough forces to hold IT units at bay until Russia is effectively neutralized. Then shift CP units to the Italian Front and take the offensive against AP forces there.

34.0   Strategy Card Histories and Notes

34.1   Allied Powers Cards

AP #1 Drive on East Prussia: Tsar Nicholas II responded to French requests for direct aid from by ordering a change from the original Russian plan to attack Austria-Hungary and watch Germany. Instead, the Russian First and Second Armies were sent into East Prussia.

AP #2 Russian Reinforcements: The Russian 9th Army, which included the RU Guard, XXVI, XVIII, and I Turkestan Infantry Corps, assembled in August 1914.

AP #3 Plehve: Gen. Pavel Plehve was an aggressive and tactically skillful leader who commanded the Russian 5th Army in the 1914 Battle for Galicia, and later stopped the 1915 German drive on Riga. Plehve commanded the RU Northwestern Front from 1915 to early 1916, and died in April 1916.

AP #4 Zheleznodorozhnyye Voyska ("Railway Troops"): Russia built railroads using a different gauge than its neighbors to impede transportation for invading armies. After the war began, alterations to rail connections with Austria-Hungary were needed to support the Imperial Russian Army in the Battle of Galicia. This was done by the *Zheleznodorozhnyye Voyska*, the oldest railway troops in the world, established in 1851 as an engineering corps unit of the Imperial Russian Army.

AP #5 No Retreat: Stavka ordered Gen. Nikolai Ivanov not to retreat his depleted Southwestern Front forces facing a Central Powers counter-offensive in Galicia.

AP #6 Prittwitz: Gen. Maximilian von Prittwitz (nicknamed "The Fat One") commanded the German 8th Army in East Prussia when the war started, but his indecisiveness and timidity caused the German Supreme Army Command (*Oberste Heeresleitung* or "OHL") to remove him and appoint Gen. Paul von Hindenburg as his successor.

AP #7 Galicia Offensive: Russian 3rd, 4th, 5th, and 8th Armies drive into Galicia during September 1914, and Austria-Hungary loses nearly half of its forces engaging the Russians.

AP #8 Putnik: Gen. Radomir Putnik led the Serbian Army to successive victories over Austro-Hungarian invaders until Bulgaria also struck Serbia to avenge its defeat by the Serbs in the Second Balkan War. Overwhelmed by CP attacks from left and right, Putnik refused surrender and force-marched his troops to Albanian ports. From there, they were evacuated by AP ships to the Greek isles. In poor health during and after the Serbia Withdrawal, Putnik died in May 1917.

AP #9 Battle for Warsaw: As part of a joint GE/AH offensive into Poland, started in September 1914, the German 9th Army attempted to capture Warsaw twice but was repulsed. In August 1915, after three weeks of hard fighting, Warsaw fell to the German 12th Army.

AP #10 Kitchener: Severe munition shortages that the Imperial Russian Army experienced in the first half of 1915, due to inadequate domestic production, were cured in part with shipments arranged by Lord Horatio Kitchener. In 1898, Lord Kitchener won fame for winning the Battle of Omdurman and securing control of Sudan for the British Empire. Kitchener died in 1916 when his ship sank after striking a mine while he was travelling to Russia for diplomatic negotiations.

AP #11 Royal Navy Blockade: British naval vessels blockaded the Turkish coast following Turkey's entry into the war as a CP ally in November 1914. It cut off shipping that the Ottoman Empire depended upon for importing, exporting, and internal transportation.

AP #12 Russian Reinforcements: The Russian 10th Army, which included the II Caucasus, III Siberia, and XXII Finnish Infantry Corps, assembled in August 1914.

AP #13 Stavka: Supreme Headquarters of the Imperial Russian Army. It controlled an active army of 114 infantry and 36 cavalry divisions. Stavka prepared two war plans: Plan G designed a three-army offensive against Germany while using three armies to hold off Austria-Hungary, and Plan A designed a four-army offensive against Austria-Hungary while using two armies to hold off Germany.

AP #14 Rule Britannia: Royal Navy surface combatants achieved dominance in the Mediterranean basin by Fall 1914, bottling up the Austro-Hungarian Navy and sweeping away the German Navy.

AP #15 Conrad: Field Marshall Franz Conrad von Hötzendorf, Austro-Hungarian Chief-of-Staff, had a keen strategic mind that was offset by an unrealistic view of his army's abilities. The result was that he devised a series of brilliant plans that all failed.

AP #16 Alexeyev: Gen. Mikhail Alexeyev commanded the Northwestern Front and skillfully extricated Russian troops from entrapment in the Polish Salient during 1915. Tsar Nicholas II later appointed him as Stavka Chief-of-Staff.

AP #17 Siege of Przemysl: The Russian offensive into Galicia pushed to the Carpathian Mountains by October 1914, leaving the AH fortress at Przemysl behind Russian lines. The besieged Przemysl garrison surrendered in March 1915.

AP #18 Intervention in the Balkans: Responding to the AH/BU invasion of Serbia, France and Britain convinced Greek Prime Minister Venizelos to allow the landing of an AP expeditionary force at Salonika. Greece's King Constantine, wishing to avoid the Kaiser's wrath (the Kaiser was his brother-in-law), made Venizelos resign. The BR/GR National Defense Corps that landed at Salonika was led by the British, but was

also composed of Greek soldiers who supported Venizelos and opposed King Constantine.

AP #19 Shore Bombardment: British and French surface combatants were used as floating artillery to give AP troops near the Mediterranean shore a slight but continuous advantage in battle.

AP #20 Russian Reinforcements: The RU XXIX, XXX, XXXI, XXXII, and XXXIII Infantry Corps were built to fill manpower shortages resulting from casualties suffered in the Battle for Galicia.

AP #21 Italy: Although a member of the pre-war Triple Alliance with Austria-Hungary and Germany, Italy declared its neutrality in 1914. It argued that the Triple Alliance was defensive in nature, and Austria-Hungary's aggression against Serbia did not obligate Italy to take part. Also, an Italian nationalist movement called *Italia Irredenta* (Unredeemed Italy) demanded seizure of Italian-inhabited territories in Austria-Hungary. This idea was adopted by a significant part of the Italian political elite. Italy was persuaded to enter the war in May 1915 as an AP ally because of its ambition to take the Trentino region, the port city of Trieste, and the eastern Adriatic coast from Austria-Hungary.

AP #22 Salonika Invasion: British and French troops landed at Salonika and, as their numbers grew, so did their combat power. Adding a rebuilt Serbia Army, this force put Bulgaria out of the war, liberated Serbia, and prepared to invade Austria-Hungary when the CP sued for peace.

AP #23 Convoy: In response to the threat posed by German U-Boats to Mediterranean shipping, AP troop transports and supply ships traveled in groups guarded by British and French destroyers and other surface combatants assigned to sink or drive away enemy submarines.

AP #24 The Great Retreat: Beginning in September 1915, the Imperial Russian Army was withdrawn from Poland to avoid envelopment by German and Austro-Hungarian forces. When this process ended in October 1915, Russian forces held a 400-mile line stretching from Riga in the north to Czernowitz in the south.

AP #25 Polivanov: After Alexei Polivanov was appointed Russian Minister of War in June 1915, he created Special Councils with industrialists to reform faulty armament and munition production systems, bringing an end to Russian war materiel shortages. Polivanov also brought the Imperial Russian Army up to modern European standards. In spite of his accomplishments, Polivanov was later dismissed for offending "mad monk" Grigory Rasputin.

AP #26 Cadorna: When Italy entered the war, Gen. Luigi Cadorna was the Italian Army Chief-of-Staff, and he sent fresh

and motivated divisions into battle along the Isonzo River, where they fought the Austro-Hungarians with great courage. In the Eleventh Battle of the Isonzo, Cadorna put tremendous pressure on the AH defenders and almost broke them.

AP #27 Russian Reinforcements: During his tenure as Minister of War, Alexei Polivanov instituted a new recruitment system that raised 2,000,000 well-trained, disciplined, and motivated troops.

AP #28 Sarrail: Gen. Maurice Sarrail was appointed to command multinational AP forces at Salonika, designated as the Army of the Orient. He reorganized them and supplied them across a narrow span of the Adriatic to avoid German U-Boats. Sarrail built a potent force and led it north in Fall 1915 to assist the Serbian Army, but was blocked by Bulgarian units. After Serbia fell, Sarrail retreated to a defensive perimeter around Salonika. In September 1916, he went on the offensive to relieve Romania but was stalled again by stiff CP resistance.

AP #29 Albanian Gambit: This is a hypothetical derived from the AP decision to land troops in Macedonia for the purpose of liberating Serbia, defeating Bulgaria, and rolling back the Turks.

AP #30 German Labor Strikes: Food shortages, an ever-rising cost of living, and increasing frustrations with the war drove long-suffering German workers to go on strike 137 times in 1915, 240 times in 1916, and 561 times in 1917.

AP #31 Massed Cavalry Charge: An abundance of cavalry enabled the Imperial Russian Army to launch massed cavalry charges against retreating Austro-Hungarian infantry in 1914. As the war dragged on, changing battle tactics and advanced weaponry reduced the opportunity for successful massed cavalry charges.

AP #32 The Arab Revolt: In June 1916, the Arab Revolt began and caused the Ottoman loss of Islam's holiest shrines. Arabs marched on Damascus, and fought for dominion of the Hejaz Region. The revolt forced a diversion of Turkish troops to battle Arab insurgents.

AP #33 Italian Reinforcements: Gen. Luigi Cadorna was compelled to raise additional divisions by 1916 due to his strategy of attritional warfare against the Austro-Hungarians.

AP #34 The Serbs Return: In Fall 1915, a multinational CP force defeated the Serbian Army and drove it into exile. The Serbs, rebuilt their army, assisted by the Allied Powers, and were brought to Greece for an offensive that liberated Serbia and prepared to invade Austria-Hungary.

AP #35 Noemvriana ("November Events"): In 1916**,** AP troops landed in Athens to prevent King Constantine from allying Greece with the Central Powers. His pro-German

leanings, firing Venizelos, and surrendering Ft. Rupel to Bulgaria made the Allied Powers suspicious that this was coming. AP forces met organized resistance from armed Greek monarchists, and a confrontation took place in which King Constantine nearly declared war on the Allied Powers. AP naval forces then imposed a blockade against Greece, and King Constantine was forced to abdicate in 1917.

AP #36 Brusilov Takes Command: Stavka gave Gen. Alexei Brusilov command of the Imperial Russian Army's Southwest Front in March 1916. Reviewing tactics employed by German troops at the Battle of Lake Naroch, and adjusting for shortcomings in Russian arms, he designed a system to break through Austro-Hungarian trench lines opposite his forces.

AP #37 Cavalry Screen: Russian cavalry were often used to probe the strength of enemy forces in front of advancing Russian infantry, and protect the rear and flanks of retreating Russian infantry by positioning themselves between the infantry and pursuing CP troops.

AP #38 Russian Reinforcements: During his tenure as Minister of War, Alexei Polivanov raised additional Guards divisions and reorganized Russian cavalry into corps-sized formations.

AP #39 The Brusilov Offensive: Beginning in June 1916, Gen. Alexei Brusilov launched **s**imultaneous attacks along the entire RU Southwestern Front. This prevented defending Austro-Hungarians from sending reserves to any single point of attack. As Russian troops drove forward, thinned AH formations collapsed. Attrition eventually wore down the Russians, causing the Brusilov Offensive to run out of steam in July 1916.

AP #40 Romania: Coveting territory in Transylvania, Romania declared war on the Central Powers in August 1916 and attacked north into Austria-Hungary with two of its four armies. A mixed AH and GE force stopped the Romanian offensive, while a second CP force comprised of Germans, Austro-Hungarians, and Turks attacked into Romania from the south. Bucharest fell in December 1916.

AP #41 Greece: Following the abdication of King Constantine, Greece joined the Allied Powers in June 1917. Greek soldiers then fought alongside French and British troops in the Balkan front.

AP #42 Forced March: Throughout the war, Russian commanders used forced marches to reinforce beleaguered RU positions, extricate RU troops from entrapment, and pursue retreating AH troops.

AP #43 Italian Reinforcements: Still more Italian divisions were raised by 1917 due to losses suffered in the Isonzo battles,

the massive AH/GE Caporetto attack, and the AH Asiago offensive.

AP #44 The Somme: A large-scale offensive in July 1916, where the French and British coordinated their forces. The Germans were compelled to triple the number of defending divisions. German commanders insisted that their troops fight for every yard, massing forward positions with troops and making them easy targets for British artillery. The resulting carnage led to the dismissal of Gen. Erich von Falkenhayn as head of OHL

AP #45 War Weary Austro-Hungarian Army: Plagued by starvation, a shortage of weapons, and insufficient munitions, Austro-Hungarian units frequently abandoned their positions under pressure from advancing AP forces in 1918.

AP #46 "Germandom Against Slavdom": German insistence upon commanding the entire Eastern Front alienated Slavs comprising half of the Austro-Hungarian army, and led to their short-lived resistance against orders that came from the German *OberOst* (Supreme Headquarters East) instead of from AH Chief-of-Staff Conrad.

AP #47 Bulgarian Army Breaks: By 1918, the Bulgarians were poorly equipped, short of ammunition and food, and tired of war. They were left virtually alone to fend off AP forces in the Balkans, as the German Army transferred its units to the Western Front. In September 1918, the Allied Powers launched an offensive into Serbia using French, British, and Serb troops. The defending Bulgarian forces could no longer hold, and the AP broke through their lines. The Bulgarian Army was forced into a general retreat.

AP #48 Turkish Desertions: While every ethnic group in the Ottoman Empire contributed to the ranks of Turkish Army deserters, the majority were Turks and Anatolian Muslims. Physical and mental exhaustion, elusiveness of victory, and the perception that the Ottoman Empire was dying caused desertions from Turkish army units. By the end of the war, there were at least 500,000 desertions. Deserters roamed the countryside, living off the land and becoming bandits. Turkish troops had to be detached in ever greater numbers to deal with the security problems that these deserters created.

AP #49 Russian Reinforcements: Formed from *Opolchenie* ("Militia Brigades"), the RU XXIX, XL, and XLI Infantry Corps was composed of second reserve manpower and older recruits.

AP #50 Austro-Hungarian Sailor Revolt: In February 1918, a mutiny started in the AH Fifth Fleet at the Kotor naval base on the Adriatic Sea. Sailors on 40 ships joined the mutiny. Initial demands for better treatment were soon replaced by political demands and a call for peace. The mutiny was put down by force.

AP #51 Long Live the Tsar!: This hypothesizes a Tsar capable of suppressing rebellion, keeping the loyalty of his subjects and his military, and preventing revolution. The mechanics used by *Illusions of Glory* to represent this (see Rule 23.4.3) separate it from other card-driven games.

AP #52 Supreme War Council: The Battle of Caporetto convinced the Allied Powers that they needed closer cooperation. They formed the Supreme War Council as an advisory body, which later developed into a unified command. Its first act was to send six French and five British divisions to the Italian Front.

AP #53 The Kerensky Offensive: In March 1917, the Tsar lost political legitimacy and control of his military. He abdicated and was replaced by a Provisional Government headed by Prince Georgy Lvov, with Alexander Kerensky—a member of the *Duma* (Parliament)—in his cabinet. Kerensky prodded Gen. Brusilov, now Russian commander-in-chief, to launch an attack in Galicia. It was briefly successful, and then collapsed under a counterattack by CP forces. The failure of the "Kerensky Offensive" brought down the Lvov government, but elevated Kerensky himself to head its replacement.

AP #54 "Desperate Frankie": Repeated military failures ended Gen. Maurice Sarrail's command at the Army of the Orient. He was succeeded by Gen. Franchet d'Espèrey in early 1918.   In September 1918, d'Espèrey led an army of Greeks, French, Serbs, British, and Italians on a successful offensive in Macedonia that took Bulgaria out of the war. He followed this victory by overrunning much of the Balkans and preparing to roll up Hungary. Collapse of the Southern Front was one of several developments forcing the November 1918 Armistice. During his final campaign, d'Espèrey was given the nickname "Desperate Frankie" by British officers.

AP #55 Treaty of Brest-Litovsk: In November 1917, after wrestling power away from the Provisional Government, the Bolsheviks began peace negotiations with Germany. The peace talks broke down in February 1918 due to the Germans' harsh demands.   Germany then launched an offensive toward Petrograd, Moscow, and Kiev.   Russian forces were overwhelmed by the German assault. In March 1918, Russia signed the Treaty of Brest-Litovsk to end hostilities with Germany on terms dictated by the Germans.

AP #56 Command Card #1: Strategy card used by the AP player controlling RU and RO units when there are two AP players in the game (see Rule 30.1).

AP #57 Command Card #2: Strategy card used by the AP player controlling SB, MN, BR, FR, IT and AP-allied GR units when there are two AP players in the game (see Rule 30.1).

34.2   Central Powers Cards

CP #1   Guns of August: In August 1914, **t**he German 8th Army prepared for attacks from the Russian 1st and 2nd Armies into East Prussia. The Germans set an ambush for the RU 1st Army west of Gumbinnen. If successful, they would next move against the RU 2nd Army. If not, the GE 8th Army planned to retreat behind the Vistula River.

CP #2   Von François: Gen. Hermann von François commanded the GE I Infantry Corps in August 1914. Aggressive to the point of insubordination, he attacked a division of the Russian 1st Army east of Gumbinnen and caused the German 8th Army to lose the element of surprise.

CP #3   German Reinforcements: The German 8th Army was reinforced by the GE XI and Guard Res. Infantry Corps, taken from Schlieffen's right wing on the Western Front, and by a cavalry unit from Belgium.

CP #4   Burgfrieden ("Party Truce"): Feuding political parties in the Reichstag set aside their differences and joined in support of the German war effort.

CP #5   Hindenburg and Ludendorff in Command: After losing the Battle of Gumbinnen on August 20, 1914, the German 8th Army planned a retreat from East Prussia. Dissatisfied with this decision, OHL sacked the army's commander (Gen. Maximilian von Prittwitz) and replaced him with Gen. Paul von Hindenburg, a veteran of the Franco-Prussian War. Gen. Erich Ludendorff became its new Chief-of-Staff.

CP #6   Wireless Intercepts: Orders were transmitted to Imperial Russian Army units by wireless in an easily decipherable code that was intercepted and decoded by the Germans, who were then able to prepare for and counter Russian combat plans.

CP #7   Rennenkampf: Gen. Pavel Rennenkampf commanded the Russian 1st Army in August 1914. He led his army into East Prussia from Kovno while the Russian 2nd Army advanced into East Prussia from the south. Between them, they were supposed to trap the German 8th Army. However, Rennenkampf procrastinated after his victory at Gumbinnen and failed to help close the trap. This left the advancing RU 2nd Army unsupported against German forces at Tannenberg.

CP #8   Landwehr to the Front: Germany's *Landwehr* was a third category of troops, after the regular army and the reserves. They were intended to be a territorial defense force, but combat losses compelled the Germans to integrate them into front-line units as replacements.

CP #9   Tannenberg: On August 26, 1914, the GE XVII and I Res. Infantry Corps attacked the RU 2nd Army at Tannenberg,

striking its right flank. The GE I Infantry Corps attacked the Russians' left flank. Although threatened with encirclement, the Russians delayed their retreat so that the RU 1st Army could attack the Germans from behind. When that failed to materialize, it was too late for an orderly retreat. Only fragments of the RU 2nd Army managed to escape. The GE 8th Army followed this up by pushing briefly into Russia.

CP #10 Mackensen: Gen. August von Mackensen was given command of the GE 9th Army in Fall 1914. His forces captured Lodz on December 6, 1914. In May 1915, he took command of the newly-formed GE 11th Army, and spearheaded an offensive that broke through the Russian lines at the Battle of Gorlice-Tarnow. After that, Mackensen and the GE 11th Army moved to the Serbian front where they attacked Belgrade in September 1915. In September 1916, Mackensen led a combined force of Germans, Austro-Hungarians, Turks, and Bulgarians against Romania. He devised a tactic, later named the "Mackensen Wedge", in which massive artillery barrages were used to blow open a defending line at the point of attack.

CP #11 Masurian Lakes: After decimating the Russians at Tannenberg, the German 8th Army turned on the Russian 1st Army near the Masurian Lakes. German forces nearly broke through the Russian left, and Russian counterattacks failed. The RU 1st Army withdrew to Kovno.

CP #12 German Reinforcements: The German 9th Army was formed in Fall 1914 from the GE XVII Res. and XXV Res. Infantry Corps, the 1st Cavalry Kommando, and other units from the GE 8th Army.

CP #13 Eisenbahntruppen ("Railroad Troops"): Organized into brigades of rail construction, rail traffic, and general labor companies, German railroad troops fulfilled three main missions—to facilitate the rail transport of troops and supplies, to repair damaged rail lines, and to extend standard gauge rail lines for troop mobility.

CP #14 Hoffmann: With the best operational mind of any Eastern Front general, Gen. Max von Hoffmann designed the battle plans that destroyed the Russian 2nd Army at Tannenberg, defeated the Russian 1st Army at Masuria, stopped the Kerensky Offensive, and finished the Russian Army.

CP #15 OberOst: Created in 1914**,** *OberOst* (Supreme Headquarters East) consisted of its commander and his military staff, along with the districts they controlled. The first commander of *OberOst* was Gen. Paul von Hindenburg. When Gen. Erich von Falkenhayn was dismissed as head of OHL in 1916, von Hindenburg replaced him. Prince Leopold of Bavaria was then given titular command of *OberOst*, but operational control was given to Gen. Max von Hoffmann.

CP #16 German Reinforcements: *OberOst* was reinforced with the GE II and XXI Infantry Corps from the Western Front

and with the XXXVIII Res. and XXXIX Res. Infantry Corps in late 1914.

CP #17 Chlorine Gas: In 1915, German forces used chlorine gas against the Imperial Russian Army during battles south of Warsaw and at Osowiec, causing thousands of Russian casualties.

CP #18 Sud Army: Assembled in January 1915 from Austro-Hungarian and German corps-sized formations to fill a gap in the Galicia front, the Sud Army fought on the Eastern Front as a multinational unit until it was dissolved in January 1918.

CP #19 U-Boats in the Mediterranean: The introduction of German U-Boats into the Mediterranean changed the balance of naval power and impeded the transport of AP troops and supplies by sea until AP navies devised the convoy system. Without armed escorts, no AP invasion could be attempted or even contemplated in the face of the submarine menace.

CP #20 German Reinforcements: *OberOst* was reinforced with the GE XIII Infantry Corps from the Western Front and with the XXIV and XL Res. Infantry Corps in early 1915.

CP #21 Army of the Bug: Named for the Bug River, the Army of the Bug was a German command formed in July 1915. It fought exclusively on the Eastern Front until it was dissolved in March 1918.

CP #22 The Black Hand: Founded in May 1911 by Serbian Army officers, the Black Hand Society aimed to unite Serb-inhabited territories by training and arming guerilla fighters and saboteurs. They organized and facilitated the assassination of AH Archduke Franz Ferdinand during his 1914 visit to Sarajevo, leading to the outbreak of war. Assassinations and other illegal activities by the Black Hand spurred Serbian Prime Minister Nikola Pašić to arrest their members and destroy the organization.

CP #23 Bulgaria: Coveting territory in Serbian Macedonia, and seeking revenge for its defeat by the Serbs in the Second Balkan war, Bulgaria entered the war as a CP ally in September 1915. Its invasion of Serbia, while the Serbian Army was fully engaged against German and Austro-Hungarian forces, sealed a defeat of the Serbs. Bulgarian troops then blocked the advance of AP forces from Greece into the Balkans. Left virtually alone, as German units transferred to the Western Front, the Bulgarian Army was worn down by AP forces and collapsed.

CP #24 Surrender of Ft. Rupel: In May 1916, King Constantine ordered the surrender of a Greek fort guarding the Rupel Pass to approaching Bulgarian forces. The Greek king may have been trying to avoid war with Bulgaria, but the Allied Powers viewed it as proof that he secretly sided with his brother-in-law, Kaiser Wilhelm II, and that Greece might

become a CP ally. Bulgaria also occupied the fortified mountain positions at Doiran.

CP #25 Russian War Materiel Shortage: A shortage of Russian artillery shells and rifles that threatened in 1914 became a full-blown crisis in early 1915. Russia's pre-war industrial development was outmatched by the needs of modern war. It opened up a whole host of questions about the viability of Tsarist Russia's economic and political systems. This storm was postponed when Alexei Polivanov was appointed Russian Minister of War in June 1915. Polivanov created Special Councils with industrialists to reform the faulty requisition, production, and delivery systems causing Russian war materiel shortages.

CP #26 Von Bojna: General Svetozar Boroevic von Bojna (later promoted to Field Marshal) commanded the AH VI Infantry Corps in Galicia during 1914, and successfully fought off superior Russian forces from his defensive positons in the Carpathian Mountains. In May 1915, von Bojna was given command of the Austro-Hungarian 5th Army in Italy and distinguished himself in defensive fighting along the Isonzo River.

CP #27 The Tsar Takes Command: Tsar Nicholas II replaced the Grand Duke with himself as commander of Stavka after Russia's defeat at the Battle of Brest-Litovsk. The Tsar was militarily unqualified for such a command, which also caused him to neglect his political duties as leader of the Russian nation.

CP #28 Turkish Reinforcements: The TU VI Infantry Corps was released from Thrace to fight in Romania, and the TU XV Infantry Corps was released from Gallipoli to fight in Galicia. Still, the Turks lacked the ability to support the number of corps that they put into the field. As the war continued, the strain on available Turkish manpower severely damaged the largely agrarian economy.

CP #29 Verdun: When German forces attacked Verdun in February 1916, the French defenders were ordered to hold at all costs. Gen. Henri Petain, who commanded the French at Verdun, received a regular supply of fresh divisions. Nearly two-thirds of the entire French Army fought at Verdun at one time or another. OHL planned to turn Verdun into a killing ground for the French Army, but the French defenders fought tenaciously and used an interior line of forts to keep Verdun in their hands.

CP #30 Austro-Hungarian Reinforcements: Created from regular and reserve divisions, the AH XVIII and XIX Infantry Corps saw action in Galicia and Italy. A number of independent cavalry divisions were consolidated into two corps-sized formations and assigned to Gen. Leopold von Hauer and to Gen. Adolph von Brudermann.

CP #31 German War Industry: Unable to rely on foreign suppliers due to the AP naval blockade, Germany greatly expanded its own production of armaments and munitions.

CP #32 Lake Naroch: In 1916, the French pleaded with Tsar Nicholas II to attack in order to relieve German pressure on Verdun. On March 18, 1916, Stavka launched a coordinated attack by the RU Northwest Front and the RU Western Front against outnumbered German forces near Lake Naroch. After an ineffective two-day Russian artillery barrage, Northwestern Front forces attacked and were driven back. The Western Front's attack bogged down because an early spring thaw melted the winter ice and made the battlefield swampy. Its assaults were restricted to narrow land bridges where Russian troops were vulnerable to German artillery and machine guns. The offensive lost all momentum by month's end.

CP #33 German Reinforcements: In 1915, the GE IV Res. and X Res. Infantry Corps were transferred from the Western Front to reinforce *OberOst*.

CP #34 The Struma and Monastir: In August 1916, Gen. Maurice Sarrail's AP force from Salonika checked a Bulgarian move to cross the Struma River and reach the Greek coast. Later that month, he attacked the Bulgarian 1st Army at Doiran but failed to dislodge them. In September 1916, Sarrail captured Monastir but his attempts to move further north were stopped by the German 11th Army.

CP #35 King Constantine: When war broke out, Greece's King Constantine was faced with a dilemma. He sympathized with Germany, ruled by his wife's brother. He was also aware that a maritime country like Greece could not antagonize the Allied Powers, whose navies dominated the Mediterranean. The king chose a policy of neutrality but his Prime Minister, Eleftherios Venizelos, was fervently pro-AP. When Bulgaria attacked Serbia, Venizelos tried to use his majority in the Greek Parliament to ally Greece with the Allied Powers. After Venizelos permitted AP forces to land at Salonika, King Constantine fired him and he fled there. In August 1916, Venizelos established a provisional revolutionary government in Salonika and declared war on the Central Powers. AP navies blockaded pro-monarchist areas of Greece and forced King Constantine to abdicate.

CP #36 Rasputin: Grigory Rasputin became known as the "Mad Monk" for his depravity, eccentricities, and obsessions. Rasputin's ability to treat the Tsar's hemophiliac son enabled him to manipulate the Tsarina and, through her, the Tsar and the Russian Empire. Rasputin hurt the Russian war effort by engineering the appointment of corrupt and incompetent officials. In December 1916, Russian nobles assassinated Rasputin in an attempt to save the country.

CP #37 German Reinforcements: In 1916, the GE XXII Res. and XXVII Res. Infantry Corps, along with one battalion of heavy artillery, were transferred from the Western Front to reinforce *OberOst*.

CP #38 Enver-Falkenhayn Summit: As Minister of War and *de facto* Commander-in-Chief, Enver Pasha was the most powerful figure in the Ottoman Empire's government. He brought the Ottoman Empire into the war as a German ally. At a meeting with Gen. Erich von Falkenhayn in 1916, Enver pledged to send troops to Galicia and assist in the invasion of Romania.

CP #39 War in Africa: Before the war, Germany managed to build a colonial empire in Africa. These colonial holdings were located in Togo, Kamerun, and German Southwest Africa (Namibia) on the Atlantic coast, and also German East Africa (Tanganyika) abutting the Indian Ocean. The AP campaign to seize these colonies lasted from 1914 to 1917 and diverted almost 250,000 of its troops to Africa.

CP #40 Falkenhayn Comes East: After his dismissal from OHL in 1916, Gen. Erich von Falkenhayn was sent east to command Turkish troops.

CP #41 Clearing the Dobruja: Leading a combined force of Germans, Austro-Hungarians, Turks, and Bulgarians against Romania, Gen. August von Mackensen conducted an offensive in the Dobruja region of Romania (bordered by the Danube River and the Black Sea) to drive out all Romanian and Russian forces.

CP #42 Austro-Hungarian Reinforcements: Created from regular and reserve divisions, the AH XXII, XXIII, XXIV, XXV, and XXVI Infantry Corps were sent to the Italian Front and drove the Italian Army into retreat during 1917.

CP #43 Von Below: In 1917, Gen. Otto von Below commanded the Austro-German 14th Army on the Italian Front. On October 24, 1917, his army attacked Italian positions along the Isonzo River in the Battle of Caporetto (Twelfth Isonzo). Von Below's troops infiltrated enemy lines and, after three days, outflanked the entire Italian position. Nearly one-half of Italy's divisions were wrecked, enabling von Below to advance within 20 miles of Venice. However, von Below's army lacked the strength to press on when *OberOst* refused to send it reinforcements.

CP #44 Unrestricted Submarine Warfare: The use of naval escorts and armed merchantmen by AP nations had greatly eroded the success and survivability of German U-Boats under "Prize Rules" (requiring submarines to surface and allow merchantmen crews to escape). Beginning in February 1917, the German Navy authorized its U-Boats to abandon these restrictions and sink enemy vessels without warning to increase the submarine's combat effectiveness and improve its chances

of survival. To sustain AP troops in the Balkans, it was necessary to run supplies from Italy's east coast across a narrow stretch of the Adriatic, where U-Boat attacks could be thwarted more easily.

CP #45 Feuerwalze: Lt. Col. Georg Bruchmüller devised a fireplan for German artillery that emphasized a high rate of fire, and barrages mixed with concentrations, to destroy defenses and make defenders take cover while attacking forces advanced on their positions. Barrages advanced ahead of the attackers to allow them to take enemy positions and move on. This became known as the *feuerwalze* ("fire-roller"). Since communication between artillerists and advancing troops was problematic, barrage timing was critical. Artillery had to follow a precise firing plan. If the barrage advanced too slowly, attacking forces could not exploit their gains. A barrage that advanced too quickly enabled defenders to regroup and fiercely resist attacking troops.

CP #46 Russian Army Morale Dissolves: Loss of morale by Russian troops was directly connected to terrible physical conditions, inadequate equipment, military failure, and a chronic shortage of competent officers. They were also exposed to a flow of pacifist and anti-monarchist propaganda from turbulent Russian cities. As a result, Russian soldiers deserted, defected, and even murdered their officers.

CP #47 Von Hutier: Gen. Oskar von Hutier perfected infiltration tactics for the German 8th Army's attack on Riga in 1917. Using *feuerwaltze* to create an opening, German troops seized a foothold across the Dvina River and formed three columns of divisions. They ignored defensive strongpoints and drove through the Russian lines. The outer two columns rolled up those lines, while the middle column drove for the Baltic coast to trap the Russians in a pocket.

CP #48 Russian War Weariness: By 1917, the Russian people had enough of war and the hardships it imposed. The war caused price inflation that outpaced wage increases, angering the working class. It also caused a shortage of civilian medical supplies and services. Lost battles, mounting casualties, and a demoralized army fueled pacifist and anti-monarchist propaganda. Social and economic unrest grew in the cities. Strikes, protests, and riots ensued.

CP #49 Russian Railroad Collapse: In the winter of 1916-1917, Russia's railroad system began to break down from overuse. Insufficient numbers of train engines and rolling stock to adequately supply both the Russian Army and the civilian populace caused food shortages in the cities.

CP #50 Russian Food Riots: Russian cities rioted as a result of food shortages following the breakdown of Russia's railroad system. In Petrograd, Tsar Nicholas II ordered that food riots be put down with force. His troops refused to leave their

barracks or shoot the rioters. Some soldiers went over to the mob.

CP #51 Fall of the Tsar: As riots mounted against food shortages and other hardships caused by the war, the Tsar lost political legitimacy in the eyes of the Russian people. In March 1917, Tsar Nicholas II was forced to abdicate when he also lost control over his military.

CP #52 Lenin to Petrograd: Vladimir Ilyich Ulyanov, better known as Lenin, was living in Swiss exile when the Tsar fell. In April 1917, the Germans smuggled him back into Russia to speed up Russia's collapse. When a Bolshevik uprising in July 1917 was defeated, Lenin fled to Finland. In November 1917, Lenin slipped back into Petrograd to make plans for an armed uprising against the Kerensky government.

CP #53 November Coup: On November 6, 1917, a coup conducted by revolutionists, soldiers, sailors, and workers seized control of Petrograd's telephone exchange, railroad stations, and bridges. Kerensky fled and the Bolsheviks came to power.

CP #54 Tsar's Armories: As German forces advanced into Russia, they seized supplies from Russian stockpiles to supplement their own.

CP #55 Kaiserschlacht: The German Army launched an offensive along the Western Front on March 21, 1918, in order to defeat the Allied Powers before the overwhelming resources of the United States could be fully deployed. Germany also had a temporary advantage in numbers due to the transfer of nearly 50 divisions from the Eastern Front (after the Treaty of Brest-Litovsk). This *Kaiserschacht* ("Kaiser's Battle") involved four attacks, codenamed "Michael", "Georgette", "Gneisenau", and "Blücher". Michael was the main attack, intended to break through the Allied lines, outflank the British forces holding the front from the Somme River to the English Channel, and defeat the British Army. The Germans hoped that once this was achieved, France would seek an armistice. The other attacks were subsidiary to Michael, and were designed to divert Allied forces from the main offensive on the Somme. After significant early successes, the Germans Army was unable to move supplies and reinforcements fast enough to maintain its advance. All of the German attacks petered out due to attrition and the lack of supplies.

CP #56 Command Card #1: Strategy card used by the CP player controlling AH units when there are two CP players in the game (see Rule 30.2).

CP #57 Command Card #2: Strategy card used by the CP player controlling GE, BU, TU, and AP-allied GR units when there are two CP players in the game (see Rule 30.2).

35.0   Acknowledgments

36.0   Bibliography

Consider reading this short list of books, to which I also give credit as research sources for *Illusions of Glory*:

Hart, B.H. Liddell, *History of the First World War*. London: Pan Books, 1972.

Keegan, John. *The First World War*. New York: Vintage Books. 1998.

Raicer, Ted S., *Crowns in the Gutter*. Bakersfield, Calif.: Strategy & Tactics Press, 2009.

Stone, Norman. *The Eastern Front 1914-1917*. London: Penguin Books, 1998.

Tuchman, Barbara. *The Guns of August*. New York: Macmillan, 1962.