

# The Great War in Europe

*DELUXE*

*By Ted Raicer*



## PLAY BOOK

*(ver. 3-4-09)*

### TABLE OF CONTENTS

[19.0] Campaign Set-Up . . . . .	2	[21.0] Scenarios . . . . .	5
[19.1] Choose Sides & Set Up . . . . .	2	[21.1] General Set-Up Rules For All Scenarios . . . . .	5
[19.2] Allied Set Up . . . . .	2	[21.2] 1915 Scenario . . . . .	5
[19.3] Central Powers Set Up . . . . .	2	[21.3] 1916 Scenario . . . . .	8
[19.4] Reinforcement Placement . . . . .	2	[21.4] 1917 Scenario . . . . .	10
[19.5] August 1914 Special Rules—Europe . . . . .	2	[21.5] 1918 European Scenario . . . . .	13
[19.6] Nov/Dec 1914 Special Rules—Near East . . . . .	3	[21.6] 1918 Near East Scenario . . . . .	15
[19.7] Playing the Great War in Europe Alone . . . . .	3	Rules Summary & Reminders . . . . .	17
[19.8] Playing the Great War in the Near East Alone . . . . .	3	Unit Manifest and Reinforcement Schedule . . . . .	28
[20.0] Pre-War Events (Optional) . . . . .	3	Events Summary . . . . .	37
[20.2] Allied Pre-War Events . . . . .	3		
[20.3] Central Powers Pre-War Events . . . . .	4		

## [19.0] CAMPAIGN SET-UP

### [19.1] CHOOSE SIDES & SET UP

[19.11] Choose which side each player will command. The Central Powers player initially controls all German and Austro-Hungarian units; as the game progresses, he will also command Bulgarian and Turkish units and possibly Romanian units as well. The Allied player initially controls the forces of Belgium, Britain, France, Montenegro, Czarist Russia and Serbia. Later, he will also control the forces of Greece, Italy, the United States, the Russian Provisional Government, and possibly Romania. Armenian and Arab units, which enter the game via events are also controlled by the Allied player.

[19.12] To begin, players must construct a combined game counter mix. In general, all units of both games are used with the following exceptions:

- All GWiNE and GWiE units marked with an “X”.
- All Events marked “GWiNE” Only and “GWiE Only.”

Set these units aside, they never enter the combined game under any circumstances.

Players may also opt to include the Pre-War Event chits [20.0].

The combined game starts on the European Front maps on the August I 1914 game turn. It starts on the Near East Front maps on the Nov/Dec 1914 game turn.

### [19.2] ALLIED SET UP

[19.21] The Allied player sets up first on all maps. Stacking limits must be observed during set up. Place Allied units with the following set up code/nationality as follows:

**Belgium:** all Belgian units are set up in hex W6819 (Antwerp), except for the 4th Division, which is placed in W6221 (Namur).

**Britain: B (the B.E.F.):** set up in and/or adjacent to hex W6316 (Mons).

#### France:

- **F:** set up in France in hexes adjacent to the Belgian, Luxembourg and German borders between hexes W5622 (*Sedan*) and W3830 inclusive. No more than 10 units may begin north of hexrow W53xx.
- **G:** set up in any hex in France or Belgium west of the Meuse river, except for hexes W6424 and W6524. For set up purposes, consider the Meuse to keep running towards the southwest along the hexsides of W4323, W4223, W4122, W4022, etc., to the south map edge.
- **L:** the Lille Fortress Division is placed in Lille (W6413).
- **V:** set up in any fortifications and/or heavy fortifications in France, no more than two units per hex.

**Montenegro:** all Montenegrans units are set up anywhere within Montenegro.

#### Russia (All are Czarist units):

- **1 (1st Army):** set up in and/or adjacent to hex E5620 (Kovno).
- **2 (2nd Army):** set up in and/or adjacent to hex E4816 (Warsaw).
- **S (Southwest Front):** set up in any hexes in Russia and Russian Poland, adjacent to the Austro-Hungarian border between hexes E4216 and E3524 inclusive.

- **V:** set up in any fortification or heavy fortification within Russia or Russian Poland, no more than two units per hex.

**Serbia:** all Serbian units are set up anywhere within Serbia.

### [19.22] Allied Near East Set Up

Place the Allied Near East units on the Near East Front maps according to the following set up codes:

- **C:** set up on the Caucasus Front Map anywhere within Russia.
- **E:** set up anywhere in Egypt west of the Suez Canal.
- **I:** set up in Basra (Hex N2252).

### [19.3] CENTRAL POWERS SET UP

[19.31] The Central Powers player sets up second on all maps. Stacking limits must be observed during set up. Place all units with a set up code as follows:

#### Austria-Hungary:

- **A:** set up in Austria-Hungary within three hexes (two intervening hexes) of any SW Russian units.
- **B:** set up within Austria-Hungary within six hexes of Budapest (E3310).
- **M:** set up within Austria-Hungary in any hexes adjacent to the Serbian and/or Montenegrans border.

#### Germany:

- **E:** set up anywhere in Germany on the east map.
- **W:** set up in any hexes in Germany and/or within Belgium (only) within three hexes of W6526 (Aachen) on the west map. *Do not trace the three hex radii through any hexes in Holland!* At least 30 German infantry divisions must be set up north of hexrow W59xx.
- **X:** set up in any heavy fortification hex in Germany on the west map, no more than two units per hex.
- **Y:** set up in any fortification or heavy fortification in Germany on the east map.
- OberOst is available for use on turn one.

### [19.32] Central Powers Near East Set-Up

Place the CP Near East units on the Near East Front maps according to the following set up codes. All units are Turkish:

- **A:** in the Arabia Holding Box.
- **C:** in Turkey on the Caucasus Front map east of hexrow Nxx35.
- **I:** in any town in Iraq except Basra.
- **P:** in Gaza (N2913).
- **S:** in Damascus (N1728).
- **T:** in the Turkish Required Reserve Holding Box.

### [19.4] REINFORCEMENT PLACEMENT

[19.41] After all starting units are set up, both players should sort their remaining units by nationality and Strategic Turn. These units should be kept segregated until they enter the game as reinforcements. In addition to sorting units by Strategic Turn, Units that enter the game in Europe should be kept separated from those that enter in the Near East.

### [19.5] AUGUST 1914 SPECIAL RULES—EUROPE

[19.51] The Central Powers begin the game with the initiative on the Western Theater maps, the Allies have it on the Eastern Theater maps. This initiative sequence remains in effect for the first two game-turns. Afterwards, determine initiative normally.

[19.52] French and Russian units—unless defending in friendly fortifications or heavy fortifications—suffer a one column shift to the right when defending and a one column shift to the left when attacking anytime during game turns one and two.

[19.53] No units with a “V”, “X” or “Y” set up code may move or attack during game turns one and two.

[19.54] Russian “1” and “2” units may not stack or attack together during game turns one and two.

[19.55] No Strategic Movement occurs during game turn one.

[19.56] **Belgian Special Rules:** No Belgian units may move on game turn one. Belgian units in Antwerp may not move before October 1914 if at least 3 German infantry divisions are within 2 hexes of Antwerp. Belgian units in Antwerp may not be attacked before October 1914. Belgian units in Antwerp may move through hexes in Holland in October 1914 if they end their move in supply to a Channel Port.

## [19.6] NOV/DEC 1914 SPECIAL RULES—NEAR EAST

[19.61] There is no Strategic or Sea Movement during this game-turn for units on the Near East Front maps only. Russian units do not suffer from the –2 DRM for Snow weather on the Caucasus map.

[19.62] As hostilities do not begin on the Near East Front maps until the Nov/Dec 1914 game turn, units on those maps may not move until the Nov/Dec 1914 turn. Furthermore, additional units may not be moved to those maps from the European Front maps prior to that turn.

## [19.7] PLAYING THE GREAT WAR IN EUROPE ALONE

When playing Great War in Europe alone, keep the following reminders in mind.

- The Near East units, events, and maps are not used. Ignore all references to such. Use the European reinforcements only.
- Only the European Strategic and Sea Movement limits are used.
- Use only the “Europe” set-up sections of the campaign games and scenarios.
- Only the RP allotments in the Charts and Tables are used.
- Only one Event is drawn per turn (for one RP each).
- Turkey only surrenders through Allied occupation of Constantinople or through the Turkish Surrender Event.

## [19.8] PLAYING THE GREAT WAR IN THE NEAR EAST ALONE

When playing *Great War in the Near East* alone, keep the following reminders in mind.

- The European units, events, and maps are not used. Ignore all references to such. Only the Near Eastern set-up and reinforcements are used.
- Use only the Near East Strategic and Sea Movement limits.
- Use only the “Near East” set-up sections of the campaign games and scenarios and ignore all references to the combined game.
- There are no Pre-War Events (20.0).
- Only the RP allotments on the Near East Resource Chart plus any RPs gained through RP Events are used.
- Only one Event is drawn per turn (at no RP cost).
- Turkey only surrenders through rule [5.6]
- Victory is determined by [18.4].

## [20.0] PRE-WAR EVENTS (Optional)

**In General:** Pre-War Events (PWEs) allow players the option of changing certain pre-war planning and force structures for the various armies in the game. As such, their play may be added as a preliminary only in the full campaign scenario by mutual agreement of all players beforehand.

### [20.1] PROCEDURE

Before setting up the game, each player should randomly draw three Pre-War Events from his PWE pool. Each player then decides if he wishes to play one or two of his selected Pre-War Events. Each side must play at least one PWE. After choosing which Pre-War Events to play, both sides reveal their choices simultaneously.

[20.11] Players should note that certain Pre-War Events are incompatible with one another. Such PWEs may not be played in combination with other PWE events, either before or after Pre-War Events are revealed. This may result in one or both sides having no PWEs to play.

### [20.2] ALLIED PRE-WAR EVENTS

(1) **Czar Michael:** Nicholas II is forced to abdicate during the 1905 Revolution, and the throne passes to his brother, Michael, who proves more willing to share power with the Duma. Treat the *Czar Takes Command* event as No Event and remove from play when drawn.

(2) **Russian Plan 19:** Eliminate all Russian fortifications (heavy fortifications are not affected). Russian Headquarters units may be flipped to their support side normally on [Strategic Turns B and C](#).

(3) **French Plan Michel:** French F at start units may be set up on any border hexes with Belgium, Luxembourg and/or Germany.

(4) **Defense to the Limit:** Better French defensive tactics in 1914. The French do not suffer a one right column shift when attacked on Turns 1 and 2. They still suffer a one left shift on the attack.

(5) **Alternative BEF Deployment:** At-start BEF units may be deployed within one hex of Ostend (W6912), Dunkirk (W6709), Calais (W6707) or Boulogne (W6606), or arrive on Strategic Turn A (Allied player’s choice).

(6) **Larger BEF:** Historically the British held back units in England in 1914 to guard against an improbable German invasion. In this variant all British B and C units arrive on Turn A. This PWE is not compatible with Allied PWE #5.

(7) **Fisher’s Gambit:** British Admiral Sir John Fisher proposed using the Grand Fleet to force the Baltic and land the BEF on the German coast. British at-start units are now placed in hex E5403 and the following rules now come into play:

- British units may not move or attack on turn 1.
- Hex E5403 is an Allied port and Ultimate Supply Source. Allied units can move freely into and out of this hex via Sea Movement. Once this hex comes under Central Powers control it may no longer be used as an Ultimate Supply Source.
- In an exception to rule 19.55, the Central Powers player may use Strategic Movement to move up to a dozen units into Berlin (E5102) and/or Stettin (E5205) on Turn 1.
- Allied units may never enter or control map edge hexes in Germany on the East Map (they may attack into them, however).

- Since the British now control the Baltic Sea, German units lose any special supply and unit placement benefits from ports on the Baltic Sea (see 11.41 and 13.27). The Central Powers player may, of course, use any friendly controlled Baltic ports as normal Secondary Supply Sources and friendly controlled German port cities to place units normally as stated in rule 13.11.
- Allied (including Russian) units may freely use Sea Movement in the Baltic Sea and may use all friendly controlled Baltic ports as Ultimate Supply Sources. The Baltic ports are defined in Rule 11.41. NOTE: Danzig and Stettin are inland ports; control of hex E5512 is required to use Danzig as an Ultimate Supply Source; control of hexes E5406, E5306, E5305, and E5206 are required to use Stettin as such.
- Treat the Jutland event as No Event and discard when drawn.
- **The Allies may transfer up to six FR and/or BR RPs to Russia via the Baltic per turn, in addition to any other transfers allowed for controlling Constantinople.**
- When this PWE is played, the Allied player rolls one die. Treat a result of 1, 2 or 3 as a roll of 3, otherwise use the number rolled. The Central Powers side gains this number of victory points, which represents British naval losses incurred in gaining control of the Baltic.
- This PWE is not compatible with Allied PWEs #5 or 6.

**(8) Turkey Hesitates:** The Ottoman Empire joins the Central Powers only when that side's victory point total, minus any Allied Cities Held, is 10 or more. Before then the Allies may ship RPs to Russia as if Constantinople were Allied controlled.

**(9) Automatic Italian Entry:** The Allied player may chose the Italian Entry event as their first chit pick in Jan/Feb 1915.

**(10) T.R. in the White House:** Theodore Roosevelt wins the 1912 election. The United States enters the war on the Allied side on the first Strategic Turn following a roll of 4 or higher for U-boat warfare before Strategic Turn K (the 1916 election). Under this rule, the Allies must win the game by the ninth Strategic Turn following U.S. entry or forfeit the game.

### [20.3] CENTRAL POWERS PRE-WAR EVENTS

**(1) Austrian Plan R:** All Austro-Hungarian at-start B units set up as if they were at-start A units. No Serbian units may enter Austria-Hungary on Turn 1.

**(2) Less German Naval Construction:** A smaller navy allows Germany a larger army. German Strategic Turn A and B units are now available at-start as either W or E units (player's choice). The British always win at Jutland (see rule 6.49). This PWE is not compatible with Central Powers PWEs #3 or 4.

If the CP player decides to play this PWE, he must immediately announce this decision to the Allied player before that player has made his PWE commitment choices. Further, if this PWE is played and the Allied player plays *Fisher's Gambit* (Allied PWE #7), the die roll for Royal Navy losses is altered. A roll of 1 or 2 yields one VP to the Central Powers; a roll of 3 or 4 yields two VPs, and a roll of 5 or 6 yields three VPs.

**(3) More German Naval Construction:** Subtract 16 attack factors from the German at-start W or E units. These units now begin in the dead pile and may be replaced normally. Subtract 2 from the

Jutland die roll. This PWE is not compatible with Central Powers PWEs #2 or 4.

If the Central Powers player decides to play this PWE, he must announce this decision to the Allied player before that player has made his PWE commitment choices. Further, if this PWE is played and the Allied player plays *Fisher's Gambit* (Allied PWE #7), the CP player automatically receives six VPs.

**(4) More U-boats:** The Germans put more emphasis on constructing U-boats than on battleships. The Central Powers player now rolls two dice to determine the effects of U-boat warfare. A roll of 4 or more still moves up U.S. entry. Further, once a U-boat event is in play, it may never be cancelled. Play of the Convoy event ends all U-boat warfare effects as before. Add one to the Jutland die roll. This PWE is not compatible with Central Powers PWEs #2 or 3.

If the Central Powers player decides to play this PWE, he must announce this decision to the Allied player before that player has made his PWE commitment choices. Further, if this PWE is played and the Allied player plays *Fisher's Gambit* (Allied PWE #7), the CP player automatically receives six VPs.

**(5) Germany Invades Holland:** Remove units totaling twelve attack factors from German W at-start units and all Strategic Turn A units permanently from the game. Both sides may freely enter Holland. German units may now set up anywhere in Holland or Belgium within three hexes of Aachen (W6526).

**(6) Albert Caves In:** The Belgian Government gives in to German demands. Remove all Belgian units permanently from play. Treat all Belgian fortifications and heavy fortifications as destroyed. Move the U.S. Entry marker to Strategic Turn P. The Central Powers player may not count Belgian victory cities towards a win, including Sudden Death victory, but he may count them to avoid a loss.

**(7) Aggressive German Navy:** The High Seas Fleet interferes with the transport of the BEF. All at-start British units either arrive on Strategic Turn A at Le Harve (W5801), or on Strategic Turn B at any Allied controlled port on the Western Front map. Play of this PWE cancels Allied PWEs #5 and 6, but is cancelled by Allied PWE #7.

**(8) The Goeben:** The Goeben interferes with the transfer of the French North African Army. All French 3-4-4 units slated to arrive on Strategic Turn A arrive on Strategic Turn B instead.

**(9) Romanian Treaty:** Place the Central Powers Romanian Entry event into that side's Event Pool on Strategic Turn C.

**(10) Von Moltke the Elder:** The CP player must set up at-start German W combat units totaling at least 100 attack factors as at-start E units. The CP player may also set up as many at-start W headquarters on the Eastern Front Map as he desires. Belgium and Luxembourg are now neutral and may never be entered by units of either side. The British enter the war on Strategic Turn B. and the British at-start and Strategic Turn A reinforcements arrive on that turn. The British Strategic Turn A Resource Point is lost. Place the U.S. Entry marker on Strategic Turn P. Normal victory conditions are not used. The Central Powers win if they have eight or more victory points (after Allied subtractions) and have concluded the Brest-Litovsk Treaty (5.46) by the time the United States enters the war. Any other result is an Allied victory. This PWE is not compatible with Central Powers PWEs #5,6 and 7, and cancels Allied PWEs #5,6,7 and 10.

## [21.0] SCENARIOS

**In General:** The following scenarios are provided for players who wish to start the game at a later point. If playing the combined game, remember to construct a combined game counter mix before beginning any scenario (see 19.12).

**[21.1] GENERAL SET-UP RULES FOR ALL SCENARIOS**

**[21.11] Start Lines.** All Scenarios contain a list of the Allied front line hexes. The Central Powers front line is those hexes directly adjacent to the Allied front line. This is usually to the east or north on the Western and Italian Front maps; to the west on the Eastern and Caucasus Front maps and to the north in the case of the Salonika front. The CP start line is generally to the east on the Egyptian Front map and to the north on the Iraq Front map. Fortifications and Heavy Fortifications of a given side that begin play behind the front lines of the opposing side are considered to have been destroyed.

**[21.12] Allied Set Up.** In all scenarios, the Allied player sets up first on all front maps anywhere on or behind the Allied front line within the restrictions of a given scenario. Units listed as set up in a particular hex must begin in that hex. Stacking restrictions must be observed during set up.

In all scenarios Allied units simply listed as starting in Egypt set up west of the Suez Canal.

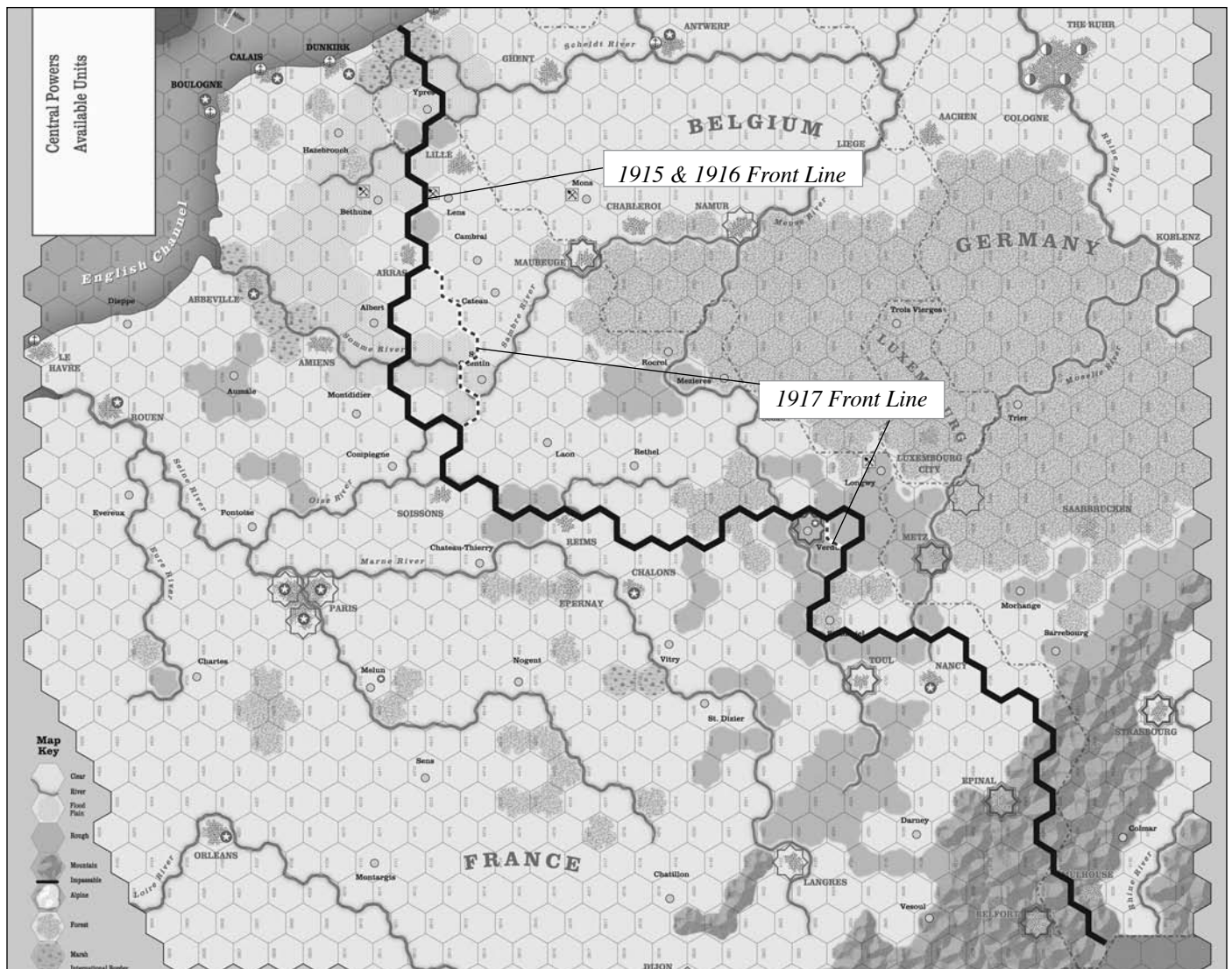
**[21.13] Central Powers Set Up.** In all scenarios, the CP player sets up second on all front maps anywhere on the CP side of the Allied front line within the restrictions of a given scenario. Units listed as set up in a particular hex must begin in that hex. Stacking restrictions must be observed during set up.

**[21.14] Reinforcements:** all New Units appearing after the Scenario start are placed in their appropriate Strategic Turn boxes according to the [Unit Manifest and Reinforcement Schedule](#).

**[21.2] 1915 SCENARIO**

**[21.21] In General:** This scenario begins with the New Units Phase of the May 1915 Operational Turn and ends no later than the end of the June 1919 Operational Turn. If playing GWiNE alone, the scenario ends no later than the Nov/Dec 1918 Operational turn. All applicable rules apply. The Allies possess the Initiative in the Western Theater and the CP posses it in the Eastern Theater.

**[21.22] Sides:** The Central Powers side consists of Austria-Hungary, Germany and the Ottoman Empire. The Allied side consists of Belgium, the British Empire, France, Italy, Montenegro, Czarist Russia and Serbia. Note: the Italian Entry event has been played during the May 1915 Events Phase. Italian units are deployed in Italy, but may not move nor attack (nor may CP units move or attack into Italy) until June 1915. Bulgaria, Greece, Romania and the United States are neutral.



**[21.23] Start Lines:** The Allied front lines are listed below.

- Western Front Allied Front Line: 6811-6612, 6612-6411, 6311, 6211, 6111-5910, 5811, 5710-5511, 5512, 5412-5312, 5313, 5214-5217, 5117-5120, 5221-5224, 5224-4922, 4823-4827, 4827-4628, 4629-4529, 4429, 4329, 4229-3831.
- Italian Front Allied Front Line: the Italian/Austro-Hungarian border.
- Russian Allied Front Line: 5816, 5817, 5717, 5718-5420, 5319-5118, 5118-5116, 5116-4714, 4615-4414, 4414-4115, 4015-3716, 3717-3518, 3518-3520, 3621-3624, 3524.
- Serbian Allied Front Line: the Serb-Montenegrin/Austro-Hungarian border.
- Gallipoli Allied Front Line: Anzac/Suvla, Cape Hellas.
- Caucasus Front Allied Front Line: all hexes in Russia, all hexes in Persia except N2841, N2940 and N2941, and all hexes in Turkey between hexrows 32xx and 36xx (inclusive) east of hexrow xx36 (exclusive).
- Egyptian Front Allied Front Line: all hexes west of the Suez

Canal.

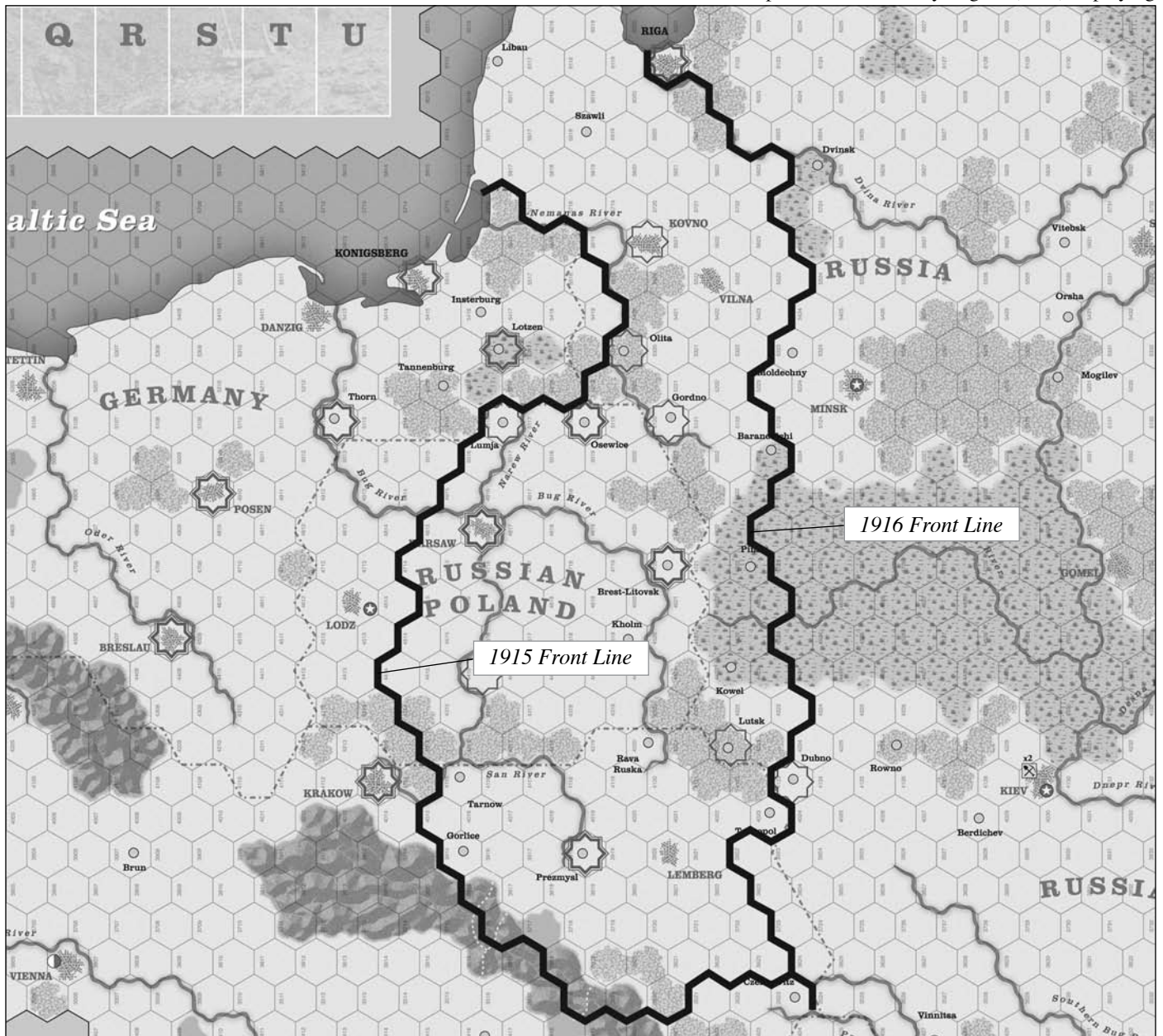
- Iraqi Front Allied Front Line: all hexes east of hexrow N20xx and south of hexrow Nxx48.

#### [21.24] Allied Set Up

In General: All Allied units through Strategic Turn D are available except as specified below. On the Western Front map each Allied front line hex must contain at least one Allied combat unit. On the Italian Front map all Italian units deploy anywhere in Italy. On the Eastern Front map each Russian Allied Front Line hex must contain at least one Russian combat unit. All Russian HQ units are deployed depleted side up. All other Allied HQ units are deployed on their support side.

**Belgium:** Belgium starts with 1 RP. All BE units must set up in hexes W6811 and W6810.

**Britain:** Britain starts with 0 RPs. Set the following units to one side: 2x3-4 infantry divisions (10IN, 11IN) 6x1-4 infantry brigades (12INBD, 16INBD, 17INBD, 18INBD, 30INBD, 33INBD), 4x0-1-4 Canal Defense Companies, 1x1-6 cavalry brigade (6BD). If playing



GWIE, these units never enter play. If playing GWIE/NE or GWINE, deploy them according to the Near East set up instructions below. All remaining BR units deploy as follows:

- At Anzac/Suvla (E1122): 1AS and NZ infantry divisions.
- At Cape Hellas (E1022): 29th (at one step strength) and 63RN infantry divisions.
- At Calais (W6707): 42nd and 52nd infantry divisions.
- In the European dead pile: any two units.
- All remaining available BR units set up on the Western Front map between hexrows 66xx and 62xx, inclusive. The 1st through 7th infantry divisions start the scenario already reduced.
- Near East: in Egypt: 2x3-4 infantry divisions (10IN, 11IN) and 4 Canal Defense Companies. In Iraq: 3x1-4 infantry brigades and 1x1-6 cavalry brigade in N2149 and 3x1-4 infantry brigades in Basra (N2252).

**France:** France starts with 3 RPs. Remove the LFD unit from play. Place the 1st infantry division in Cape Hellas (E1022). Place the 2nd infantry division in Calais (W6707). Place any five units in the European dead pile. All remaining units set up anywhere on the Western Front map on or behind the Allied front line provided every front line hex is occupied by at least one combat unit. French units may not stack with Belgian or British units during set up.

**Italy:** Italy has 0 RPs. Deploy all Italian units in Italy.

**Russia—Europe:** Russia starts with 0 RPs. Set the following units to one side: 2x3-4-4 infantry divisions (4TKS, 5TKS), 4x2-3-4 infantry divisions (20, 39, 66, 4CAU), 8x1-4 infantry brigades (1CAUBD, 2CAUBD, 3CAUBD, 1KUBBD, 3KUBBD, 4KUBBD, 4TKSBD, 5TKSBD), 1x1-2-6 cavalry corps (1CAUCRP) 1x1-6 cavalry corps (TCCCRP) and the Persian Cossack division. If playing GWIE, these units are never in play. If playing the combined game or GWINE, they are set up in the Caucasus according to the instructions below. After this has been done, the Allied player should randomly choose any 106 of his available remaining Russian non-HQ units. These units and all available Russian HQs (depleted side up) are deployed anywhere on the Allied side of the Russian Allied front line provided that each front line hex contains at least one Russian combat unit. All remaining Russian combat units are placed in the European dead pile.

**Russia—Caucasus:** place 1x1-6 cavalry corps and 1x1-4 infantry brigade in the Near East dead pile. Place the following units in either the Near East Units Available Box or on the Caucasus Front map: 7x1-4 infantry brigades, 4x2-3-4 infantry divisions, 2x3-4-4 infantry divisions, 1x1-2-6 cavalry corps and the Persian Cossack Division (the latter within Persia). Place 1x1-4 Armenian unit in hex N3338.

**Serbia/Montenegro:** Serbia begins with 0 RPs. Place all Serbian units anywhere within Serbia, and all Montenegrin units within Montenegro.

**[21.25] Central Powers Set Up**

**In General:** All CP units through Strategic Turn D are available except as specified below. All front line hexes adjacent to the Western and Russian-Allied fronts must contain at least one CP combat unit. All CP HQ units are set up support side up.

**Austria-Hungary:** Austria-Hungary starts with 0 RPs. Place three 1-6 cavalry corps and any four infantry divisions in the European dead pile. Place 15 combat units on the Italian Front map. Place one division in hex E2912. Place 10 combat units within Austria-Hungary

adjacent to the Serb/Montenegrin border. Place one HQ unit in each of the following hexes: E4312, E3714, E3616 and E3319. Place all remaining Austrian units on the Eastern Front map on the CP side of the Russian Allied front line south of hexrow 44xx.

**Germany:** Germany has 2 RPs. Place any three German infantry units in the European dead pile. On the East Front map place the 11th Army HQ in hex E3914, and the Sud Army HQ in hex E3418. Additional HQ units are deployed in the following Eastern Front hexes: E5418, E5316, E5114 and E4613. All remaining HQs are deployed on the Western Front map in any hex on the CP side of the Allied front line. Place 51 combat units on the Eastern Front map on the CP side of the Russian Allied front line. No more than 20 units may be deployed north of hexrow 50xx. All remaining combat units are placed on the Western Front map in any hex on the CP side of the Allied front line within the restrictions above. OberOst is available for use.

**Turkey—Europe:** Note: all units are European Turkish units. [GWIE/NE or GWIE]: Turkey has 2 RPs. Place 1x2-4 infantry division in the European dead pile. Place 6x2-4 infantry divisions in hex E1024. Place 2x2-4 infantry divisions and 1x3-4-4 division in hex E1023.

**Turkey - Near East:**

- In the Near East dead pile: 2x2-4 infantry divisions.
- In the Turkish Required Reserve Box: [GWIE/NE]: 6x2-4 infantry divisions. [GWINE]: 8x2-4 infantry divisions.
- In Arabia: 4x1-2-4 infantry divisions.
- On the Egyptian Front map east of the Suez Canal: 2x2-4 infantry divisions.
- On the Iraqi Front map: the Persian Gendarme Division in hex N2040; 1x2-4 infantry division in hex N1949; 1x2-4 infantry division and 1x1-6 cavalry brigade in hex N1845.
- On the Caucasus Front map within Turkey not adjacent to any Russian unit in Turkey (only): 11x2-4 infantry divisions and 1x1-6 cavalry brigade.

**[21.26] Reinforcements & Tracks:** consult the [Unit Manifest and Reinforcement Schedule](#) at the end of this booklet and place all units and events due to arrive after Strategic Turn D in the appropriate holding boxes, adjusting for whatever version of the game you are playing. Place the Turn Record Marker on the May 1915 space on the Turn Record Track, with the Allied West/CP East side showing. [GWIE & GWIE/NE]: place the BR/BE, FR and GE Trench Status markers in the -2 space on the Trench Status Track. Place the remaining Trench Status Markers in the NE space.

Place the following markers on the General Records Track in the following spaces:

**[GWIE & GWIE/NE]**  
 CP Victory Points . . . . . 6  
 Allied Cities Held . . . . . 1  
 Victory Points Retaken . . . . . 0

**[GWIE/NE & GWINE]**  
 Turkish Required Reserve. . . . . 6  
 Turkish Surrender . . . . . 1  
 CP NE Victory Points . . . . . 0

**[GWINE]**  
 RU, BR, TU NE RPs. . . . . 0

**[GWIE & GWIE/NE]:** place the US Entry marker on Strategic Turn O of the Turn Record Track. Place the Lens, Longwy and Mons

Resource Markers on Strategic Turn A of the Turn Record Track; they will become active on Strategic Turn E.

**[21.27] Allied Events:** The Allied player should place all of his C Events into his Event pool (adjusted for whichever game is in play) except the following

GWIE alone: Gallipoli, Italian Entry and one BR Hurricane Barrage.

GWIE/NE: the above plus Russian Amphibious Campaign, Iraqi Flotilla, and one Russian Winter Offensive.

GWINE alone: the NE events listed above plus one RU 2RP event.

All of these events have been played. In GWIE/NE & GWINE the Russian Amphibious Campaign is in effect.

**[21.28] Central Powers Events:** The CP player should place all of his C Events (adjusted for whichever game is in play) into his Event pool except the following:

- GWIE alone: Chlorine Gas, Serb Typhus, U-boat, one British Rigid Planning and the Austrian Polish Division.
- GWIE/NE: the above events plus Armenian Massacres, one Enver Offensive.
- GWINE alone: the NE events listed above plus one TU 1RP event and one Initiative event.

All of these events have been played. Serb Typhus should be placed on the Jan/Feb 1915 space of the Turn Record Track. The U-boat event should be placed in the Strategic Warfare box. The Austrian Polish Division is set up with other Austrian units against the Russians as indicated above.

### [21.3] 1916 SCENARIO

**[21.31] In General:** This scenario begins with the Events Phase of the Jan/Feb 1916 Operational Turn and ends no later than the end of the June 1919 Operational Turn. If playing GWINE alone, the scenario begins with the New Units Phase of the Jan/Feb 1916 Operational Turn and ends no later than the end of the Nov/Dec 1918 Operational turn. All applicable rules apply. The Allies possess the Initiative in the Eastern Theater and the Central Powers possess it in the Western Theater.

**[21.32] Sides:** The Central Powers side consists of Austria-Hungary, Bulgaria, Germany and the Ottoman Empire. The Allied side consists of Belgium, the British Empire, France, Italy, Czarist Russia and Serbia. Montenegro has been eliminated, while Greece, Romania and the United States are neutral.

**[21.33] Start Lines:** The Allied front lines are listed below.

- Western Front Allied Front Line: 6811-6612, 6612-6411, 6311, 6211, 6111-5910, 5811, 5710-5511, 5512, 5412-5312, 5313, 5214-5217, 5117-5120, 5221-5224, 5224-4922, 4823-4827, 4827-4628, 4629-4529, 4429, 4329, 4229-3831.
- Italian Front Allied Front Line: This front line follows the Italian/Austro-Hungarian border with the following exceptions: 2412, 2414-2416, 2517-2819, 3021, 2829, 2729, 2529-2328.
- Russian-Allied Front Line: 6120-6121, 6121-5922, 5923-5824, 5723-5524, 5524-5223, 5223-5024, 5024-4823, 4723-4624, 4523-4324, 4224-4123, 4024-3923, 3922-3524.
- Salonika Allied Front Line: There is no front line as such, but Allied units may set up anywhere within two hexes of Salonika (E1116). Central Powers Salonika Front units may set up in Al-

bania, Serbia and/or Greece north of the E12xx hexrow in any supplied hex not occupied by an Allied unit.

- Gallipoli Allied Front Line: Gallipoli has been evacuated and that campaign is over.
- Caucasus Front Allied Front Line: all hexes east of the line N4234-N2841 (exclusive).
- Egyptian Front Allied Front Line: all hexes west of the Suez Canal.
- Iraqi Front Allied Front Line: all hexes east of hexrow N15xx and south of hexrow Nxx46.

### [21.34] Allied Set Up

**In General:** all Allied units through Strategic Turn G are available, except as specified below. On the Western Front map each Allied Front Line hex must contain at least one Allied combat unit. On the Italian Front map all non-Alpine front line hexes must contain at least one Italian combat unit. On the Eastern Front map each Russian-Allied Front Line hex must contain at least one Russian combat unit. All Allied HQ units are deployed support side face-up.

**Belgium:** Belgium starts with 2 RPs. All Belgian units must set up in hexes W6811 and W6810.

**Britain—Europe:** Britain starts with 3 RPs. All British units start at one step strength. Set the following units to one side: 7x3-4 infantry divisions (10IN, 11IN, 13NA, 42T, 52T, 53T, and 54T) 1x3-4-4 Infantry division (7IN), 7x1-4 infantry brigades (12INBD, 16INBD, 17INBD, 18INBD, 30INBD, 33INBD, 42INBD), 4x0-1-4 Canal Defense Companies, 2x1-6 cavalry brigades (6BD, 7YBD), 1x1-5 cavalry brigade (ICBD), and the South Persian Rifles Division. If playing GWIE they do not enter play. If playing the GWIE/NE or GWINE, their deployment is covered in the Near East set-up instructions. All remaining BR units deploy as follows:

- Place 1x3-4-4 and 4x3-4 infantry divisions on the Salonika Front.
- Place 2x1-2-6 cavalry divisions and any other four infantry divisions in the European dead pile.
- All remaining BR units are set up on the Western Front map north of hexrow N58xx.

**Britain—Egypt:** [GWIE/NE] & [GWINE]: 10IN and 11IN infantry divisions, 4 Canal Defense companies. The 7YBD and ICBBD are in the Near East AUB and available for deployment to Egypt. The 42T, 52T, 53T, 54T infantry divisions set up either in Egypt [GWIE/NE]; or in the Near East AUB [GWINE].

### Britain—Iraq: [GWIE/NE] & GWINE:

- In Kut (N1845): 3x1-4 infantry brigades (16INBD, 17INBD, 18INBD).
- In N2147: 3x1-4 infantry brigades and 1x1-6 cavalry brigade (12INBD, 30INBD, 33INBD, 6BD).
- The 42INBD and SPR units are in the Near East AUB and available for deployment to Iraq (Persia for the SPR)
- The 7IN Division sets up either in Basra (N2252) [GWIE/NE] or in the Near East AUB [GWINE].

**Britain—Near East—Other:** the 13NA division is placed either in the Near East dead pile [GWIE/NE] or is not in play [GWINE].

**France:** France starts with 0 RPs. Remove the LFD and ITL units from play. Place 4x2-3-4 divisions on the Salonika Front. Place any four units in the European deadpile. All remaining units are set up anywhere on the Western Front map on or behind the Allied

front line provided every front line hex is occupied by at least one combat unit. French units may not stack with Belgian or British units during set up.

**Italy:** Italy has 0 RPs. Place two Italian units on the Salonika front. Deploy all remaining Italian units on the Italian Front map within the restrictions set out above.

**Russia—Europe:** Russia starts with 0 RPs. Set the following units to one side: 2x3-4-4 infantry divisions (4TKS, 5TKS), 7x2-3-4 infantry divisions (6, 20, 39, 66, 1CAU, 4CAU, 7CAU), 3x1-2-3 infantry divisions (123, 127, CAUF), 9x1-4 infantry brigades (1CAUBD, 2CAUBD, 3CAUBD, 1KUBBD, 2KUBBD, 3KUBBD, 4KUBBD, 4TKSBD, 5TKSBD), 1x1-3 infantry brigade (CAU FBD) 1x1-2-6 cavalry corps (1CAUCRP) 1x1-6 cavalry corps (TCCCRP), 1x1-2 /0-2 HQ (CAU) and the Persian Cossack division. If playing GWiE, these units are never in play. If playing the GWiE/NE or GWiNE, they are set up in the Caucasus according to the instructions below. After this has been done, place any 15 units in the European dead pile. All other Russian units are deployed anywhere on the Allied side of the Russian-Allied front line provided that each front line hex contains at least one Russian combat unit.

**Russia—Caucasus [GWiE/NE]:**

- In the Near East Available Units Box: 2x2-3-4 infantry divisions (1CAU, 7CAU), 1x1-2-3 infantry division (CAUF), 1x1-4 infantry brigade (2KUB BD), 1x1-3 infantry brigade (CAU FBD).
- In the Caucasus Transit Box: 1x2-3-4 infantry division (6).
- In the Near East dead pile: 1x1-6 cavalry corps (TCCCRP), 4x1-4 infantry brigades and 1x1-4 Armenian unit.
- On the Caucasus Front map: 4x1-4 infantry brigades, 4x2-3-4 infantry divisions (20, 39, 66, 4CAU), 2x3-4-4 infantry divisions (4TKS, 5TKS), 2x1-2-3 infantry divisions (123, 127) 1x1-2-6 cavalry corps (1CAUCRP), 1xHQ unit (CAU) (support side up), and the Persian Cossack Division (in Persia).
- [GWiNE alone]: as above except that the 6th Division begins in the Near East Available Units Box.

**Serbia/Montenegro:** Montenegro has been eliminated. Serbia has 0 RPs. All Serbian units except the Army HQ unit begin the scenario in the European dead pile. Place the Serbian Army HQ unit in Salonika (E1116).

**[21.35] Central Powers Set Up**

**In General:** all CP units through Strategic Turn G are available, except as specified below. All front line hexes adjacent the Western and Russian-Allied fronts must contain at least one CP combat unit. All CP HQ units are set up support side up.

**Austria-Hungary:** Austria-Hungary starts with 0 RPs. Place 2x1-6 cavalry corps in the European dead pile. Place one HQ and 19 combat units on the Italian Front map. Place three combat units in Montenegro. Place four combat units on the Salonika Front. Place all remaining Austrian units on the Russian-Allied front, with no more than four units north of hexrow E46xx.

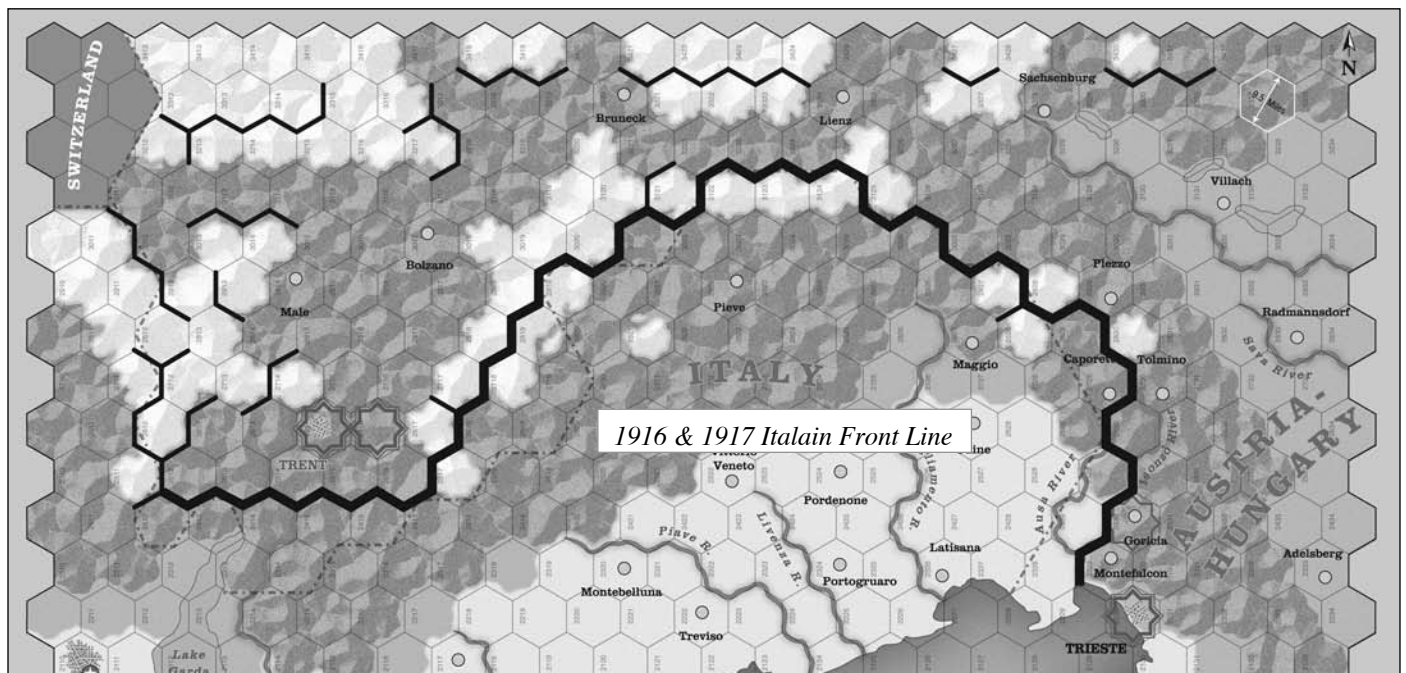
**Bulgaria:** Bulgaria has 0 RPs. All Bulgarian units are at two-step strength. Place four anywhere in Bulgaria, and the remainder on the Salonika front.

**Germany:** Germany has 3 RPs. Deploy 47 divisions and four HQs (including the 11th and Sud Army) on the Russian-Allied front. Only the Sud Army HQ and up to six divisions may deploy south of hexrow E46xx. Place four combat units on the Salonika front. All remaining units are deployed on the Western Front map in any hex on the CP side of the Allied front line. OHL is available for use.

**Turkey—Europe:** Note: all units are European Turkish units. Turkey has 3 RPs. If playing GWiE place 9x2-4 and 1x3-4-4 infantry divisions anywhere within European Turkey. If playing GWiE/NE, place 7x2-4 and 1x3-4-4 infantry divisions anywhere within European Turkey.

**Turkey—Near East:**

- In the Near East dead pile: 2x2-4 infantry divisions and 1x1-6 cavalry brigade.
- In the Turkish Required Reserve Box: 1x1-2-4 and 10x2-4 infantry divisions.



- In Arabia: 4x1-2-4 infantry divisions.
- On the Egyptian Front map: 2x1-2-4 and 5x2-4 infantry divisions (no more than three units in Egypt none of which may set up adjacent to the Suez Canal).
- On the Iraqi Front map: the Persian Gendarme division in hex N2040; 4x2-4 infantry divisions in any “K” hex or hexes; 1x2-4 infantry division in hex N1641.
- On the Caucasus Front map on the CP side of the Allied front line: 15x2-4 infantry divisions, 1x1-6 cavalry brigade.

**[21.36] Reinforcements & Tracks:** consult the [Unit Manifest and Reinforcement Schedule](#) and place all units and events due to arrive after Strategic Turn G in the appropriate holding boxes, adjusting for whatever version of the game you are playing. Place the Turn Record Marker on the Jan/Feb 1916 space on the Turn Record Track, with the CP West/Allied East side showing. [GWiE & GWiE/NE]: place the BR/BE, FR and GE Trench Status markers in the –2 space on the Trench Status Track; place the remaining Trench Status Markers in the –1 space.

Place the following markers on the General Records Track in the following spaces:

[GWiE & GWiE/NE]  
 CP Victory Points . . . . . 9  
 Allied Cities Held . . . . . 0  
 Victory Points Retaken . . . . . 0

[GWiE/NE & GWiNE]  
 Turkish Required Reserve . . . . . 8  
 Turkish Surrender . . . . . 0  
 CP NE Victory Points . . . . . 0

[GWiNE]  
 RU, BR, TU NE RPs. . . . . 0

Place the US Entry marker on Strategic Turn N of the Turn Record Track. Lens, Longwy and Mons are active CP resource hexes.

**[21.37] Allied Events:** place all Allied G Events in the Allied Event pool (after adjusting for whatever game is in play).

[GWiE]: all Allied C Events have been drawn and played and all Allied Air units are available.

[GWiE/NE & GWiNE]: as above, except one Russian Winter Offensive is available for play and the Russian Amphibious Campaign is in effect.

**[21.38] Central Powers Events:** place all CP G Events in the CP Event pool (after adjusting for whatever game is in play).

[GWiE]: all CP C Events have been drawn and played and all CP Air units and Aces are available. The Strategic Turn C U-Boat Event has been played and cancelled and no further U-Boat Events may be cancelled. The A-H Polish division has been eliminated and may not be replaced. [GWiE/NE & GWiNE]: as above, except the Von der Goltz Event is available.

## [21.4] 1917 SCENARIO

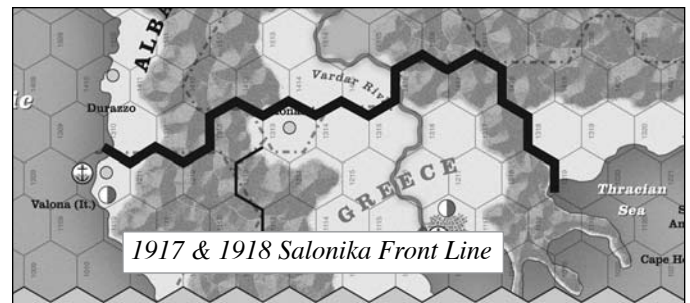
**[21.41] In General:** This scenario begins with the Events Phase of the April 1917 Operational Turn and ends no later than the end of the June 1919 Operational Turn. If playing GWiNE alone, the scenario begins with the New Units Phase of the April, 1917 Operational Turn and ends no later than the Nov/Dec 1918 Operational Turn. All ap-

plicable rules apply. The Allies possess the Initiative in the Western Theater and the Central Powers possess it in the Eastern Theater.

**[21.42] Sides:** The Central Powers side consists of Austria-Hungary, Bulgaria, Germany and the Ottoman Empire. The Allied side consists of Belgium, the British Empire, France, Italy, Romania, the Russian Provisional Government, Serbia, and the United States. Greece is neutral. Montenegro has been eliminated and Romania has collapsed. The United States entered the war on Strategic turn L.

**[21.43] Start Lines:** The Allied front lines are listed below.

- Western Front Allied Front Line: 6811-6612, 6612-6411, 6311, 6211-5813, 5712, 5613, 5512, 5412, 5312, 5313, 5214-5217, 5117-5120, 5221-5223, 5123-4922, 4823-4827, 4827-4628, 4629, 4529, 4429, 4329, 4229-3831.
- Italian Front Allied Front Line: This front line follows the Italian/Austro-Hungarian border with the following exceptions: 2412, 2414-2416, 2517-2819, 3021, 2829, 2729, 2529-2328.
- Russian/Romanian Front Allied Front Line: 6120, 6121-5922, 5923, 5824, 5723-5524, 5524-5223, 5223-5024, 5024-4823, 4823-4624, 4624-4222, 4222-4023, 4023-3721, 3622-3421, 3321-3323, 3224, 3123-2725, 2725-2729.
- Salonika Allied Front Line: 1210-1213, 1312-1315, 1416, 1417-1218.
- Caucasus Front Allied Front Line: all hexes east of the line N4331-N2839 (exclusive).
- Egyptian Front Allied Front Line: all hexes in Egypt.
- Iraqi Front Allied Front Line: all hexes east of hexrow N14xx and south of hexrow Nxx39.



## [21.44] Allied Set Up

**In General:** all Allied units through Strategic Turn L are available, except as specified below. On the Western Front map each Allied front line hex must contain at least one Allied combat unit. On the Italian Front hexes 2412-2417, 2618, 2920, 3021, 3022, 2927, 2829, 2729, 2629, 2529-2328 must contain at least one Italian combat unit. There are no such restrictions on the Eastern Front map. All Allied HQ units are deployed support side face-up.

**Belgium:** Belgium starts with 2 RPs. All Belgian units must set up in hexes W6811 and W6810.

**Britain—Europe:** Britain starts with 4 RPs. All British units start at one step strength. Set the following units aside: 2x3-4-4 infantry divisions (3IN, 7IN), 13x3-4 infantry divisions (10IN, 11IN, 13IN, 14IN, 10NA, 13NA, 42T, 52T, 53T, 54T, 60T, 74T, 75T), 1x2-4 infantry division (SPR), 4x0-1-4 Canal Defense companies, 8x1-4 infantry brigades (12INBD, 16INBD, 17INBD, 18INBD, 30INBD, 33INBD, 34INBD, 42INBD), 1x3-6 cavalry division (Y), 1x1-5 cavalry brigade (ICBD), 9x1-6 cavalry brigades (6BD, 7BD, 7YBD, NZBD, 5ASBD, 1ALHBD, 2ALHBD, 3ALHBD, 4ALHBD),

2x1-3/0-3 HQ units (13CRP, 18CRP) If playing GWiE, these units do not enter play, except the 74T division, which is placed in the European AUB on STRAT Turn O. If playing GWiE/NE or GWiNE, their deployment is covered in the Near East set-up instructions. All remaining BR units deploy as follows:

- Place 1x3-4-4 and 4x3-4 infantry divisions on the Salonika Front.
- Place 2x1-2-6 cavalry divisions in the European dead pile.
- All remaining British units are set up on the Western Front map north of hexrow W58xx. Up to 10 of these units may be placed in the European AUB.

**Britain—Near East [GWiE/NE]:** The 10IN and 11IN Divisions have been removed from play.

- In the Near East AUB: 2x3-4 infantry divisions (60T, 75T), 1x3x6 cavalry division(Y).
- In the NE dead pile: 6x1-4 infantry brigades (12INBD, 16INBD, 17INBD, 18INBD, 30INBD, 33INBD), 1x3-4 infantry division (13NA).
- In Egypt west of the Suez Canal: 4x0-1-4 Canal Defense Companies.
- Anywhere in Egypt: 6x3-4 infantry divisions (10NA, 42T, 52T, 53T, 54T, 74T), 7x1-6 cavalry brigades (7YBD, NZBD, 5ASBD, 1ALHBD, 2ALHBD, 3ALHBD, 4ALHBD), 1x1-5 cavalry brigade (ICBD).
- In Iraq: 2xHQs (13CRP, 18CRP) [support side up], 2x3-4-4 infantry divisions (3IN, 7IN), 2x3-4infantry divisions (13IN, 14IN), 2x1-4 infantry brigades (34INBD, 42INBD), 2x1-6 cavalry brigades (6BD, 7BD).
- Persia: the SPR division in N2545.
- [GWiNE alone]: as above except: 1) use the 10NA event rather than the unit. 2) remove the 13NA division from play.

**France:** France starts with 4 RPs. Remove the LFD and ITL units from play. Place four 2-3-4 and two 2-4 infantry divisions on the Salonika Front. All remaining units set up anywhere on the Western Front map south of hexrow W57xx (inclusive).

**Italy:** Italy has 0 RPs. Place two 2-4 infantry divisions on the Salonika front. Deploy all remaining Italian units on the Italian Front map within the restrictions set out above.

**Romania:** Romania has collapsed and has 0 RPs. Place six 1-2-4 infantry divisions and the 1-6 cavalry corps in the European dead pile. All remaining Romanian units set up within two hexes of E2726.

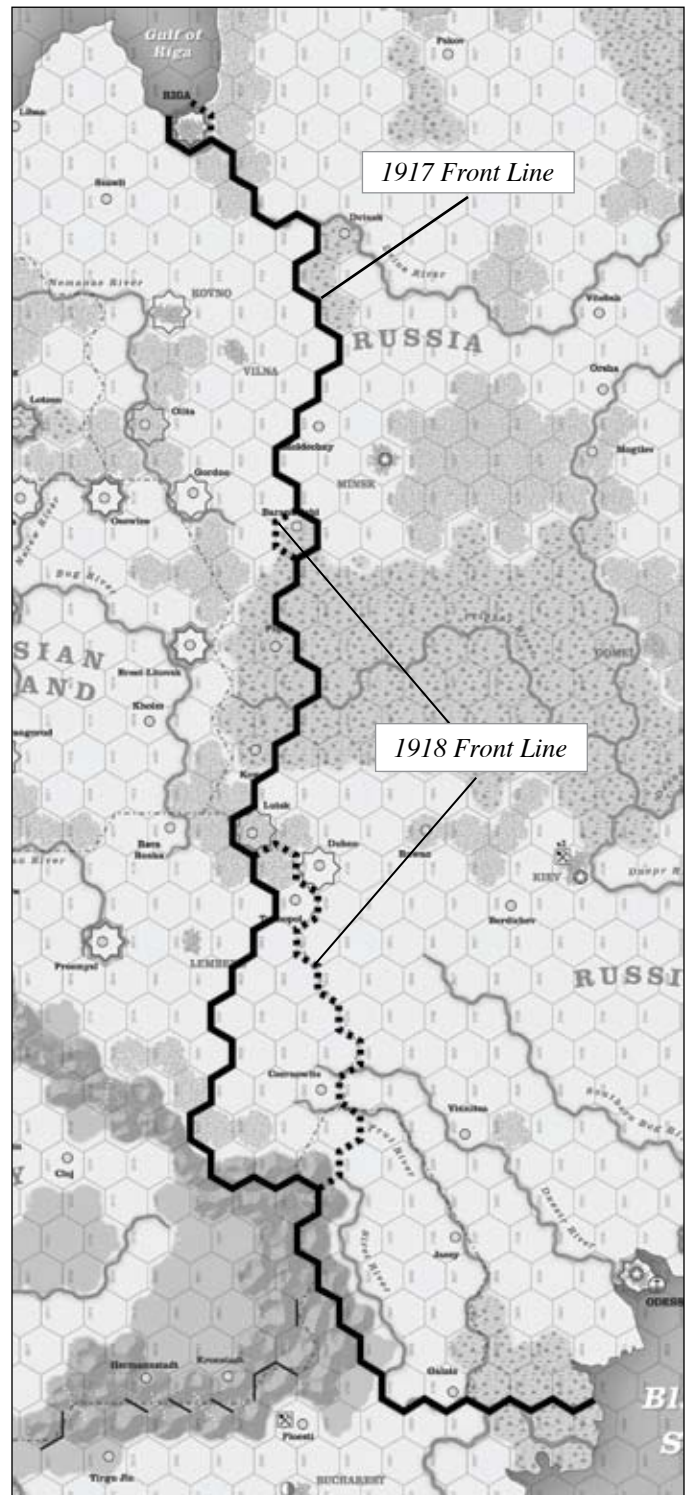
**Russia—Europe:** Russia starts with 0 RPs. The Fall of the Czar has occurred. All RU units are Provisional Government. Remove the 7th, 8th, 9th, 11th and GD Army HQs permanently from play. Set the following units to one side: 12x1-2-3 infantry divisions (4TKS, 5TKS, 6, 20, 39, 66, 1CAU, 4CAU, 7CAU, 123, 127, CAUF), 9x1-4 infantry brigades (1CAUBD, 2CAUBD, 3CAUBD, 1KUBBD, 2KUBBD, 3KUBBD, 4KUBBD, 4TKSBD, 5TKSBD), 1x1-3 infantry brigade (CAU FBD) 1x1-2-6 cavalry corps (1CAU-CRP) 1x1-6 cavalry corps (TCCCRP), 1x1-2/0-2 HQ (CAU) and the Persian Cossack division. If playing GWiE, these units are never in play. If playing the GWiE/NE or GWiNE, they are set up in the Caucasus according to the instructions below. Place all remaining Russian units on or east of the Russo-Romanian front line. Up to 20 units may be placed in the European AUB.

**Russia—Caucasus:** on the Caucasus Front: 12 x 1-2-3 infantry divisions (4TKS, 5TKS, 6, 20, 39, 66, 1CAU, 4CAU, 7CAU, 123, 127,

CAUF), 4 x 1-4 infantry brigades, 1 x 1-3 infantry brigade, one HQ unit (support side up) and the Persian Cossack Division (in Persia). In the Near East dead pile: 1 x 1-2-6 cavalry corps, 1 x 1-6 cavalry corps, 5 x 1-4 infantry brigades and 1 x 1-4 Armenian unit.

**Serbia/Montenegro:** Montenegro has been eliminated. Serbia has 0 RPs. Place five 2-4 mountain divisions and the 1-6 cavalry corps in the European dead pile. All remaining Serbian units set up on the Salonika Front.

**United States:** The first American units will arrive on Strategic Turn O.



**[21.45] Central Powers Set Up**

**In General:** all CP units through Strategic Turn L are available, except as specified below. Units assigned to the Russo-Romanian front may not set up in Albania, Bulgaria, Serbia, Montenegro, Greece or Turkey. All Salonika Front units must set up in Albania, Serbia, Bulgaria or Greece. All front line hexes on the Western, Russian and Salonika fronts must contain one or more CP units at start. There is no such restriction on the Italian Front. All HQ units are deployed support side up.

**Austria-Hungary:** Austria-Hungary starts with 0 RPs. Place two 1-6 cavalry corps in the European dead pile. Place one HQ unit, 20 combat units (including the 88KB Division) on the Italian Front map. Place two divisions on the Salonika Front. Two Infantry divisions may be set up on the Russian-Allied front line north of hexrow E42xx. They may be stacked with German units during set up. All remaining Austrian units are deployed on the Russian Allied front line south of hexrow E46xx.

**Bulgaria:** Bulgaria has 0 RPs. All Bulgarian units are at full strength. The Bulgarian HQ and eight divisions are set up on the Salonika front. Two other divisions are set up anywhere in Romania.

**Germany:** Germany starts with 8 RPs. Place a dozen infantry divisions in the European dead pile. Any, some or all German cavalry divisions may start play converted to infantry divisions (player's choice). Up to 20 divisions from any front except Salonika may start in the CP Available Units Box. OberOst is available for use.

**Western Front:** 1st through 7th Army HQs, 151 divisions. Place the H-L forts in hexes W5913, W5814, W5713, W5614.

**Russo-Romanian Front:** 8th through 12th Army HQs, Sud Army HQ, 72 divisions (at least half of which must have a printed defense factor of three or higher).

**Salonika Front:** three divisions.

**Near East AUB:** 1x1-4\* infantry battalion (601BN)

**Turkey—Europe:** Turkey has 0 RPs. GWiE: 4x2-4 infantry divisions in Romania. 5x2-4 and 1x3-4-4 infantry divisions in European Turkey. GWiE/NE: 4x2-4 infantry divisions in Romania. 1x1-4, 3x2-4 and 1x3-4-4 infantry divisions in European Turkey.

**Turkey—Near East**

*NOTE: there are more TU 2-4s listed than available. Take the extra units from the dead pile.*

- In Near East AUB: 4x1-4 infantry divisions (55,56,57,59), 1x1-2-4 infantry division (58). Follow deployment instructions on the reverse of the units.
- In the Near East dead pile: 12x2-4 infantry divisions.
- In the Turkish Required Reserve Box: 1x1-2-4 and 5x2-4 infantry divisions.
- In Arabia: 4x1-2-4 infantry divisions.
- In Palestine: 1xHQ (YAG)[support side up], 2x1-2-4 and 5x2-4 infantry divisions, 1x1-6 cavalry brigade and 1x1-2-6 cavalry division.
- In Iraq: the Persian Gendarme Division in hex N2040, 2x2-4 infantry divisions and 2x1-6 cavalry brigades in any or all of hexes N1040, N1336 and N1534.
- On the Caucasus Front map on the CP side of the Allied front line: 1x1-2-4 and 14x2-4 infantry divisions.

**[21.46] Reinforcements & Tracks:** consult the [Unit Manifest and Reinforcement Schedule](#) and place all units and events due to arrive after Strategic Turn L in the appropriate holding boxes, adjusting for whatever version of the game you are playing. Place the Turn Record Marker on the April 1917 space on the Turn Record Track, with the Allied West/CP East side showing. [GWiE & GWiE/NE]: place the BR/BE, FR and GE Trench Status markers in the -2 space on the Trench Status Track; place the remaining Trench Status Markers in the -1 space.

Place the following markers on the General Records Track in the following spaces:

[GWiE & GWiE/NE]	
CP Victory Points . . . . .	10
Allied Cities Held . . . . .	0
Victory Points Retaken . . . . .	0
[GWiE/NE & GWiNE]	
Turkish Required Reserve. . . . .	6
Turkish Surrender . . . . .	2
CP NE Victory Points . . . . .	0
[GWiNE]	
RU, BR, TU NE RPs. . . . .	0

Place the Polesti Resource Marker on Strategic Turn N. Lens, Longwy and Mons are active CP resource hexes. Place eight Devastated Zone markers in the following hexes W6012, W5912, W5812, W5813, W5711, W5712, W5612, W5613. Place the Sinai Pipeline at El Arish (N3311).

**[21.47] Allied Events:** The Allied player places the following events in the Allied event pool:

- GWiE: 2xNo Events, FR AAC, BR RTC, Mustard Gas, Mine, Convoy, Fonck, Greek Entry, French Mutiny, The Tiger.
- GWiE/NE: as above, plus all NE K Events.
- GWiNE: 2xNo Events and all NE K Events.

All other Allied C to K Events have been drawn and played and all air units and aces are available.

*The British Experimental Tank Battalion has been destroyed and may not be replaced.*

**[21.48] Central Powers Events:** The CP player places the following events into the CP event pool:

- GWiE: 2xNo Events, Romanian Entry, 2xShocktroop events, Mustard Gas, Bruchmuller, Richtofen, 3xNew Air Tactics, 1xBR Rigid Planning (K).
- GWiE/NE: all of the above plus all CP NE K events.
- GWiNE: 2xNo Events and all CP NE K Events.

All other CPC to K Events have been drawn and played except for one Turkish Determination Event, which is available for use. Place one U-boat event in the Strategic Warfare Box. All air units and aces available except for Immelmann and Boelcke. The Austrian Polish division has been eliminated and may not be replaced.

**[21.5] 1918 EUROPEAN SCENARIO**

**[21.51] In General:** This Scenario begins with the Events Phase of the Jan/Feb 1918 Operational Turn and ends no later than the end of the June 1919 Operational Turn. In addition, there are special CP victory conditions superseding those of the campaign game.

This Scenario takes place on the European Front maps only. The Near East map is not used. Ignore all rules that pertain to the Near East, including the Turkish Surrender die roll and the Turkish Required Reserve. The Central Powers possess the Initiative in the Western Theater and the Allies possess it in the Eastern Theater.

**[21.52] Sides:** The Central Powers side consists of Austria-Hungary, Bulgaria, Germany and the Ottoman Empire. The Allied side consists of Belgium, the British Empire, France, Greece, Italy, Bolshevik Russia, Romania, Serbia, and the United States. Montenegro has been eliminated and Romania and Russia have collapsed. There are no remaining neutrals.

**[21.53] Start Lines:** The Allied front lines are listed below. In addition to forts on the wrong side of the respective start lines, the fortresses at Lutsk (E4222) and Przmysl (E3918) have been destroyed.

- Western Front Allied Front Line: 6811-6711, 6612, 6613-6311, 6212-6111, 6012-5813, 5712-5314, 5315, 5216-5217, 5117-5120, 5221-5223, 5123-4922, 4823-4827, 4827-4628, 4629, 4529, 4429, 4329, 4229-3831.
- Italian Front Allied Front Line: The Italian-Austrian border to hex 2511, 2412-2415, 2315-2318, 2419, 2319-2321, 2222-2223, 2223-2024.
- Russian/Romanian Front Allied Front Line: 6221-5922, 5923,

5824, 5723-5524, 5524-5223, 5223-5024, 5023-4923, 4823-4624, 4624-4222, 4223-4024, 3923-3625, 3524, 3425-3324, 3224, 3123-2725, 2725-2729.

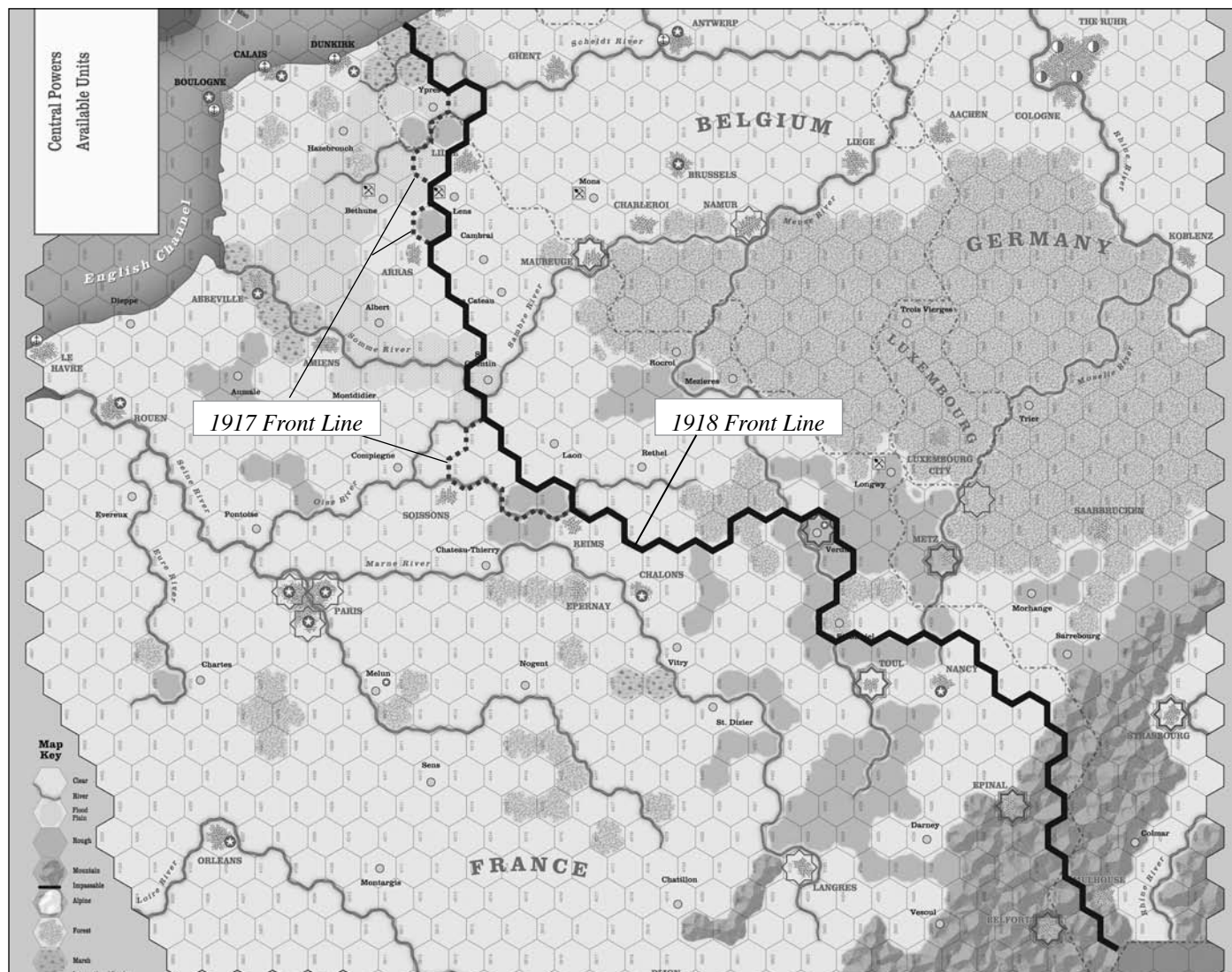
- Salonika Allied Front Line: 1210-1213, 1312-1315, 1416, 1417-1218.

**[21.54] Allied Set Up**

**In General:** all Allied units through Strategic Turn O are available, except as specified below. On the Western and Italian Front maps each Allied front line hex must contain at least one Allied combat unit. There are no such restrictions on the Eastern Front map. All Allied HQ units are deployed support side up.

**Belgium:** Belgium starts with 5 RPs. All Belgian units must set up in hexes W6811 and W6810.

**Britain:** Britain starts with 6 RPs. All British units are at one step strength. Remove the 10NA, 13NA, 52T, 53T, 54T, 3IN and 7IN Divisions from play. Place two 1-2-6 cavalry divisions in the dead pile. The Allied player may place up to six British (not ANZAC, CND or PT) units on the Salonika Front, and up to four British units on the Italian Front. All other British units are set up on the Western Front map on or north of hexrow W54xx. Up to 15 British units may be placed in the Allied Available Units Box.



**France:** France starts with 3 RPs. Remove the LFD and ITL units from play. The Allied player may place up to six French units on the Salonika Front and up to four French units on the Italian Front map. All remaining units set up anywhere on the Western Front map in or south of hexrow W55xx.

**Greece:** Greece starts with 2 RPs. Place all Greek units on the Salonika Front.

**Italy:** Italy has 0 RPs. Place two Italian units on the Salonika front and two on the Western front. All other units start on the Italian front.

**Romania:** Romania has collapsed and has 0 RPs. Place six 1-2-4 infantry divisions and the 1-6 cavalry corps in the European dead pile. All remaining Romanian units set up within two hexes of E2726.

**Russia:** The Bolshevik Revolution has occurred and Russia has collapsed. All non-Provisional Government units have been eliminated. Place 80 Provisional Government divisions on or east of the Russo-Romanian front line. All other PG units have been eliminated. For purposes of the Red Army optional rule, the Bolshevik Revolution took place on Strategic Turn N.

**Serbia/Montenegro:** Montenegro has been eliminated. Serbia has 1 RP. Place four 2-4 mountain divisions and the 1-6 cavalry corps in the dead pile. All remaining Serbian units set up on the Salonika Front.

**United States:** The US entered the war on Strategic turn L. One US division (the 1st) starts anywhere on the Western Front map.

**[21.55] Central Powers Set Up**

**In General:** all CP units through Strategic Turn O are available, except as specified below. All Shocktroop eligible units have been converted. All HQ units are deployed support side up. Subject to the various national restrictions rules (17.31) and the rules that follow,

CP units may be freely deployed on any map.

**Austria-Hungary:** Austria-Hungary starts with 0 RPs. At least 30 units must set up on the front line on the Italian Front map. Subject to rule 17.31, all other Austro-Hungarian units may be set up on any of the other Central Powers fronts.

**Bulgaria:** Bulgaria has 0 RPs. All Bulgarian units start at one-step strength. Subject to rule 17.31, Bulgarian units may set up in any CP controlled hex within the Balkans.

**Germany:** Germany starts with 3 RPs. Any and/or all German cavalry divisions may start play converted to infantry divisions (player’s choice). Deploy the H-L fortress markers in hexes W5913, W5814, W5713, W5614. The CP player may place no more than 190 divisions on the Western Front, and no more than 12 divisions on the Italian Front. Otherwise, German units may be freely deployed in any CP controlled hex. OHL is available for use.

**Turkey:** Turkey has 0 RPs. Remove the 3-4-4 infantry division from play. Put up to four Turkish units in any CP controlled hex within the Balkans. All other Turkish units are set up anywhere in Turkey.

**[21.56] Tracks:** Place all units due to arrive after Strategic Turn O in the appropriate holding boxes on the east map. Place the Turn Record Marker on the Jan/Feb 1918 space on the Turn Record Track, with the CP West/Allied East side showing. Place the BR/BE, FR and GE Trench Status markers in the –2 space on the Trench Status Track; Place the remaining Trench Status Markers in the –1 space. Place the following markers on the General Records Track in the following spaces:

CP Victory Points . . . . .	11
Allied Cities Held . . . . .	0
Victory Points Retaken . . . . .	0

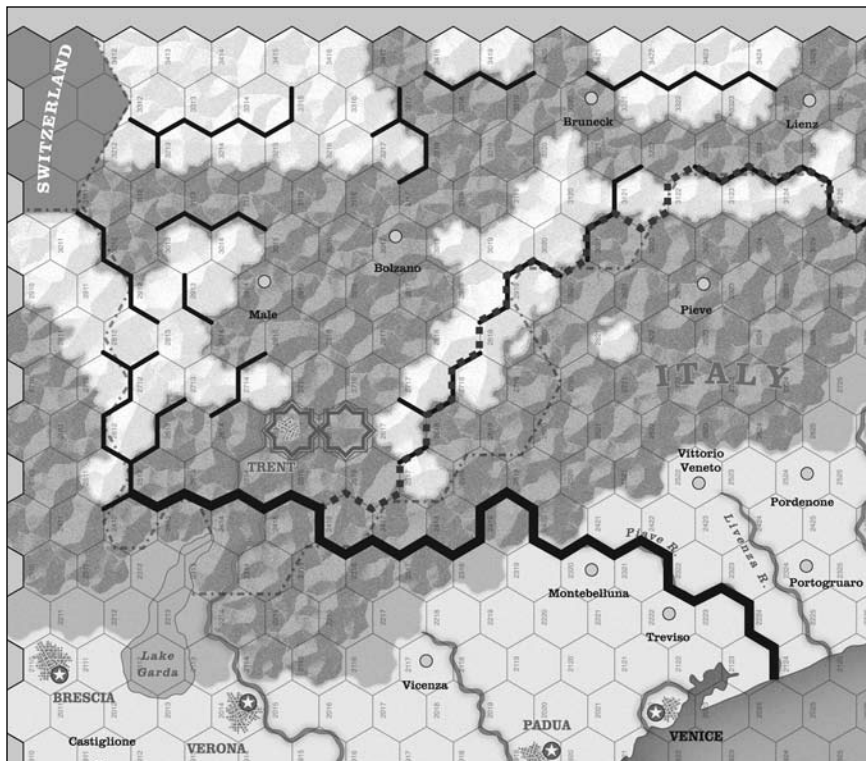
Place the Polesti Resource Marker on Strategic Turn N. Lens, Longwy and Mons are active CP resource hexes. Place eight Devastated Zone markers in the following hexes W6012, W5912, W5812, W5813, W5711, W5712, W5612, W5613.

**[21.57] Allied Events:** The Allied player places all European O events (including the Turkish Surrender event) and two No Events into his event pool. All other Allied events have been drawn and played. The RTC and AAC units are available. The Convoy event is placed in the Strategic Warfare Box. All air units are available except for Ball, who is KIA.

*The British Experimental Tank Battalion has been destroyed and may not be replaced.*

**[21.58] Central Powers Events:** The CP player places all European O events and two No Events into his event pool. All other CP events have been drawn and played. All air units are available except for Immelmann and Boelcke. The Austrian Polish Division has been eliminated and may not be replaced.

**[21.59] Victory:** In this scenario, the Central Powers player loses unless he achieves his victory conditions by June 1919. There is no draw pos-



1918 Italian Front Line

sible. Players may win this scenario according to rules 18.1, 18.2 and 18.3. In addition they may win it according to the following victory conditions.

**Central Powers:** The CP player wins if he has achieved two out of the three following during any Victory Check Phase and has at least 14 VPs:

- Control Venice (W2022).
- Control Salonika (E1116)
- Control every city in Russia and Russian Poland.

**Allied:** If the Central Powers have not achieved any victory by the end of the June 1919 Operational Turn, the Allies win.

## [21.6] 1918 NEAR EAST SCENARIO

**[21.61] In General:** This scenario begins with the New Units Phase of the Jan/Feb 1918 Operational Turn and ends no later than the end of the Nov/Dec 1918 Operational Turn. This scenario takes place on the Near Eastern Front maps only. The European maps are not used. Ignore all rules that pertain to Europe. The Central Powers possess the Initiative in the Western Theater and the Allies possess it in the Eastern Theater.

**[21.62] Start Lines:** the Allied front lines are listed below. The CP front lines are those hexes adjacent to the Allied front lines to the west on the Caucasus map, to the east on the Egypt map, and to the north on the Iraq map.

- **Caucasus:** all hexes in Russia and Persia east of hexrow Nxx42.
- **Egypt/Palestine:** all hexes in Egypt. All hexes in Palestine south of the line N2618 - N2316 - N2315 inclusive, and west of hexrow 22xx.
- **Iraq:** all hexes south of hexrow xx39.

### [21.63] Allied Set Up

**In General:** all Allied units through Strategic Turn O are available, except as specified below. The Allied player sets up first on all fronts, anywhere on or behind the Allied front line within the restrictions given below. Units listed as setting up in a particular hex must begin in that hex.

#### Britain:

- The 10IN, 11IN, 42T, and 74T infantry divisions have been removed from play.
- In the Near East AUB: 1x1-6 cavalry brigade (11BD).
- In the Near East dead pile: 6x1-4 infantry brigades (12INBD, 16INBD, 17INBD, 18INBD, 30INBD, 33INBD).
- In Egypt, west of the Suez Canal: 4x0-1-4 Canal Defense companies.
- Anywhere in Egypt or Palestine south or west of the Allied front line: 2x1-3/0-3 HQs (20CRP, 21CRP) [support side up], 1x0-5 HQ (MTDCRP), 6x3-4 infantry divisions (10NA, 52T, 53T, 54T, 60T, 75T), 1x3-6 cavalry division (Y), 7x1-6cavalry brigades (7YBD, NZBD, 5ASBD, 1ALHBD, 2ALHBD, 3ALHBD, 4ALHBD), 1x1-5 cavalry brigade (ICBD).
- In Palestine, within four hexes of a supplied BR unit: the Lawrence Event and 1 randomly selected ANA unit.
- In Iraq: 2x1-3/0-3 HQs (13CRP, 18CRP) [support side up], 2x3-4-4 infantry divisions (3IN, 7IN) 2x3-4 infantry divisions (13IN, 14IN), 5x1-4 infantry brigades (34INBD, 42INBD, 50INBD, 51INBD, 52INBD), 2x1-6 cavalry brigades (6BD, 7BD).
- In Persia (hex N2545): SPR division.

Of the above forces in Egypt, 6 combat factors of infantry and 3 of cavalry must be removed from play to fulfill the conditions of the CP Kaiserschlacht Event.

**Russia:** The Bolshevik Revolution has occurred and Russia has collapsed. Set up 6x1-2-3 PG infantry divisions anywhere in Russia on the Caucasus Front. No more than one PG unit may set up within six hexes of Baku (N3653). The Persian Cossack division sets up in Tabriz (N3045). There are no RU replacements or reinforcements.

### [21.64] Central Powers Set Up

**In General:** all CP units through Strategic Turn O are available, except as specified below. The CP player sets up second on all fronts, anywhere on the CP side of the Allied front line within the restrictions given below. Units listed as setting up in a particular hex must begin in that hex.

#### Turkey:

- In the Near East AUB: 5x6-4-5 GE Shocktroop units (1, 25, 26, 37, 50), 2x1-4 infantry divisions (60,61).
- In the NE dead pile: 14x2-4 infantry divisions, 1x1-6 cavalry brigade.
- In the Turkish Reserve Box: 3x1-2-4 infantry divisions, 2x1-4 infantry divisions.
- In Arabia: 5x1-2-4 infantry divisions.
- In Palestine: 1xHQ (YAG)[support side up], 1x1-2-6 infantry division, 11x2-4 infantry divisions, 1xGE 1-4\* infantry battalion (601BN).
- In Persia, on the Iraq Front: the Persian Gendarmerie unit in N2036.
- In Iraq, north of the Allied front line: 4x2-4 infantry divisions, 1x1-6 cavalry brigade.
- In the Caucasus: 10x2-4 infantry divisions.
- In the Strategic Movement Transit Box: 3x2-4 infantry divisions.

**[21.65] Tracks:** Place all NE units due to arrive after Strategic Turn O in the appropriate holding boxes. Place the Turn Record Marker on the Jan/Feb 1918 space on the Turn Record Track, with the CP West/Allied East side showing. Place the following markers on the General Records Track in the following spaces:

CP NE Victory Points . . . . . 0  
 TU Surrender . . . . . 3  
 TU Required Reserve . . . . . 5  
 TU, BR NE RPs . . . . . 0  
 The Sinai Pipeline Begins in El Arish (N3311)

**[21.66] Allied Events:** The Allied player places all NE O events and two No Events into his event pool. All other Events have been drawn and played and the NE Air unit from STRAT Turn K is available.

**[21.67] Central Powers Events:** The CP player places all NE O events and two No Events into his event pool. All other CP events have been drawn and played and the NE Air unit from STRAT Turn K is available. The Kaiserschlacht Event goes into effect on the Jan/Feb turn.

**[21.68] Victory:** as per [18.4] in the Rulebook.

**Game Turn Record Track**

JAN/FEB 1914-15	P	Dec 1-4	APR
JAN/FEB 1915-16	L	Dec 1-4	APR
JAN/FEB 1916-17	H	Dec 1-4	APR
JAN/FEB 1917-18	L	Dec 1-4	APR
JAN/FEB 1918-19	P	Dec 1-4	APR
MAR 1914			MAY
MAR 1915			MAY
MAR 1916			MAY
MAR 1917			MAY
MAR 1918			MAY
MAR 1919			MAY
APR 1914			JUN
APR 1915			JUN
APR 1916			JUN
APR 1917			JUN
APR 1918			JUN
APR 1919			JUN
MAY 1914			JUL
MAY 1915			JUL
MAY 1916			JUL
MAY 1917			JUL
MAY 1918			JUL
MAY 1919			JUL
JUN 1914			AUG
JUN 1915			AUG
JUN 1916			AUG
JUN 1917			AUG
JUN 1918			AUG
JUN 1919			AUG
JUL 1914			SEP
JUL 1915			SEP
JUL 1916			SEP
JUL 1917			SEP
JUL 1918			SEP
JUL 1919			SEP
AUG 1914			OCT
AUG 1915			OCT
AUG 1916			OCT
AUG 1917			OCT
AUG 1918			OCT
AUG 1919			OCT
SEP 1914			NOV/DEC
SEP 1915			NOV/DEC
SEP 1916			NOV/DEC
SEP 1917			NOV/DEC
SEP 1918			NOV/DEC
SEP 1919			NOV/DEC

**1915 & 1916 Front Line**

**1917 Front Line**

**1918 Front Line**

**1915 Front Line**

**1916 Front Line**

**1917 Front Line**

**1918 Front Line**

**1915 Front Line**

**Available Units Near East**

**Central Powers Strategic Movement Transit Box**

**Arabic Holding Box**

**Available Units Near East**

**Map Key**

- Clear
- Water
- Trench Line
- Empire
- Mountain
- Alpine
- Desert
- Difficult
- Marsh
- City
- Port
- Central Powers Strategic Supply Box
- Allied Strategic Supply Box
- Turkish Reserve Town or City
- CP Victory Box
- Port
- Central Powers Strategic Supply Box
- Allied Strategic Supply Box
- Provisional Fortification
- Fortification

**18.2 Terrain Effects Chart**

Terrain Type	Movement Cost	Combat Effect
Clear	1	NE
Difficult	2	IL
Rough	1	IL
Desert	2	NE*
Marsh	2	IL
Mountain	2/1**	IL (2L in Win or Snow)
Alpine	2†	IL (No combat at all in or out of during Snow)
River	1/1 in Win	IL
Suez Canal	CP: F+J MA	CP attacking across 2L
Town	Allies: NE	Allies attacking across 2L
City	OTIH	IL
Fortification	OTIH	IL plus attrition: defense factor of 1

**Notes:**

- \* In Hot weather, supply may be traced into but not through or out of Desert hexes.
- \*\* Mountain units pay 1 all other 2.
- † Only Mountain units may enter/attack into Alpine hexes all other prohibitions.

# Rules Summary & Reminders

## Map Notes [3.13]

- **Western Theater:** West Front, Italian Front and Egypt/Palestine Front
- **Eastern Theater:** Eastern Front, Caucasus Front, Iraq Front
- **The Balkans:** any hex on the Eastern Front outside of Germany, Austria -Hungary, Russia and Russian Poland

## [4.0] SEQUENCE OF PLAY

### OPERATIONAL (NUMBERED) TURN SEQUENCE

1. Event Phase
2. New Units Phase
3. Weather Determination Phase
4. First Mutual Movement Phase
5. First Combat Phase
6. Second Mutual Movement Phase
7. Second Combat Phase
8. Strategic Movement Phase
9. Turn Record Phase

### STRATEGIC (LETTERED) TURN SEQUENCE

1. Victory Check Phase
2. Resource Phase:
3. Strategic Warfare Phase
4. Replacement Phase
5. Russian Revolutions Phase
6. Fortress Surrender Phase
7. Turkish Surrender Phase
8. Initiative Determination Phase
9. Turn Record Phase

## [5.0] STRATEGIC TURN

### Resource Point Collection [5.1]

Each Power receives the number of RPs from the following sources:

- [GWiE or GWiE/NE] the GWiE Resource Point Chart.
- [GWiNE or GWiE/NE] BR, RU and TU receive RPs from the RP track on the NE map.
- [GWiNE Only] BR, RU and TU may receive RPs from RP events.
- GE receives RPs from any CP-controlled resource hexes beginning four Strategic Turns after capture [Exception: Polesia if Romania is a CP nation].
- Any applicable RP transfers (see below)
- Minus any Strategic Warfare losses (see below)

### Resource Point (RP) Transfers [5.17]

**Germany:** Up to 6 GE RPs (total) may be transferred to any other CP nation(s) per Resource Phase.

### Britain OR France

#### To Russia:

- 1 BR or FR RP per Resource Phase, plus

- Up to 6 BR and/or FR RPs (total) per Resource Phase if either Turkey has surrendered or Constantinople is allied controlled, plus
- Up to 6 BR and/or FR RPs (total) per Resource Phase if Allied PWE #7 has been played [20.2].

**To Serbia:** Up to 6 BR or FR RPs (total) per Resource Phase if Salonika is allied controlled, and a line of hexes free of CP units can be traced from Salonika through Greece and Serbia (only) to the Serbian HQ unit.

### Strategic Warfare [5.2]

Deducted RPs from the nation in question:

- -1d6 BR RPs per Strategic Warfare Phase if U-Boat Event is in play (-2d6 if CP PWE #4 is in play [20.3]). Die roll of 4+ move US entry marker up one Strategic Turn.
- -2 BR RPs if Air Raid: London Event is in play (remove after use)
- -2 FR RPs if Air Raid: Paris Event is in play (remove after use)
- -1d6 GE RPs per Strategic Warfare Phase if Independent Air Force Event is in play [-2 if immediately preceding weather was snow or wet; -1 per GE air unit/ace committed to home defense (check for ace mortality after die roll)].

### Replacement Rules [5.3]

#### Costs:

- Units or Steps with a dot (\*) may not be replaced.
- German shock troop divisions (except the AlpenKorps [AK]) can only be replaced as regular infantry divisions.
- **To replace a one step unit; an HQ on its depleted side; the BE, BU, RO and SR HQs; or to rebuild a reduced unit: 1 RP each.**
- To replace an HQ unit on its support side: 2RPs [Cannot be done on Strategic Turns B or C].

#### Geographic Restrictions:

- Units destroyed in Europe must be replaced in Europe [Exception: BR 1AS, NZ and 42T divisions may re-enter play in Egypt]
- Units destroyed in the Near East must be replaced in the Near East [Exception: All GE units are replaced in Europe]
- British Palestine Front [BP] units must be replaced in Egypt
- British Iraq Front [BI] units must be replaced in Iraq
- Only one CND step and one AS or NZ step may be rebuilt per Replacement Phase.

### Turkish Required Reserve (TRR) [5.38]

[TGWiNE and Combined game only]

- Starts on Strategic Turn C
- Strategic Turn C: one die
- Strategic Turns D-N: two dice
- Strategic Turns O-R: one die

Result is the number of Turkish Infantry Divisions that must be in the TRR to avoid a negative TS drm. The CP player may move units into or out of the TRR at this point to conform with the result. Units going in may come from the map, the Strategic Movement Transit Box (SMTB) or the Available Units Box. Units going out must be placed in the SMTB whence they can be moved in subsequent OP turns

### Russian Revolutions [5.4]

CP player rolls 1d6 and adds the appropriate modifiers below. On a roll of 11+, a revolution has occurred. *Bolshevik Revolution* may not occur before the *Fall of the Czar*.

#### DRMs: Fall of the Czar

- +1 per city in Russia and Russian Poland that is CP controlled (including Caucasus)
- +2 Czar Takes Command Event in play
- +1 Brusilov Offensive Event in play
- +3 CP control Petrograd
- 2 on Strategic Turns A-G
- 1 on Strategic Turns H-K
- 1 for each CP city under RU control

#### DRMs: Bolshevik Revolution

- +1 per Operational Turn since last Russian Revolutions Phase during which one or more Russian units made an attack
- +1 per Operational Turn since last Russian Revolutions Phase during which no Russian units were attacked
- 1 for each CP city under RU control
- +1 for each CP controlled city in Russia and Russian Poland (including the Caucasus).

#### Treaty of Brest-Litovsk

- May be declared in any Russian Revolutions Phase after the Bolshevik Revolution.
- No RU units may move nor attack, nor be attacked [Exception: TU units on the NE maps may continue to attack].
- Each CP VP hex in Russia must have at least three GE divisions in occupation in order to count as a VP hex.
- At least four German HQs must remain in Russia proper (not Russian Poland).

#### Fortress Surrender [5.5, 14.15]

Starting on Strategic Turn D, roll a d6 for every fort hex on fortress supply with adjacent enemy units (not steps) equal to or greater than the number of units in the fortress hex (including the intrinsic unit). On a result of 4-6, the fortress and all units in it are destroyed.

#### Turkish Surrender [5.6]

Allied Player rolls 1d6 and adds modifiers listed below. On an 11+, Turkey Surrenders and all Turkish Units are removed from play and all Turkish Forts are destroyed. Constantinople and all Egypt/Iraq Front city and town hexes unoccupied by a CP unit automatically become allied controlled.

#### DRMs:

- +1 per allied controlled supplied Turkish Surrender hex [lost if CP regain hex].
- +1 if the number of Turkish divisions in the Arabia Holding box drops below four (five after the 58th Division enters play).
- +1 if the CP player has entered the Alpenkorps Division onto any NE front map after Strategic Turn K.
- +3 if Baghdad is allied controlled anytime during 1915 [never lost even if CP recapture Baghdad].
- +2 if Jerusalem is allied controlled before the start of 1918 [never lost even if CP recapture Jerusalem]
- +4 if no TU units occupy Baku and the Army of Islam Event has

been played.

- +n for the difference between the current Turkish Reserve die roll and the actual number of Turkish Infantry Divisions in the Required Reserve Box (if the latter is less than the former).

Turkey also surrenders the instant Constantinople is allied controlled [GWiE or GWiE/NE] or the Turkish Surrender Event is played [GWiE or GWiE 1918 Scenario only]

### Initiative Determination [5.8]

#### GWIE & GWiE/NE

Normally CP player determines initiative. Beginning the first Strategic turn that 6+ full strength US divisions are in France, the Allied player determines initiative for the rest of the game.

No switching of the initiative on consecutive Strategic Turns [Exception: player w/ Initiative in the East may switch to the West provided he has a continuous line on the Western Front map]. See 5.83 and 5.84 for details.

In order to use OHL the CP must have the initiative in the Western Theater. Oberost may be used regardless of initiative.

#### GWINE

Normally the CP player will have the initiative in the Western Theater and the Allied player will have it in the Eastern Theater. However, a player who plays an Initiative Event may determine who has the initiative in a given theater. This decision remains until a subsequent Initiative Event is played. The Allied player may also play an Initiative Event to cancel a just played CP Initiative Event. In addition, once the Allied player has canceled a just played CP Initiative Event, the initiative determined by that Allied Initiative Event is in effect for the rest of the game. No further CP Initiative Events may be played.

## [6.0] EVENTS

#### Cost:

- GWiE/NE: 1 RP per 2 events.
- GWiE: 1 RP per event.
- GWiNE: One event at no RP cost
- If player elects not to draw an event(s), his opponent may draw the player's own event(s) at the same cost as above. Mandatory events are played, other events are removed from the game.

CP uses GE RPs. Allies use BR, FR, or US RPs. See Events Summary for details.

## [7.0] STACKING & NATIONAL COOPERATION

### Stacking [7.2]

Normal: six units.

US and Bulgaria: no more than four units per hex with or without other units.

HQ, tank and antitank units do not count against stacking limits, but only one of each may be stacked per hex.

[NE]: GE battalions and BP Canal Defense companies do not count against stacking.

**National Co-operation [7.24]:** the following nations/units may cooperate in combat without incurring a negative column shift:

- US divisions may freely stack with any other Allied units prior to the US 1st Army HQ entering play.
- GE units stacked with or adjacent to the Sud HQ unit may stack with other CP units without penalty.
- All BR sub-nationalities may stack with one another without penalty. Exception: after STRAT Turn F, Canadian units may not stack with any other BR units without penalty except the Royal Tank Corps unit.
- The French DFPS and the South Persian Rifles units may stack with any BR units without penalty.
- The Persian Cossack division may stack with RU units without penalty.
- The Persian Gendarme division and all GE battalion and brigade sized units may stack with TU units without penalty.

## [8.0] OPERATIONAL MOVEMENT

Operation Movement Allowances are doubled in the Western Theater (Western Front, Italian Front, Egypt/Palestine Front). Exception: after October 1914, operational movement allowances are NOT doubled for units moving on the Western and Italian Front maps UNLESS the moving units are:

- Shocktroops, Allied Tanks, or U.S. units.
- Any units stacked with Allied Tanks.
- Any Non-Cavalry combat units that do not begin movement adjacent to an enemy combat unit.
- Cavalry units that do not begin movement adjacent to an enemy unit and do not move adjacent to an enemy unit at any time during their movement.

## [9.0] STRATEGIC MOVEMENT

**Both Sides:** HQ units count double. Further, no HQ units appearing in Europe may ever be transferred to the Near East and vice-versa.

### Central Powers:

- **Europe:** up to 24 units per Strategic Movement Phase. Units that begin or end their Strat move outside of Germany count double.
- **Near East:** up to four units on or between maps.
- **Europe to Near East:** counts against both limits. CP units moving between Europe and the Near East must be placed in the CP Strategic Movement Transit Box. Units in the box may be placed either on the Eastern Front map or any Near East map on any subsequent Strategic Movement phase. Units in the box count against both Strat Move limits.

### Allied:

- **Western/Italian Fronts:** up to 12 units on or between the Western and Italian Front maps per Strategic Movement Phase. Units that begin or end their Strat move outside France and/or Italy count double.
- **Eastern Front:** up to eight RU units (only) within Russia and/or Russian Poland.
- **Caucasus:** up to two RU units (only) within Russia.
- **Egypt:** up to four allied units within Egypt.
- **Iraq:** up to four allied units within Iraq south of the xx44 hexrow and into and out of Abadan (N2552) and only after the Maude

Event has been played.

- **Europe & Near East:** only RU units may Strat Move between Europe and the Near East. Such units moving between Europe and the Near East must be placed in the RU Caucasus/East Front Transfer Box. Units in the box may be placed either on the Eastern Front map or on the Caucasus East map on any subsequent Strategic Movement phase. Units in the box count against both Strat Move limits. No transfers between Europe and the Near East possible after the Fall of the Czar.

## Allied Sea Movement

Six units per SM Phase on the European Maps.

Three units per SM phase on the Near Eastern Maps.

Units moving between Europe and the Near East count against both limits. Further, units moving between Europe and the Near East (and vice versa) must first move to a port on the Egypt Front map. They may then be moved either to the Iraq Front or back to Europe on any subsequent Strategic Movement phase.

No Sea Movement allowed in Europe on the turn that Gallipoli and/or Salonika Events are played.

Units may not combine Sea and Strategic Movement.

### Ports (for Sea Movement Purposes):

- Any city or town hex with an anchor symbol. Rouen (W5603), Antwerp (W6819) and, under certain circumstances, Danzig (E5412) and Stettin (E5205), are inland ports and the lettered hexes must be under friendly control in order to use them as such.
- Any coastal hex west of the Suez Canal on the Egypt/Palestine Front.
- E1022 and E1122 only if the Gallipoli Event has been played [6.51].
- No Sea Movement into the Baltic unless Fisher's Gambit (Allied PWE #7) has been played.
- No Sea Movement into the Black Sea unless the Allies control Constantinople (E1328)

## [10.0] COMBAT

### Which CRT to use?

- 1-3 defending units: CRT #1
- 4-6 defending units: CRT #2
- (Forts count. HQs do not.)

### Column Shifts [10.4] (All Column Shifts are cumulative)

#### Terrain:

- Difficult, Rough, or Marsh: 1L
- City: 1L (no shift if devastated).
- Forest: 1L in Wet
- Flood Plain: 1L in Wet
- Mountain and Mountain Pass: 1L [2L in Snow or Wet]
- Alpine: 1L [no attacking into or out of in Snow]
- Attacking solely from across river hexsides: 1L
- Any attacking from a Devastated Hex: 1L
- Forts: 1L (no concentric bonus)
- Heavy Forts: 2L (no concentric bonus)

#### Other:

- Multinational groups (unless nations can cooperate): 1L or 1R
- Headquarters (one per side) #L or #R

**Die Roll Modifiers (DRMs) [10.5]**

All DRMs are cumulative. [There is no limit to the final attacker DRM, the maximum final defender DRM is -3.](#)

**Weather Effects:**

- -2 for attacks in Snow weather on the Caucasus map except for RU units on the turn the RU Winter Offensive Event is played.
- -2 for attacks in Hot weather on Egypt and Iraq maps [12.2].

**Other:**

- Concentric attack +1 [10.53]
- Super-high odds +1 per odds column over 5-1 [10.54]
- Entrenchments -1 or -2 [14.4], [14.5].

**Combat Events:**

[R]: remove from play after use. \*Allows advance after combat against +2 entrenched defenders on the Western Front.

**Air Units:** +1 or -1 for whoever committed the most [15.1]\*

**Bruchmuller:** +1 for one supported GE attack [6.17]\*

**Brusilov Offensive:** +3 for any supported RU attacks against non-GE CP hexes, permanently eliminate the supporting HQ after the attack. [6.28]

**Flamethrower:** +2 for one GE attack [6.14] [R]\*

**Gas:** +2 for one attack for whoever used a given type first. Allies may only use with attacking BR, FR and/or BE units [6.13] [R]\*

**Italian Aircraft:** +1 for one allied attack on Italian Front [6.3] [R]

**Kemal:** -1 for one CP defending hex in Turkey (any map) [6.22] [R]

**Meinerzhagen:** +2 for one allied attack on the Egypt Front [6.19] [R]

**Mine:** +2 for one allied attack [6.14] [R]\*

**Palestinian Naval Bombardment:** +1 for any one allied attack on a coastal hex on the Egypt Front [6.20] [R]

**Russian Winter Offensive:** no -2 DRM snow modifier for attacking RU units on the Caucasus Front [6.29] [R]

**The System:** +1 for one supported FR attack on the Western Front [6.16]\*

**Townshend:** +2 for one British attack on the Iraq Front (only before Maude event) [6.21] [R]

**Turkish Atrocity:** +1 for one attack that includes the Arab Northern Army [6.26] [R]

**Turkish Determination:** -1 for one TU defending stack [6.18] [R]

**Von der Goltz:** -2 for one CP defending hex on the Iraq Front [6.23] [R]

**Yudenich:** +2 for any one RU attack on the Caucasus Front [6.24] [R]

**Units:**

- 1-3 Shocktroop units in attack: +1 [15.4]
- 4+ Shocktroop units in attack: +2 [15.4]

- Kaiserschlacht attack [first four attacks involving 4+ Shocktroop units on any European Front map occurring the turn that the second Shocktroop Event is played]: +3 [15.45]
- GE AlpenKorps unit on the East Front map: +1 [15.46]
- Tank units: +n for the largest individual DRM of all involved tank units [15.2].
- Anti-tank units: negates any tank DRM [15.3]

**Loss Priority [10.6]:**

- The first attacking loss must come from any involved tank, shocktroop, two-step BR, or AUS / NZ / CND unit (in that order). In the NE, the allied player may apportion losses w/o restriction.
- The first defending loss must come from any involved anti-tank unit. A defending fortification (any type) must be the last combat loss taken in a defending hex.

**Advance After Combat [10.7]:**

**Regular:** the defending hex.

Allied Tank units after 3/19 and Shocktroop units at all times: the defending hex plus one additional hex unless:

- The first hex is either marsh, mountain, or mountain/pass; or flood plain in wet weather.
- The second hex can be any non-alpine hex.

**Restrictions to Advance after Combat on the Western Front Map ONLY:**

1) If the defending hex had a +2 trench DRM, no advance is possible UNLESS the attacking units either:

- Included tanks and/or Shocktroop units.
- Received un-negated HQ support
- Benefited from a combat event (see above for a list of which events negate this effect).
- Are allied units after the allied player controls the initiative.

2) If played after a given attack, certain events will prohibit an advance after combat. These are:

**They Shall Not Pass:** no CP units may advance into hex that was defended solely by FR units. May not be played against an attack containing Shocktroop units [6.40].

**British Rigid Planning:** no allied units may advance after combat if any BR units were involved in the attack UNLESS the attack also contained U.S or tank units [6.39].

**German Looting:** no Shocktroop units may advance a second hex after combat [6.41].

**[11.0] SUPPLY**

**Determined for Units (of both sides):** At the start of the Strategic Movement Phase; at the instant of Combat; [and at the end of each Mutual Combat Phase.](#)

**Determined for Hexes:** During the New Units Phase; at the start of the Strategic Movement Phase; and any other time the supply status of a hex needs to be determined.

**Effects: Units.**

- No Strategic Movement
- Combat Strength Halved
- Units of both sides are simultaneously eliminated if OOS at the end of each Mutual Combat Phase.

**Effects: Hexes.**

- Hex may not be used for Strategic Movement
- Hex may not be used for the placement of New units, rebuilding steps or unit conversions.

**Tracing a Supply Line [11.2]**

The basic supply line is four hexes (six hexes for HQ units on the NE maps). A basic supply line may be traced:

- Directly to an Ultimate Supply Source
- To a Secondary Supply Source that may then trace a supply line of any length to an Ultimate Supply Source.
- In addition, units stacked with or adjacent to an HQ unit of the same nationality may use the HQ as a Secondary Supply Source.

**Central Powers Ultimate Supply Sources [11.32]:**

- **Western Front:** any/all map edge hexes in Germany from [W3933](#) to [W7034](#) (inclusive) and the four Ruhr hexes ([W6830](#), [W6831](#), [W6729](#), [W6730](#)).
- **Italian Front:** any/all non-alpine map edge hexes in Austria-Hungary.
- **Eastern Front:** any/all map edge hexes from [E3501](#) to [E5701](#) (inclusive) and [Berlin \(E5102\)](#), [Prague \(E4304\)](#), [Vienna \(E3606\)](#) and [Budapest \(E3310\)](#), [Sofia \(E1819\)](#), [Bucharest \(E2423\)](#) and [Constantinople \(E1328\)](#) become CP Ultimate Supply Source if and when their respective countries join the Central Powers.
- **Near East:** any/all map edge hexes marked with a CP supply symbol.
- **Units that are always in supply:** all units in the Arabia, Turkish Required Reserve, and [Central Powers Strategic Movement Transfer Box](#). The Persian Gendarmerie unit is always in supply in Persia.

**Allied Ultimate Supply Sources [11.33]**

- **Western Front:** any/all map edge hexes in France from [W5710](#) to [W3629](#) (inclusive).
- **Italian Front:** any/all non-alpine map edge hexes in Italy.
- **Eastern Front [RU and RO]:** any/all map edge hexes from [E3034](#) to [E7034](#) (inclusive) and the city of [Bucharest \(E2423\)](#) if and when Romania joins the Allies.
- **Eastern Front [BR, FR, US]:** either [Salonika \(E1116\)](#) or either [Gallipoli landing hex \(E1022, E1122\)](#) provided their respective events have been played. Once these hexes are lost, they never regain Ultimate Supply Source status.
- **Eastern Front [SR]:** any town or city in Serbia. In addition, SR units may also use [Salonika \(E1116\)](#) as an Ultimate Supply Source provided the event has been played.
- **Eastern Front [IT]:** [Valona \(E1210\)](#) only.
- **Caucasus Front:** any/all map edge hexes on the Caucasus map from [N4836](#) to [N4849](#) (inclusive). Armenian and the Persian Cossack unit are considered RU units for supply purposes.
- **Iraqi Front:** [Basra \(N2252\)](#) and [Abadan \(N2552\)](#) for British units (only). [Hamadan \(N2436\)](#) for Russian units (only). Hamadan is only an active Ultimate Supply Source as long as the RU Persian Expeditionary Force is in play ([17.21](#))
- **Egyptian Front:** all hexes west of the Suez Canal.
- **Units that are always in supply:** all units in the Caucasus Front transit box; the Arab Northern Army in Palestine; the South Persian Rifles in Persia and all Montenegrin units in Montenegro are always in supply.

**Secondary Supply Sources [11.33]**

**Towns/Cities:** any friendly units within four hexes (six hexes for friendly HQ units in the Near East) of a friendly-controlled town or city that can trace a Supply Line of unlimited length to an Ultimate Supply Source are in supply. Exception: Allied units may not use any town or city hex on the Egyptian Front map north of hexrow xx13 until the Allies control either [Gaza \(N2913\)](#) or [Bersheeba \(N2711\)](#)

**Headquarters Units:** any friendly units stacked with or adjacent to an HQ unit of the same nationality that can trace a Supply Line of unlimited length to an Ultimate Supply Source are in supply.

**Port Supply [11.4]**

**German Units/Baltic Sea Ports:** GE units occupying [Stettin \(E5205\)](#), [Danzig \(E5412\)](#), [Konigsberg \(E5515\)](#), [Libau \(E6116\)](#), [Riga \(E6120\)](#), [Talinin \(E6921\)](#), [Narva \(E6924\)](#), [Kronstadt \(E7028\)](#) and [Petrograd \(E7030\)](#) and all GE units within four hexes (three intervening hexes) of [Konigsberg](#) are automatically in supply.

**Allied Units/Black Sea Ports:** Allied units of all nationalities occupying [Burgas \(E1726\)](#), [Varna \(E2027\)](#), [Constanta \(E2328\)](#), and [Odessa \(E3031\)](#) are automatically in supply provided that the Allies control [Constantinople \(E1328\)](#)

**Allied Units/Adriatic Ports:** Allied units of all nationalities occupying [Venice \(W2022\)](#) and/or [Trieste \(W2230\)](#) are automatically in supply.

**Allied Units/Western Front Ports:** Allied units of all nationalities occupying any port on the Western Front map and all BR and BE units within four hexes (three intervening hexes) of any port on the Western Front map are automatically in supply. In addition, BR units (only) may use Secondary Supply Sources to trace a supply line of any length to either [Calais \(W6707\)](#) or [Dunkirk \(W6709\)](#)

**Caucasus Ports:** RU and TU units occupying any Black Sea coastal hex on the Caucasus Front are automatically in supply. RU units occupying any Caspian Sea coastal hex on the Caucasus Front are automatically in supply.

**SPECIAL SUPPLY SOURCES:**

**Fortress Supply:** units in an intact fortress are in supply for purposes of defense and attrition. The intrinsic strength of the fortress is always in supply. Units on fortress supply are subject to [Fortress Surrender \[5.5, 11.51, 14.15\]](#).

**Antwerp:** BE units (only) in [Antwerp \(W6819\)](#) are in supply for purposes of avoiding attrition loss only. Once Antwerp falls under CP control, this capability is permanently lost [[11.52](#)].

**Sinai Pipeline:** Allied units may not use the coastal towns in Sinai as Secondary Supply Sources until the Sinai Pipeline has passed through the hex in question. Exceptions: Allied units physically occupying these hexes may use them as Secondary Supply Sources and CP units may trace a supply line to them normally. See [11.53](#) for more details.

**Kut:** CP units occupying any of the “K” hexes on the Iraq map may use them as Secondary Supply Sources regardless of the presence of Allied units [[11.54](#)].

**Scheffer-Boyadel:** [Once per game, during either combat phase](#) the CP player may chose one OOS stack of up to four GE (only) units on the Eastern Front outside the Balkans as immune from attrition effects for that phase and the immediately following combat phase. ([11.86](#))

**Blocking Supply Lines [11.6]:** Supply Lines are blocked by:

- Enemy units or intact fortifications.
- All Sea hexes and hex-sides
- Impassable hex-sides
- Alpine hexes. Exception: mountain units may trace supply lines through Alpine hexes and hex-sides. However, Italian mountain units may not trace supply through Alpine hexes in Austria-Hungary (they may trace supply into such hexes).

**Capturing Supply Sources [11.7]:**

Secondary Supply Sources may change hands any number of times and still be used as such. Exception: the Sinai Pipeline (see 11.53)

A friendly city Ultimate Supply Source that is captured may only be used as a Secondary Supply Source by the capturing side AND by the original owners should they re-capture it.

A friendly map edge Ultimate Supply Source reverts to an Ultimate Supply Source upon recapture.

**Unsupplied Effects [11.8]:**

- No Strategic or Sea Movement
- Halved Combat Factor (round up).
- Movement Allowance unaffected.
- Units of both sides are simultaneously eliminated if OOS at the end of each Mutual Combat Phase.
- A hex that is OOS may not be used for Strategic Movement, the placement of New Units, nor the reconstruction of reduced units.
- Tank units that are OOS don't have a combat drm. Anti-tank units that are OOS do not cancel any tank DRM.

## [12.0] WEATHER

Marked on the Turn Record Track as thus: (##/##).

In Europe the letter to the left refers to conditions on the Western and Italian Front maps. That to the right refers to conditions on the Eastern Front map. A “?” indicates that the Western/Italian Front weather is variable. Roll a d6. Even: Fair, Odd: Wet.

In the Near East the letter to the left refers to conditions on the Egyptian and Iraqi front maps. The letter to the right refers to conditions on the Caucasus Front map.

**Effects—Wet Weather:**

- No effect on the Egypt and Iraqi Front maps.
- River hex-sides cost +1 MP to cross on the European and Caucasus front maps.
- Flood Plain hexes are treated as Marsh for all purposes.
- Defenders in forests gain a 1L column shift on the CRT
- Defenders in mountain/mountain pass hexes gain a 2L column shift on the CRT (instead of a 1L shift).
- -2 from the Allied Strategic Bombing die roll if the weather on the Western Front map in the immediately preceding OP Turn was Wet.

**Effects—Snow Weather:**

- No effect on the Egyptian and Iraqi Front maps.
- Mountain Pass hexes cost 2MPs to enter.
- Lake hex-sides may be crossed.

- Units in Alpine hexes may neither attack nor be attack.
- Defenders in forest, mountain and mountain pass hexes get the same column shifts as for Wet weather.
- Attacking units on the Caucasus Front map suffer a -2 drm. Exception: RU units attacking when the Russian Winter Offensive Event is in play ignore this modifier.
- -2 from the Allied Strategic Bombing die roll if the weather on the Western Front map in the immediately preceding OP Turn was Snow.

**Effects—Hot Weather:**

- No effect on the Western, Eastern or Italian Front maps.
- Supply Lines may be traced into (but not through) any Desert hex on any Near East map.
- All attacks on the Egyptian and Iraqi Front maps suffer a -2 combat drm.

## [13.0] NEW UNITS

New units are either units entering the game for the first time (reinforcements) or rebuilt units re-entering play after being destroyed (replacements). The Allied player places all of his new units first followed by the CP player.

Units in the European Available Units Box must be placed in Europe. Those in the Near East AUB must be placed in the Near East. Exception: the BR 1AS, NZ, and 42T may appear in Egypt.

**Placement—Europe**

In general, new units may be placed as follows:

- In any friendly controlled, supplied city hex within the units' home country.
- Up to one stack may be placed in **any** one friendly controlled hex in or adjacent to a hex occupied by an HQ unit of the same nationality. **Exception:** Up to one stack of GE, FR or BR units may be placed in **any** friendly controlled hexes adjacent or occupied by an HQ of the same nationality.

**Exceptions—Europe**

- BR units may be placed in any Allied controlled port on the Western and Italian Front maps. This does not count against Allied Sea Movement [9.5]
- US units enter the Western Front map via any allied controlled hexes along its west or south edge. They enter the Italian Front map via any allied controlled hexes along its south edge. Units enter during the following Movement Phase or Strategic Movement Phase; units along the map edge are considered to occupy a city hex for the latter purpose.
- RU units may not be placed in any city in Russian Poland except for units placed in the AUB during strategic turn A. RU units may deploy via HQ into Russian Poland normally.
- No more than six BR and/or FR and/or IT units may be placed on the Eastern Front map via HQ. This placement counts against Allied Sea Movement capacity.
- One stack of GE units may be placed in every CP controlled coastal town or city on the Baltic Sea coast. These are listed in 11.41.

**Placement—Near East**

In general, new units may be placed as follows:

- In any friendly controlled, supplied city hex within the units' home country.

- **Up to three units in any friendly controlled hex in or adjacent to an HQ unit of the same nationality.** The arriving units must be placed in the same hex.

### Exceptions—Near East

- BR reinforcement and replacement units entering play from the Near East AUB must be placed on their respective fronts: Egypt/Palestine or Iraq.
- BP units may be placed in any Allied controlled hex on the Egypt Front map west of the Suez Canal. The FR DFPS division is considered a BP unit for all purposes.
- BI units may be placed in Basra (N2252) and/or Abadan (N2552). If these cities are CP-controlled, new units may enter via HQ, if no HQ available, the units remain in the Near East AUB.
- Arab and Armenian units enter through the play of certain Events [6.7, 6.8, 6.9].
- The Persian Cossack unit enters play at any non-CP-controlled town in Persia on the Caucasus Front. The South Persian Rifles unit enters play at any non-CP-controlled town in Persia on the Iraqi Front.
- A TU reinforcement unit must be placed in the area listed on the back of the counter:
  - ◊ **Turkey:** the Turkish Required Reserve Box
  - ◊ **Arabia:** the Arabia Holding Box
  - ◊ **Caucasus:** any CP-controlled city in regular supply on the Caucasus map or any CP Ultimate Supply Source hex on that map.
  - ◊ **Iraq:** any CP-controlled city in regular supply on the Iraq map or any CP Ultimate Supply Source hex on that map.
  - ◊ **Syria:** in Damascus (N1728) (if in supply) or any CP Ultimate Supply Source hex on the Egyptian map.
- The YAG HQ unit may be entered at any of the above locations.
- The Persian Gendarmerie unit enters play at any non-Allied-controlled town in Persia on the Iraqi map.
- TU replacements may be placed in the Caucasus, Iraq and Syria locations above, or they may be placed via HQ unit.

## [14.0] FORTS & ENTRENCHMENTS

**Fort:** there are two types, Forts and Heavy Forts. They both have an intrinsic defense strength of one (Exception: Kut, [14.2]) which cannot attack, blocks supply lines and does not count against stacking. The intrinsic unit does count in determining which CRT to use and must be the last step destroyed in combat.

Forts provide a 1L column shift and Heavy Forts a 2L column shift to units defending in them. Units in forts are treated as in supply for defense and attrition purposes only (11.51). Units solely supplied through a fortress are susceptible to surrender after Strategic Turn C (14.15).

Once a fort is destroyed it may never be rebuilt.

**Kut:** see 14.2.

**Hindenburg Line:** four H-L fortress units arrive on Strategic Turn K. The CP player may place them in any New Units Phase on the Western Front map in any supplied hex not adjacent to an Allied unit or intact fort. They must all be placed at the same time in a

contiguous line. They act in all ways as Heavy Forts except that they never provide fortress supply [14.3].

**Trenches—Europe:** trench modifiers become active according to the following schedule:

- Strategic Turn B: GE, BR/BE: -1
- Strategic Turn C: FR: -1
- Strategic Turn D: GE, BR/BE, FR: -2
- Strategic Turn F: Other CP, Other Allied: -1

Hexes containing units with mixed entrenchment status always use the one least advantageous to the defender [14.4].

### Trenches—Near East:

Only the CP player receives any benefits from NE trenches. Two events activate NE trenches: Kress Von Kressenstein and NE Entrenchments. (6.35, 6.36) The max entrenchment drm in the NE is -1 [14.5].

**Devastated Hexes:** at the start of the CP movement phase, the CP player may opt to devastate any clear (incl. Flood Plain) hexes in France and/or Belgium. A supplied infantry or mountain unit must be present in the hex and it may not move or attack the turn the DZ marker is placed. At the end of the CP combat phase, place the DZ marker and move the devastating unit(s) one hex to the east, NE or SE. The number of DZ markers in the counter mix is an absolute limit [14.6].

A DZ hex costs 2mp to enter. Any units attacking out of a DZ hex suffer a 1L column shift. Cities and towns in a DZ hex can no longer be used for Strategic Movement nor do cities in such hexes grant the defender a column shift. Finally a DZ hex no longer counts as a CP victory hex.

## [15.0] SPECIAL UNITS

**Aircraft Units [15.1]:** each air unit may be used to support one combat between each Strategic Turns. First the attacker announces how many air units/aces he is committing to an individual combat, followed by the defender. Whoever commits the most gains a +1 (if attacking) or -1 if (defending) drm. The committed air units are then unavailable until after the next Strategic Turn.

**Aces:** function just like air units for all purposes except that they are subject to possible loss following their use. Roll a d6 for each Ace used to support a given combat. If the result is one of the KIA numbers on the counter, the unit is permanently removed from the game.

**Home Defense:** during the Strategic Warfare Phase, the CP player may commit air units and Aces to home defense (see 5.24). Such units are unavailable for combat support until the following Strategic Turn. Aces must check mortality.

### Restrictions:

- Regular air units and Aces may only be used on the Western Front map.
- The CP East Air unit may only be used to support combats on the Eastern Front map.
- The Italian Aircraft event may be used to support one combat per game on the Italian Front map.
- The three allied and one CP Near East Air events may only be used on the Egyptian Front map.

**Tanks [15.2]:** only the BR, FR, US and GE have tank units. The allied tank units may only be used on the Western Front, the GE tank unit may be used on either the Eastern or Western Front maps.

Tank units do not count against stacking limits but only one tank unit may stack in a hex. Tank may only attack if stacked with a non-tank unit of the same nationality.

#### **Tanks and Combat: tank units:**

- Adds a DRM that is printed on the counter to the right of the unit symbol.
- Must always take the first loss in any attack in which they take part.
- Do not contribute any DRM if OOS
- May not attack alone, nor into marsh (flood plain in Wet weather), mountain, alpine or forest hexes.
- Multiple tank units may attack the same target hex, but only one contributes a combat DRM.

#### **GE Anti-Tank (AT) Units [15.3]:**

- May only operate on the Western Front.
- Do not count against stacking limits but no more than one AT unit may stack in a hex.
- Negates the DRM of any attacking tank unit (if not OOS).
- Must be the first defending unit lost to satisfy a combat result.

#### **GE Shocktroop (ST) Units [15.4]:**

- Are converted from certain GE infantry/mountain units during the New Units Phase via event. First Event: up to six units may be converted for one GE RP. Second Event: all eligible units may be converted for seven GE RPs. Units to be converted must be in supply to Berlin or the Ruhr.
- Any attack w/ 1-3 ST units: add +1 to the combat die roll. Any attack w/4+ ST units: add +2.
- Kaiserschlacht Attacks (KS): on the turn the second ST event is played, the first four attacks on any one European Front map w/ 4+ ST units: add +3. These KS attacks must be the first four attacks made on the declared front that turn.
- Must always take the first loss in any attack in which they take part.
- If destroyed in combat, may only be replaced as regular troops. May be converted again if second ST event has not been played.
- GE Alpenkorps (AK): always treated as an ST unit on the East Front map. Gains ST abilities on the other fronts once the first ST Event is played (does not count against the six unit limit).

#### **CAVALRY UNITS [15.5]**

- Defending cavalry may retreat before combat if the units in the defending hex consist of solely cavalry units and the attacking units contain no cavalry. Defending cavalry retreat one hex and the attackers may advance into the vacated hex normally. The attacking player may then announce a new attack with the just advanced units, either against the just retreated cavalry (which may retreat before combat again, and be advanced upon again, etc.) or against any other adjacent enemy occupied hex.
- All non-BR cavalry may never attack enemy infantry units or intact fortifications nor receive HQ support unless stacked with participating friendly infantry units.
- Non-BR cavalry may not benefit from entrenchments, nor may other units stacked with them.

- BR cavalry units in Europe suffer these restrictions starting on Strategic Turn D. BR cavalry in the NE never suffer from these restrictions.
- On-map GE cavalry divisions may be converted to infantry divisions if they are able to trace a line of supply to either Berlin or any Ruhr hex. Simply flip the units over to their infantry sides (no RP cost). Units so converted may not be converted back into cavalry, nor rebuilt as cavalry if destroyed.

#### **HQ UNITS [15.6]**

- HQ units are used to provide combat support for units; act as Secondary Supply Sources, and serve as loci for placing new units (see 10.46, 11.22 and 13.13).
- HQ units are not combat units and cannot be used to satisfy combat losses. If alone in a hex that is occupied by enemy units, the HQ is destroyed with no die-roll necessary.
- HQ units do not count against stacking limits but only one HQ unit may occupy a given hex. HQ units do control the hexes they occupy, just like regular combat units.

#### **MOUNTAIN UNITS [15.7]**

Mountain units pay a reduced MP cost to enter mountain hexes. They are also the only units that may enter, move through, or attack into alpine hexes. In addition, only mountain units may trace supply lines through alpine hexes. Exception: Italian mountain units may trace supply into but not through alpine hexes in Austria-Hungary.

#### **ARAB NORTHERN ARMY (ANA) & ARMENIAN UNITS [15.8]**

- These units enter play through certain events (see 6.7, 6.8, 6.9). Armenian units are treated as RU units for all purposes, including supply and replacement. The ANA unit is always considered to be in supply.
- The ANA unit only controls the hex it physically occupies. Once it vacates a given hex, the hex reverts to whoever last controlled it.
- The ANA and Armenian units always enter the game untried side up. Neither player knows the combat strength of a given untried unit until it is committed to the combat. Once the unit's strength is revealed, the combat may not be cancelled. Once revealed the unit's combat strength remains known to both sides.
- If the ANA unit is destroyed, it is returned to the pool of other Arab units. During the next STRAT turn, another Arab unit is drawn randomly and placed in any desert hex in Palestine. Only one ANA unit is ever in play at any one time.
- If an Armenian unit is destroyed in combat, place it in the RU dead pile tried side up. It is eligible for replacement like any other RU unit. Do not return it to the pool of untried Armenian units, nor flip it back to its untried state.

#### **RUSSIAN PROVISIONAL GOVERNMENT (PG) & RED ARMY UNITS [15.9]**

- Immediately upon the *Fall of the Czar*, the Allied player flips all Czarist Russian non-HQ units to their Provisional Government (PG) sides.
- Replacement occurs for all affected units regardless of location, on the map, in the dead pile, etc. Any PG divisions **without a Czarist side** are placed into the Allied Available units box for entry on subsequent turns.
- If no Brest-Litovsk treaty has been declared (5.46), the Allied player may begin forming Red Army units on the second STRAT

turn following the Bolshevik Revolution.

- On each STRAT turn that the CP player has yet to declare a treaty, roll a d6. The result is the number of on-board, supplied PG infantry divisions that are replaced with a 3-4-4 Red Army infantry divisions.
- The Allied player also receives one 0-2 Red Army HQ unit per Strategic Turn that Red Army units are created. These HQ units never provide support, only supply.
- Russia still suffers all effects of National Collapse (16.0). Red Army units may not stack, move through, or attack in conjunction with any other Allied units. If there are not enough PG divisions available on the map to be replaced, excess Red Army divisions called for by the die roll are lost.
- The CP player may still declare a Brest-Litovsk treaty on any STRAT Turn following the Bolshevik Revolution regardless of the existence of the Red Army.

## [16.0] NATIONAL COLLAPSE & SURRENDER

Austria-Hungary, Belgium, Bulgaria, France, Romania, Russian and Turkey are all susceptible to National Collapse. In addition, Turkey is susceptible to Surrender.

A nation that collapses:

- Immediately loses all accumulated RPs and may not acquire any more by any means.
- All HQs are immediately and permanently removed from the game.
- All other units have their combat strength reduced to one for both attack and defense.
- May no longer stack or attack with units of any other nation. Any units of a collapsed nation stacked with other nationalities must un-stack at the first opportunity.

**Austria-Hungary:** collapses the instant any one of the following occur:

- Vienna (E3606) or Budapest (E3310) are Allied controlled.
- Both Trent (W2615) and Trieste (W2230) are Allied controlled.
- 3+ supplied Allied units occupy any non-alpine board edge hex on the Italian Front map within Austria Hungary.
- Either both Bulgaria or Turkey have collapsed, or Bulgaria has collapsed and Turkey has surrendered.

**Belgium:** collapses the instant when every hex containing any part of Belgium comes under CP control.

**Bulgaria:** collapses the instant that Sofia (E1819) comes under Allied control or when the Bulgaria Collapses event has been played.

**France:** collapses the instant all three Paris hexes come under CP control provided that:

- There are < 6 full strength U.S. divisions in France, and...
- The Russians do not control any fort or city hex in Germany.

If there are six or more full strength U.S. divisions in France when Paris is occupied, France does not collapse, even should the number of full strength U.S. divisions subsequently falls below six. If the Russians control a city/fort hex in Germany when Paris is occupied, France does not collapse. Should the Russians subsequently

lose control of such hexes and Paris is still CP-controlled, France collapses.

Note: this rule is different from those used to determine a CP sudden death victory (see below).

**Romania:** if an Allied, country, Romania collapses the instant that Bucharest (E2423) is CP-controlled on any turn after the Fall of the Czar. If a CP country, Romania collapses the instant that Bucharest is Allied-controlled or when either Austria-Hungary or Bulgaria collapse whichever occur first.

**Russia:** collapses the instant the Bolshevik Revolution occurs on any STRAT Turn after the Fall of the Czar. In addition to collapsing, Russia may also be affected by the Russian Civil War event (see 6.48).

**Turkey:** collapses the instant that hex E1124 is Allied controlled.

**Turkish Surrender:** in addition to or instead of collapsing, Turkey may also surrender. Turkey surrenders the instant that either:

- The Allies control Constantinople (E1328).
- The Turkish Surrender die roll (see 5.6)
- When playing GWiE alone, when the Turkish Surrender event is played (6.59).

However Turkey surrenders; all Turkish Units are removed from play and all Turkish Forts are destroyed. Constantinople and all Egypt/Iraq Front city and town hexes unoccupied by a CP unit automatically become Allied-controlled.

## [17.0] NEUTRAL ENTRY & SPECIAL NATIONAL RULES

**Neutral Entry [17.1]:**

- Italy, Greece, Bulgaria and Romania enter the game when their respective entry Events are played.
- The United States enters the game automatically on STRAT Turn O unless brought in earlier by an Event.
- While Turkey automatically enters the war on the October 1914 OP Turn, its European units are not deployed until triggered by an Allied action or event play.

**Entry By Event:**

- Italy and Greece join the Allies while Bulgaria joins the Central Powers. Romania joins whatever side plays its entry event first.
- If the Bulgaria Collapses event is played before that country's entry event, Bulgaria never enters the war. If both players play their respective Romanian Entry events in the same events phase Romania never enters the war.
- During the New Units phase of the turn of entry, the controlling player sets up all the neutral's units anywhere within the country's national borders except those reinforcement units that are scheduled to enter the game after the entry event was played. Exception: Greek units entering play after the Salonika event has been played may only be placed in non-CP-occupied hexes within Greece (see 6.53).
- The units of the newly belligerent neutral may not move or attack during the OP turn of their deployment. Likewise, no unit of either side may enter or attack into any hex of the newly belligerent neutral during that OP turn.

**U.S. Entry:** U.S. units begin entering the game three STRAT turns after U.S. Entry. Simply place the newly entering units in

the Allied European AUB after checking for the effects of U-Boats (rule 5.7).

**European Turkey [17.31]:** Turkish units that initially deploy on the East Front map (they have their deployment hexes printed on the counters) enter the game through any one of the following events:

- The instant either the Gallipoli, Salonika, or Greek Entry events have been played.
- The instant an Allied unit enters any hex of European Turkey.
- Whenever the Allies control 5+ Turkish Surrender hexes on the Near East maps.

## The Allied Nations [17.2]:

### Great Britain:

- BR units may not operate on the Caucasus Front map.
- BR brigade and company sized units and HQ units slated to enter in the Near-East may only operate in the Near East. The Suez Canal defense companies may only operate west of the Suez Canal.
- BR HQs that enter in Europe may only operate in Europe.

**France:** only the DFPS division may operate in the Near East and only on the Egyptian Front map.

### Russia:

- With the exception of the Persian Expeditionary Force, RU units may only operate on the Eastern and Caucasus Front maps.
- RU brigade and company sized units and HQ units slated to enter the Near East may only operate in the Near East.

### RU Persian Expeditionary Force (PEF):

- Once per game between Jan/Feb 1916 and the Fall of the Czar; the Allied player may remove up to three RU units from the Caucasus Front and place them in Hamadan (N2436) on the Iraqi Front map. This may only be done if Tabriz (N3045) is Allied-controlled when the transfer is made.
- Hamadan becomes the Ultimate Supply Source for these units. No additional RU units may be sent to the Iraqi Front and RU units destroyed there may not be replaced there.
- At the end of any turn the supplied PEF units may be withdrawn to the Allied NEAUB and may re-enter the Caucasus Front map on any subsequent New Units Phase. All such units must be withdrawn at the same time. Once the PEF is withdrawn, RU units may not re-enter the Iraqi Front map.

**United States:** only one U.S. unit may operate outside the Western Front map. No U.S. units may operate in the Near East.

### Italy:

- IT units are the only Allied units that may operate on the Italian Front map before 1917.
- No more than six IT units may operate outside the Italian Front prior to Austro-Hungarian collapse. Once this occurs, IT units may operate outside the Italian Front, but any IT units in excess of six may operate on the Eastern Front map only.
- IT units may never operate in the Near East.

**Belgium:** Belgian units may only operate on the Western Front map.

**Serbia:** Serbian units may only operate on the Eastern Front map.

**Greece:** Greek units may not move or attack outside the Balkans. Although units of both sides may enter Albanian and Greece once the Salonika event has been played, Greece is still a neutral power until the Greek Entry event has been played. See 6.53.

**Montenegro:** Montenegrin units may not move (but may attack) out of Montenegro.

**ANA and Armenia:** the Arab Northern Army (and the Lawrence of Arabia event) may only operate on the Egyptian front map within the Ottoman Empire. Armenian units may only operate on the Caucasus Front map outside of Persia.

## The Central Powers [17.3]

**Germany:** for the most part, German units may operate on any Front map. Exceptions:

- GE HQ units may not operate in the Near East.
- GE divisions may not use Strategic Movement into or between any Near East map until after the European Turkish units are set up. GE brigade and battalion sized units may however.

### Austria-Hungary:

- A-H units are the only CP units that may operate on the Italian Front map until 1917.
- No more than four A-H units may operate on the Western Front map and never before 1917.
- On the Eastern Front, no more than four A-H units may operate north of hex row E48xx unless the CP player controls both Kiev (E4129 and Odessa (E3031) If these cities are CP-controlled, A-H units may operate north of the E48xx hex row outside of Germany freely.
- Should the Allies recapture either city, only four A-H units north of the E48xx hex row may attack and no further A-H units may move north of that hex row. A-H units north of the E48xx hex-row do not have to move south again and if Odessa and Kiev are CP captured again, the restriction is again lifted.
- After the Bolshevik Revolution, the limit on A-H units north of hex row E48xx is again in force (i.e. no more than four). A-H units in excess of this number must be moved south of the E48xx hex row as quickly as possible using either Operational or Strategic Movement. The CP player is not obligated to use Strategic Movement to fulfill this restriction however.

### Turkey:

- No more than four TU units may operate outside the Balkans on the European maps and then only on the Eastern Front.
- No more than three TU units may operate in Egypt (including the Sinai) at any one time.
- Otherwise TU units may operate freely on any NE map.
- No TU units that start the game in the NE may enter European Turkey until the European Turkish divisions are deployed (17.31). Exception: the 3rd Division may enter play via the Turkish Required Reserve Box if, by STRAT Turn E, the European Turkish Units have not been deployed.
- No non-Turkish CP units may enter any hex of the Ottoman Empire until the European Turkish units have been deployed. Exception: GE brigade and battalion sized units.
- On STRAT turn N; the Turkish 3-4-4 19th Division is permanently

replaced by the 2-4 19th Division wherever the former is located; on or off the map.

**Bulgaria:** BU units may not move or attack outside the Balkans.

### Other Nations [17.4]

**Romania:** RO units may only operate on the Eastern Front map.

**Albania:** units of either side may not enter Albanian until either the Salonika event is played or Greece enters the war, whichever comes first. Once either event has occurred both sides may enter Albania freely. Valona (E1210) becomes an IT Ultimate Supply Source provided that it is not under CP control.

**Persia:** Persian units, regardless of their allegiance may only operate within Persia.

- The Persian Cossack unit may only operate within Persia on the Caucasus map. The South Persian Rifles and the Persian Gendarmerie units may only operate within Persia on the Iraqi Front map.
- No unit of either side may enter Hamadan (N2436) until the Russian Persian Expeditionary Force has entered play.

**Holland & Switzerland:** no entry by units of either side. Exception: CP Pre-War Event #5.

## [18.0] VICTORY CONDITIONS

**Regular Victory:** the CP player wins during the Victory Check phase of any STRAT Turn after STRAT Turn B that he has 20+ Victory Points. The CP player loses the game during the Victory Check Phase of any STRAT Turn that he has less than zero VPs.

**The CP player earns one VP for each VP hex he controls.** Exceptions: Scutari (E1709) only counts as a CP VP hex **prior to** AH collapse. Baku (N3653) must be occupied by non-Turkish CP units to count as a CP VP hex after the Army of Islam event is played (see 6.45). All map edge hexes in France and all hexes west of the Suez Canal count as CP VP hexes for purposes of this rule.

The CP player loses one VP for each city hex **in** Germany, Austria-Hungary, Bulgaria, Luxembourg and the Ottoman Empire that fall under Allied control. All map edge hexes in Germany are considered

CP cities for purposes of this rule.

If neither player has won the game by the end of the June 1919 Turn, the game is a draw.

**Central Powers Sudden Death Victory:** during any turn after the French Mutiny event has been played and Russia has collapsed, the CP player rolls a die for each CP VP hex in France that he captures for the first time. If the sum of this die roll plus the current CP VP total (CP victory points minus Allied controlled CP cities) equals twenty or greater, the CP player immediately wins the game.

A CP sudden death die roll is made the first time a given VP hex in is taken. If the CP subsequently lose control of a given hex and then recapture it, do not make the sudden death die roll.

If the CP player captures more than one VP hex in France in a given turn he makes one die roll for each such hex, adding one to the die roll for each die roll after the first.

In addition, the following DRMs are also applied to the CP sudden death die roll:

- +1 if the U.S. has entered the war but < 6 full strength U.S. divisions are in France.
- -1 if The Tiger event has been played.
- -1 for each CP VP hex in France and Belgium that the Allies have recaptured after March 1917 (GT 28). This modifier is never lowered, even if the CP player retakes the captured VP hex. However, each Franco-Belgian CP VP hex is only counted the first time it becomes allied controlled. Do not count hexes that have been captured by the Allies, retaken by the CP and subsequently recaptured by the Allies.

If playing with the option that allows the Allied player to conceal the existence of the French Mutinies event, the CP player should automatically begin making sudden death victory checks on any turn after 1916 (assuming that the requirement of Russian Collapse has been met). If a CP sudden death victory die roll is made, the Allied player should inform him if the Mutinies event has been played and if the game continues or not. If the Mutinies event has not taken place, such “false” Sudden Death die rolls due count for the FR VP hex in question.

**Allied Sudden Death Victory:** the Allies win a sudden death victory the instant they control either Berlin or any two hexes of the Ruhr.

# Unit Manifest & Reinforcement Schedule

## Symbol Key:

#-#-# / #-#-#: A two-step unit with a reduced strength value on the reverse.

#-#-# > #-#-#: A one step unit with a different status on the reverse.

(\*): Indicates a non-replaceable unit or step.

(+n): The die roll modifier for armored units where n is the value of the DRM.

(M): Mandatory Event

[S]: Shock troop Capable Unit

[BR]: Britain

[BP]: British Palestine

[FR]: France

[GE]: Germany

[PG]: Provisional Government (Russian)

[US]: United States

SMT: Strategic Movement Transfer

GWIE: Great War in Europe

GWINE: Great War in the Near East

GWIE/NE: The combined game

## Geographical Restrictions for GE, BR, RU, TU, Armenian, Arab and Persian units:

[Eu]: unit may only operate in Europe.

[Vr]: BR variable entry units.

[NE]: may only operate on the Near East Maps.

[C]: unit may only operate on the Caucasus Front.

[C/P]: May only operate on the Caucasus Front within Persia.

[E]: may only operate on the Egypt/Palestine Front.

[E/I]: unit may only operate on the Egypt and/or the Iraq Front maps.

[E/O]: may only operate on the Egypt Front within the Ottoman Empire.

[I]: may only operate on the Iraq Front.

[I/P]: may only operate in the Iraq Front within Persia.

X: duplicate listing for playing either GWIE or GWINE alone.

14 x 3-4 Infantry (3, 5R, 5BVR, 7R, 9R, 12R, 16R, 21R, 22, 22R, 23R, 31, 32, 42)

9 x 2-3-4 Infantry (BE, 1R, 1BVR, 4ER, 6R, 10ER, 15R, 24R, 25R)

2 x 2-4 Infantry (30BVR, 33R)

2 x 1-2-3 Infantry (2LW, 6BLW)

**E:** set up anywhere in Germany on the Eastern Front map:

1 x 1-3 > 0-3 HQ [Eu] (8th Army)

1 x 1-6 Cavalry > 1-2-3 Infantry (1)

2 x 4-4 Infantry > 6-4-5\* Shock Troop [S] (1, 37)

1 x 4-4 Infantry (2)

1 x 3-4-4 Infantry > 5-4-5\* Shock Troop [S] (41)

2 x 3-4-4 Infantry (35, 36)

2 x 2-3-4 Infantry (3R, 36R)

2 x 2-4 Infantry (35R, 86)

2 x 2-3 Infantry (3LW, 4LW)

Oberost is available for use on turn one.

**X:** set up in any heavy fortification hex in Germany on the West Front map, no more than two units per hex:

2 x 1-2-3 Infantry (5LW, 25LW)

**Y:** set up in any fortification or heavy fortification in Germany on the East Front map:

1 x 2-3-4 Infantry (88)

1 x 2-4 Infantry (87)

6 x 1-2-3 Infantry (11LW, 16LW, 18LW, 83, 84, 85LW)

## Reinforcements/Replacements:

Units are placed in Europe unless otherwise specified.

I. Units entering (or re-entering) play in Europe may be placed in either:

A) Friendly controlled and supplied cities in Germany.

B) Via Headquarters (13.3)

C) In ports on the East Front map (13.27)

II. Non-Divisional units entering the Near East may be placed in either:

A) Any CP city in regular supply or any CP ultimate supply source hex on the Caucasus map.

B) Any CP city in regular supply or any CP ultimate supply source hex on the Iraqi map

C) Damascus (N1728) or any CP ultimate supply source hex on the Egypt map

III. [GWINE only]: division-sized units entering in the Near East must be placed in the Strategic Movement Transit Box (at no cost)

## Strategic Turn A

3 x 1-2-3 Infantry (1BLW, 1N, 2N)

## Strategic Turn B

1 x 1-3 > 0-3 HQ [Eu] (9th Army)

1 x 3-4-4 Infantry (44R)

4 x 3-4 Infantry > 5-3-5\* Shock Troop [S] (6BVR, 47R, 50R, 51R)

5 x 3-4 Infantry (45R, 46R, 48R, 49R, 54R)

3 x 2-3-4 Infantry (43R, 52R, 53R)

## THE CENTRAL POWERS

### GERMANY

#### At Start:

**W:** set up in any hexes of Germany and/or Belgium within three hexes of Aachen (W6526) on the Western Front map. Do not trace the three hex radii through any hexes in Holland. At least 30 infantry divisions must set up north of hex-row W59xx:

7 x 1-3 > 0-3 HQ [Eu] (1st Army, 2nd Army, 3rd Army, 4th Army, 5th Army, 6th Army, 7th Army)

10 x 1-6 Cavalry > 1-2-3 Infantry (2, 3, 4, 5, 6, 7, 8, 9, GD, BV)

3 x 4-5-4 Infantry > 6-5-5\* Shock Troop [S] (1GD, 2GD, 3GD)

17 x 4-4 Infantry > 6-4-5\* Shock Troop [S] (1BV, 2BV, 4BV, 5, 5BV, 6, 6BV, 7, 8, 9, 10, 13, 17, 20, 25, 27, 33)

1 x 4-4 Mountain > 6-4-5\* Shock Troop [S] (26)

4 x 4-4 Infantry (3BV, 19, 21, 29)

14 x 3-4-4 Infantry > 5-4-5\* Shock Troop [S] (1GDR, 2GDR, 4, 10R, 12, 13R, 14, 14R, 17R, 23, 24, 26R, 28R, 34)

10 x 3-4-4 Infantry (11, 15, 16, 18, 19R, 28, 30, 38, 39, 40)

2 x 3-4 Infantry > 5-3-5\* Shock Troop [S] (11R, 18R)

**Strategic Turn C**

2 x 1-3 > 0-3 HQ [Eu] (Sudarmee, 10th Army)  
 1 x 3-4-4 Infantry > 5-4-5\* Shock Troop [S] (8BVR)  
 8 x 2-3-4 Infantry (75R, 76R, 77R, 78R, 79R, 80R, 81R, 82R)  
 1 x 1-2-3 Infantry (10LW)

**Strategic Turn D**

1 x 2-3 > 0-3 HQ [Eu] (11th Army)  
 1 x 6-4-5 Mountain [S] (AK)  
 1 x 4-5-4 Infantry > 6-5-5\* Shock Troop [S] (4GD)  
 3 x 4-4 Infantry > 6-4-5 \* Shock Troop [S] (11BV, 50, 52)  
 1 x 3-4-4 Infantry > 5-4-5\* Shock Troop [S] (54)  
 3 x 3-4-4 Infantry (10BV, 56, 58)  
 3 x 3-4 Infantry > 5-3-5\* Shock Troop [S] (111, 113, 119)  
 1 x 3-4 Infantry (117)  
 3 x 2-3-4 Infantry (115, 121, 123)  
 4 x 1-2-3 Infantry (7LW, 8LW, 9LW, 15LW)

**Strategic Turn E**

1 x 1-3 > 0-3 HQ [Eu] (12th Army)  
 3 x 3-4 Infantry > 5-3-5\* Shock Troop [S] (103, 183, 185)  
 1 x 3-4 Infantry (187)  
 4 x 2-3-4 Infantry (105, 107, 108, 109)  
 2 x 2-4 Infantry (12LW, 101)  
 2 x 1-2-3 Infantry (13LW, 14LW)

**Strategic Turn F**

2 x 2-4 Infantry (5ER, 89)  
 1 x 1-2-3 Infantry (47LW)

**Strategic Turn G**

1 x 3-4 Infantry > 5-3-5\* Shock Troop [S] (206)  
 1 x 3-4 Infantry (15BV)  
 1 x 1-2-3 Infantry (17LW)

**Strategic Turn I**

1 x 3-4 Mountain > 5-3-5\* Shock Troop [S] (200)  
 2 x 3-4 Infantry > 5-3-5\* Shock Troop [S] (195, 199)  
 1 x 3-4 Infantry (12BV)  
 5 x 2-3-4 Infantry (192, 197, 201, 204, 216)  
 2 x 2-4 Infantry (91, 217)

**Strategic Turn J**

8 x 3-4 Infantry (9BVR, 203, 207, 208, 211, 214, 221, 222)  
 4 x 2-3-4 Infantry (202, 213, 223, 225)  
 5 x 2-4 Infantry (93, 212, 215, 218, 224)  
 2 x 1-2-3 Infantry (19LW, 20LW)

**Strategic Turn K**

Europe:  
 3 x 3-4 Infantry (16BV, 220, 231)  
 1 x 2-3-4 Infantry > 4-3-5\* Shock Troop [S] (233)  
 10 x 2-3-4 Infantry (205, 219, 234, 235, 236, 238, 239, 240, 242, 302)  
 5 x 2-4 Infantry (92, 226, 232, 237, 241)  
 2 x 1-2-3 Infantry (2BLW, 26LW)  
 4 x HL Forts  
 Near East SMT Box [GWINE only]:  
 1 x 6-4-5 Mountain [S] (AK) [X]

**Strategic Turn L**

Europe:  
 1 x 4-5-4 Infantry > 6-5-5\* Shock Troop [S] (5GD)  
 1 x 2-3-4 Infantry (227)  
 1 x 2-4 Infantry (39BVR)  
 8 x 1-2-3 Infantry (3N, 21LW, 22LW, 23LW, 38LW, 44LW, 45LW,

46LW)

Near East:

1 x 1-4\* Infantry (601BN)

**Strategic Turn M**

1 x 3-4-4 Infantry (14BV)  
 1 x 2-3-4 Infantry (228)  
 3 x 2-4 Infantry (94, 95, 96)

**Strategic Turn N**

1 x 1-3 > 0-3 HQ [Eu] (14th Army)  
 1 x 3-4 Mountain > 5-3-5\* Shock Troop [S] (JGR)  
 2 x 1-2-3 Infantry (24LW, 48LW)

**Strategic Turn O**

Europe:

2 x 1-3 > 0-3 HQ [Eu] (17th Army, 18th Army)  
 1 x 1-2-3 Infantry (29LW)

Near East SMT Box [GWINE only]:

4 x 6-4-5\* Shock Troop [S] (1, 25, 37, 50) all [X]  
 1 x 6-4-5\* Mountain Shock Troop [S] (26) [X]

**Strategic Turn P**

Europe:

2 x 2-4 Infantry (255, 301)

Near East:

1 x 2-4\* Infantry (201BD)

**By Event:**

[O] 3 x 0-1-4 Anti-Tank (1RGT, 2RGT, 3RGT)  
 [O] 1 x 1-4 (+1)\* Tank (1RGT)

**AUSTRIA-HUNGARY****At Start:**

**A:** In Austria-Hungary within three hexes (two intervening hexes) of any Russian SW unit:

3 x 1-2 > 0-2 HQ (1st Army, 3rd Army, 4th Army)  
 4 x 1-6 Cavalry (1CRP, 2CRP, 3CRP, 4CRP)  
 4 x 3-4 Infantry (13SCH, 22SCH, 44SCH, 45SCH)  
 18 x 2-3-4 Infantry (2, 3, 4, 5, 6, 8, 12, 14, 15, 16, 21, 25, 27, 28, 30, 33, 35, 46)  
 6 x 1-2-3 Infantry (37HLW, 38HLW, 39HLW, 41HLW, 95LW, 106LW)

**B:** set up in Austria Hungary within six hexes of Budapest (E3310):

1 x 1-6 Cavalry (5CRP)  
 2 x 3-4 Infantry (26SCH, 43SCH)  
 7 x 2-3-4 Infantry (10, 11, 19, 29, 31, 32, 34)  
 3 x 1-2-3 Infantry (20HLW, 23HLW, 40HLW)

**M:** set up in Austria-Hungary in any hexes adjacent to the Serbian and/or Montenegrin border:

3 x 3-4 Mountain (1, 47, 48)  
 1 x 3-4 Infantry (21SCH)  
 3 x 2-3-4 Infantry (9, 18, 36)  
 1 x 1-2-3 Infantry (42HLW)

**Reinforcements/Replacements:** units entering (or re-entering) play may be placed in either:

A) Friendly controlled and supplied cities in Austria-Hungary.  
 B) Via Headquarters (13.13)

**Strategic Turn B**

4 x 2-3-4 Infantry (7, 17, 54, 55)  
1 x 2-4 Mountain (88KBD)

**Strategic Turn C**

5 x 3-4 Mountain (50, 58, 61, 90, 92)  
3 x 2-3-4 Infantry (24, 91, 94)

**Strategic Turn D**

1 x 1-2 > 0-2 HQ (7th Army)  
2 x 3-4 Mountain (57, 59)  
1 x 3-4 Infantry (46SCH)  
2 x 2-3-4 Infantry (53, 62)  
1 x 1-2-3 Infantry (51HLW)

**Strategic Turn G**

1 x 1-2-3 Infantry (70HLW)  
By Event:  
[C] 1 x 2-4\* Infantry (AHPO)

**TURKEY**

Turkey automatically enters the war on the October 1914 Operational turn.

**Deployment — Europe:**

Turkish European units are deployed:

- A) The instant the Gallipoli, Salonika, or Greek Entry events are played
- B) The instant an Allied unit first enters a hex in European Turkey
- C) Whenever the Allies control five or more Turkish Surrender hexes on the Near East maps.

E1328: 6 x 2-4 Infantry (10, 12, 13, 14, 20, 25)

E1124: 1 x 2-4 Infantry (5)

E1024: 1 x 2-4 Infantry (7)

E1023: 1 x 3-4-4 Infantry (19), 1 x 2-4 Infantry (9)

**Deployment — Near East:**

Turkish Near East units are set up at game start although hostilities do not begin on the NE maps until the November/December Operational turn.

**In the Turkish Required Reserve Holding Box:**

10 x 2-4 Infantry (1, 2, 4, 6, 11, 15, 16, 26, 35, 38)

In the Arabia Holding Box:

4 x 1-2-4 Infantry (21, 22, 39, 40)

On the Caucasus Front map in Turkey east of hex row Nxx35:

1 x 1-6 Cavalry (9BD)

11 x 2-4 Infantry (17, 18, 28, 29, 30, 31, 32, 33, 34, 36, 37)

If playing GWiNE alone, ADD:

1 x 2-4 Infantry (20) [X]

In Damascus (N1728):

2 x 2-4 Infantry (23, 24)

In Gaza (N2913):

2 x 2-4 Infantry (8, 27)

If Playing GWiNE alone, ADD:

1 x 2-4 Infantry (25) [X]

In any town in Iraq except Basra:

1 x 1-6 Cavalry (6BD)

**Replacements:** units re-entering play may be either:

- A) Placed like Reinforcements entering the Caucasus, Iraq or Syria.
- B) Via Headquarters [13.3]

**Reinforcements:**

Turkish Reinforcements entering the game for the first time must be placed:

- Europe: in Constantinople (E1328)
- Near East: indicated by the location printed on the back of the counter:
  - A) Caucasus: Any CP city in regular supply or any CP ultimate supply source hex on the Caucasus map.
  - B) Iraq: Any CP city in regular supply or any CP ultimate supply source hex on the Iraqi map.
  - C) Syria: Damascus (N1728) or any CP ultimate supply source hex on the Egypt map.
  - D) Arabia: The Arabia Holding Box.
  - E) Turkey: The Turkish Required Reserve Box.
- Yilderim Army Group HQ: may be placed at any of the above Near East locations.
- Persian Gendarme (GNDM): unit may be placed in any CP controlled town in Persia on the Iraq Front map.

**Strategic Turn D**

Syria: 1 x 2-4 Infantry (45)

Caucasus: 1 x 2-4 Infantry (51)

Persia (on Iraq Front): 1 x 1-2-4 Infantry (GNDM) [I/P]

**Strategic Turn E**

Europe: 1 x 2-4 Infantry (3)

Turkey:

4 x 2-4 Infantry (43, 47, 48, 50)

2 x 1-2-4 Infantry (44, 49)

Syria:

2 x 2-4 Infantry (42, 46)

1 x 1-2-4 Infantry (41)

Iraq: 1 x 2-4 Infantry (52)

**Strategic Turn G (GWINE only)**

Turkey: 4 x 2-4 Infantry (5, 7, 9, 10) all [X]

**Strategic Turn H (GWiNE only)**

Turkey: 3 x 2-4 Infantry (3, 12, 13) all [X]

**Strategic Turn I (GWiNE Only)**

Turkey: 1 x 2-4 Infantry (14) [X]

**Strategic Turn J**

Europe (GWiE only): 2 x 2-4 Infantry (46, 50) both [X]

Turkey: 1 x 1-4 Infantry (54)

Caucasus: 1 x 1-2-4 Infantry (53)

**Strategic Turn K**

Any NE location:

1 x 1-2 > 0-2 HQ [NE] (YAG)

Syria:

1 x 1-2-6 Cavalry (3)

1 x 1-6 Cavalry (8BD)

**Strategic Turn L**

Turkey: 4 x 1-4 Infantry (55, 56, 57, 59)

Arabia: 1 x 1-2-4 Infantry (58)

**Strategic Turn N**

(GWiNE only) REPLACE: 1 x 3-4-4 Infantry (19) with: 1 x 2-4 Infantry (19)  
 Turkey (GWiNE only): 1 x 2-4 Infantry (19) [X]

**Strategic Turn O**

Turkey: 2 x 1-4 Infantry (60, 61)

**BULGARIA**

Upon Entry, anywhere within Bulgaria:

1 x 0-3 HQ  
 10 x 2-4 / 1-2-4 Infantry (1, 2, 3, 4, 5, 6, 7, 8, 9, 11)

**Replacements:** units re-entering play may be placed:

- A) Friendly controlled and supplied cities in Bulgaria.  
 B) Via Headquarters [13.3]

**CENTRAL POWERS EVENTS****Strategic Turn C**

Europe:

2 x No Event (M)  
 U-Boat (M)  
 Serb Typhus (M)  
 Bulgarian Entry (M)  
 Chlorine Gas  
 BR Rigid Planning  
 Ace: [Immelman]  
 3 x Air  
 2 x New Air Tactics  
 1 x AH 2-4\* Infantry

Near East:

2 x No Event (M) [GWiNE Only]  
 3 x TU + 1 RP (M) [GWiNE Only]  
 Initiative [GWiNE only]  
 Enver Offensive (M)  
 Armenian Massacres (M)  
 Turkish Determination  
 Von der Goltz

**Strategic Turn G**

Europe:

U-Boat (M)  
 Jutland (M)  
 Conrad Offensive (M)  
 Phosgene  
 Flamethrower  
 Air Raid: London  
 2 x BR Rigid Planning  
 Ace: [Boelke]  
 1 x Air  
 East Air  
 New Air Tactics

Near East:

3 x + 1 TU RP (M) [GWiNE only]  
 Initiative [GWiNE only]  
 Enver Offensive (M)  
 Libyan Revolt (M)  
 Kemal  
 Turkish Determination

**Strategic Turn K**

Europe:

U-Boat (M)  
 Zimmerman (M)  
 Romanian Entry (M)  
 2 x Stosstruppen  
 Burchmuller  
 Mustard Gas  
 BR Rigid Planning  
 Ace: [Richtofen]  
 2 x New Air Tactics

Near East:

2 x + 1 TU RP (M) [GWiNE only]  
 Kaiserschlacht (M) [GWiNE only]  
 Initiative [GWiNE only]  
 Kress von Kressenstein  
 Lawrence Captured  
 Turkish Determination  
 NE Air

**Strategic Turn O**

Europe:

Naval Mutiny (M)  
 Influenza (M)  
 Air Raid: Paris  
 Paris Gun  
 2 x Aces: [Udet, Goering]  
 1 x Air  
 1 x GE 1-4 (+1)\* Tank  
 3 x GE 0-1-4 Anti-tank

*NOTE: German Anti-Tank Guns should be an Event that the CP player draws from the Pool. (it is a STRAT Turn O event. When drawn the CP player deploys the three A-T regiments as per rule 15.3.*

Near East:

+ 1 TU RP (M) [GWiNE only]  
 Turkish Atrocity (M)  
 Army of Islam (M)  
 Russian Civil War (M)  
 Armenian Republic (M)  
 3 x Entrenchments

## THE ALLIED POWERS

### GREAT BRITAIN

#### At Start: — Europe

In or adjacent to Mons (W6316):

- 1 x 1-3 > 0-3 HQ [Eu] (1st Army)
- 1 x 2-6 Cavalry (1)
- 4 x 5-6-4\* / 3-4-4 Infantry (1, 2, 3, 5)

#### At Start — Near East

In Basra (N2252)

- 3 x 1-4 Infantry [E/I] (16INBD, 17INBD, 18INBD)

In Egypt anywhere west of the Suez Canal:

- 2 x 3-4 Infantry (10IN, 11IN)
- 4 x 0-1-4 Infantry [E] (1CDCO, 2CDCO, 3CDCO, 4CDCO)

#### Reinforcements/Replacements — Europe:

New units are placed in either:

- A) Any allied controlled ports on the Western or Italian Front maps.
- B) Via Headquarters (13.3)

Exception: The 1AS, 42T, and NZ divisions may enter (and re-enter if rebuilt) the game through Egypt.

#### Reinforcements/Replacements — Near East:

New units appear on the map indicated. Units destroyed on a given map reappear on that map:

Iraq:

- A) Abadan (N2552) and / or Basra (N2252)
- B) Via Headquarters (13.3)

Egypt/Palestine:

- A) Any Allied-controlled hex west of the Suez Canal.
- B) Via Headquarters (13.3)

Persia: the South Persian Rifles (SPR) unit enters in any non-CP-controlled town in Persian on the Iraq Front map.

#### Strategic Turn A

Europe: 1 x 5-6-4\* / 3-4-4 Infantry (4)

#### Strategic Turn B

Europe:

- 2 x 5-6-4\* / 3-4-4 infantry (6, 7)
- 3 x 3-4-4 Infantry (3IN, 7IN, 63 RN)
- 1 x 1-2-6 Cavalry (2)

#### Strategic Turn C

Europe:

- 1 x 1-3 > 0-3 HQ [Eu] (2nd Army)
- 2 x 1-2-6 Cavalry (3, 4)
- 4 x 5-6-4\* / 3-4-4 Infantry (8, 27, 28, 29)

Iraq:

- 1 x 1-6 Cavalry [E/I] (6BD)
- 3 x 1-4 Infantry [E/I] (12INBD, 30INBD, 33INBD)

#### Strategic Turn D

Europe:

- 2 x 5-6-4 Infantry (1CND, 51T)
- 2 x 5-4 Infantry [Vr] (1AS, NZ)
- 1 x 3-4-4 Infantry (9NA)
- 9 x 3-4 Infantry (10NA, 14NA, 42T [Vr], 46T, 47T, 48T, 49T, 50T, 52T)
- 1 x 1-2-6 Cavalry (5)

#### Strategic Turn E

Europe:

- 1 x 1-3 > 0-3 HQ [Eu] (3rd Army)
- 2 x 5-4 Infantry (2AS, 18NA)
- 2 x 3-4-4 Infantry (12NA, 15NA)
- 6 x 3-4 Infantry (11NA, 13NA, 17NA, 19NA, 20NA, 37NA)

#### Strategic Turn F

Europe:

- 1 x 5-6-4 Infantry (2CND)
- 1 x 5-4 Infantry (GDS)
- 9 x 3-4 Infantry (21NA, 22NA, 23NA, 24NA, 25NA, 26NA, 30NA, 53T, 54T)

#### Strategic Turn G

Europe: 10 x 3-4 Infantry (16NA, 31NA, 32NA, 33NA, 34NA, 35NA, 36NA, 38NA, 55T, 56T)

Persia (on Iraq Front): 1 x 2-4 Infantry [I/P] (SPR)

Iraq: 1 x 1-4 Infantry [E/I] (42INBD)

Egypt:

- 1 x 1-5 Cavalry [E/I] (ICBD)
- 1 x 1-6 Cavalry [E/I] (7YBD) *This unit is erroneously identified in the BP counter mix as the 7BD.*

#### GWINE only, ADD:

Iraq: 1 x 3-4-4 Infantry (7IN) [X]

Egypt: 4 x 3-4 Infantry (42T, 52T, 53T, 54T) all [X]

#### Strategic Turn H

Europe:

- 1 x 1-3 > 0-3 HQ [Eu] (4th Army)
- 2 x 3-4 Infantry (39NA, 41NA)

Iraq: 2 x 3-4 Infantry (13IN, 14IN)

Egypt: 3 x 1-6 Cavalry [E/I] (1ALHBD, 2ALHBD, NZBD)

#### GWINE only, ADD:

Iraq: 1 x 3-4-4 Infantry (3IN) [X]

#### Strategic Turn I

Europe:

- 2 x 5-6-4 Infantry (3CND, 4CND)
- 3 x 5-4 Infantry (3AS, 4AS, 5AS)
- 3 x 3-4 Infantry (40NA, 60T, 61T)

Iraq: 1 x 1-4 Infantry [E/I] (34INBD)

#### Strategic Turn J

Iraq: 1 x 1-6 Cavalry [E/I] (7BD)

#### Strategic Turn K

Europe:

- 5 x 3-4 Infantry (57T, 58T, 59T, 62T, 66T)
- 2 x 1-2-4 Infantry (1PT, 2PT)

Iraq: 2 x 1-3 > 0-3 HQ [I/E] (13CRP, 14CRP)

Egypt:

- 3 x 1-6 Cavalry [I/E] (3ALHB, 4ALHB, 5ASBD)
- 1 x 3-4 Infantry (74T)

#### Strategic Turn L

Europe: 1 x 1-3 > 0-3 HQ [Eu] (5th Army)

Egypt:

- 1 x 3-4 Infantry (75T)
- 1 x 3-6 Cavalry (Y)

#### GWINE only, ADD:

Egypt: 1 x 3-4 Infantry (60T) [X]

**Strategic Turn M**

Egypt:

- 2 x 1-3 > 0-3 HQ [E/I] (20CRP, 21CRP)
- 1 x 0-5 HQ [E/I] (MTDCP)

**Strategic Turn N**

Iraq: 3 x 1-4 Infantry [E/I] (50INBD, 51INBD, 52INBD)

**Strategic Turn O**

Iraq: 1 x 1-6 cavalry [E/I] (11BD)

**Strategic Turn Q**

Europe [GWiE Only]:

- 1 x 3-4 Infantry (74T) [X]

Egypt:

- 1 x 2-3-4\* Infantry [E] [FR] (DFPS)
- 1 x 1-6 Armored Car [E/I] (ACBD)

**GWiE only, ADD:**

Egypt: 2 x 1-2-6 cavalry (4, 5) both [X]

**By Event:**

Europe:

- [G] 1 x 1-4 (+1)\* Armored (BN)
- [K] 1 x 7-1-5 (+2) Armored (RTC)

Near East:

Allied Available Units Box [GWiE only]

- [G] 1 x 3-4 Infantry (10NA)

**FRANCE****At Start**

**F:** set up in France in hexes adjacent to the Belgian, German and Luxemburg border between hexes W5622 (**Sedan**) and W3830 inclusive. No more than 10 units may begin north of hexrow W53xx.

- 3 x 3-4-4 Infantry (1COL, 2COL, 3COL)
- 42 x 3-4 Infantry (1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 39, 40, 41, 42, 43, 44)
- 19 x 2-3-4 Infantry (51R, 52R, 53R, 54R, 55R, 56R, 58R, 59R, 60R, 63R, 64R, 65R, 66R, 68R, 69R, 70R, 74R, 75R, 76R)

**G:** set up in any hex in France and Belgium west of the Meuse River, except for hexes W6424 and W6524. For set up purposes consider the Meuse to continue running towards the southwest along the hexsides of W4323, W4223, W4122, W4022, etc, to the south map edge.

- 5 x 1-3 > 0-3 HQ (1st Army, 2nd Army, 3rd Army, 4th Army, 5th Army)
- 2 x 1-2-6 Cavalry (1GRP, 3GRP)

**V:** set up in any fortification or heavy fortification in France, no more than two units per hex.

- 5 x 2-3-4 Infantry (57R, 67R, 71R, 72R, 73R)

**L:** set up in Lille (W6413)

- 1 x 1-3\* Infantry (LFD)

**Reinforcements/Replacements**

Units entering / re-entering play may be placed in any friendly controlled and supplied city in France or via Headquarters [13.3].

**Strategic Turn A**

- 2 x 1-3 > 0-3 HQ (6th Army, 9th Army)
- 1 x 1-2-6 Cavalry (2GRP)
- 4 x 3-4-4 Infantry (MRC, 37AF, 38AF, 45AF)
- 2 x 2-3-4 Infantry (61R, 62R)

- 12 x 1-2-3 Infantry (81T, 82T, 83T, 84T, 85T, 86T, 87T, 88T, 89T, 90T, 91T, 92T)

**Strategic Turn C**

- 2 x 3-4-4 **Mountain** Infantry (46CH, 47CH)
- 1 x 2-4\* Infantry (ITL)

**Strategic Turn F**

- 10 x 2-4 Infantry (120, 122, 125, 126, 129, 131, 133, 134, 153, 156)
- 1 x 1-2-3 Infantry (106)

**Strategic Turn I**

- 8 x 2-4 Infantry (124, 132, 151, 152, 154, 157, 161, 170)

**Strategic Turn K**

- 4 x 2-3-4 Infantry (10COL, 15COL, 16COL, 17COL)

**Strategic Turn O**

- 1 x 3-4\* Infantry (PL)

**Strategic Turn Q**

- 1 x 1-3 > 0-3 HQ (10th Army)

**By Event:**

- [K] 1 x 4-1-4 (+1) Armored (AAC)

**RUSSIA****At Start: — Europe**

**S:** set up in any hexes in Russia and Russian Poland adjacent to the Austro Hungarian border between hexes E4216 and E3524 inclusive.

- 3 x 3-4-4 Infantry > 1-2-3 Infantry [PG] (1GR, 2GR, 3GR)
- 29 x 2-3-4 Infantry > 1-2-3 Infantry [PG] (3, 5, 7, 9, 10, 11, 12, 13, 14, 15, 17, 18, 19, 21, 31, 32, 33, 34, 35, 38, 41, 42, 44, 45, 46, 47, 48, 49, 52)
- 2 x 1-2-6 Cavalry > 1-2-6 Cavalry [PG] (3CRP, 4CRP)
- 1 x 1-6 Cavalry > 1-6 Cavalry [PG] (1DONCRP)

**1st Army:** set up in and/or adjacent to Kovno (E5620)

- 8 x 2-3-4 Infantry > 1-2-3 Infantry [PG] (25, 26, 27, 28, 29, 30, 40, 43)
- 2 x 1-2-6 Cavalry > 1-2-6 Cavalry [PG] (1CRP, GDCRP)

**2nd Army:** set up in and/or adjacent to Warsaw (E4816)

- 2 x 3-4-4 Infantry > 1-2-3 Infantry [PG] (3GD, 4SS)
- 8 x 2-3-4 Infantry > 1-2-3 Infantry [PG] (1, 2SS, 6, 8, 16, 22, 24, 36)
- 1 x 1-2-6 Cavalry > 1-2-6 Cavalry [PG] (2CRP)

**V:** set up in any fortification or heavy fortification within Russia or Russian Poland, no more than two units per hex.

- 4 x 1-2-3 Infantry > 1-2-3 Infantry [PG] (53, 73, 80, 81)

**At Start — Near East**

**C:** set up on the Caucasus Front map anywhere within Russia.

- 3 x 2-3-4 Infantry > 1-2-3 Infantry [PG] (20, 39, 66)
- 1 x 1-2-6 Cavalry > 1-2-6 Cavalry [PG] (1CAUCRP)
- 1 x 1-6 Cavalry > 1-6 Cavalry [PG] (TCCCRP)
- 7 x 1-4 Infantry > 1-4 Infantry [PG] [C] (1CAUBD, 2CAUBD, 3CAUBD, 1KUBBD, 3KUBBD, 4TKSBD, 5TKSBD)

**Reinforcements/Replacements — Europe**

Units entering / re-entering play are either placed in:

- A) Any friendly controlled cities in Russia (and Russian Poland on Strategic Turn A ONLY!)
- B) Via Headquarters (13.3)

**Reinforcements/Replacements — Near East:**

Units entering / re-entering play are either placed in:

- A) Any friendly controlled cities or Allied ultimate supply source hexes in Russia on the Caucasus Front map.
- B) Via Headquarters [13.3]
- C) The Persian Cossack (PC) unit enters in any non-CP controlled town in Persian on the Caucasus Front map.

**Strategic Turn A**

Europe:

- 5 x 1-2 > 0-2 HQ [Eu] (NW Front, SW Front, 5th Army, 7th Army, 8th Army)
- 1 x 1-2-6 Cavalry > 1-2-6 Cavalry [PG] (5CRP)
- 2 x 1-6 Cavalry > 1-6 Cavalry [PG] (1KUBCRP, 2DONCRP)
- 6 x 3-4-4 Infantry > 1-2-3 Infantry [PG] (1GD, 2GD, 1TKS, 2TKS, 7SB, 8SB)
- 9 x 2-3-4 Infantry > 1-2-3 Infantry [PG] (1FN, 3FN, 23, 37, 61, 70, 75, 82, 83)
- 6 x 1-2-3 Infantry > 1-2-3 Infantry [PG] (56, 57, 59, 64, 68, 77)

**Strategic Turn B**

Europe:

- 9 x 3-4-4 Infantry > 1-2-3 Infantry [PG] (CAUGR, 1SB, 2SB, 4SB, 5SB, 11SB, 12SB, 13SB, 14SB)
- 11 x 2-3-4 Infantry > 1-2-3 Infantry [PG] (50, 51, 58, 60, 63, 65, 69, 76, 78, 79, 84)
- 1 x 2-4 Infantry > 1-2-3 Infantry [PG] (6SB)
- 2 x 1-2-3 Infantry > 1-2-3 Infantry [PG] (55, 67)

**Strategic Turn: C**

Europe:

- 1 x 3-4-4 Infantry > 1-2-3 Infantry [PG] (3SB)
- 6 x 2-3-4 Infantry > 1-2-3 Infantry [PG] (1TA, 2TA, 9SB, 10SB, 71, 74)

Caucasus:

- 2 x 3-4-4 Infantry > 1-2-3 Infantry [PG] (4TKS, 5TKS)
- 1 x 2-3-4 Infantry > 1-2-3 Infantry [PG] (4CAU)

**Strategic Turn D**

Caucasus: 1 x 1-4 Infantry > 1-4 Infantry [PG] [C] (4KUBBD)

Persia (on Caucasus Map):

- 1 x 1-6 Cavalry > 1 x 1-6 Cavalry [PG] [C/P] (PC)

**Strategic Turn E**

Europe:

- 1 x 2-3-4 Infantry > 1-2-3 Infantry [PG] (3CAU)
- 3 x 1-2-3 Infantry > 1-2-3 Infantry [PG] (62, 103, 110)
- 6 x 1-3 Infantry > 1-3 Infantry [PG] (1LV, 2LV, 3LV, 4LV, 114, 119)

**Strategic Turn F**

Europe:

- 1 x 1-2 > 0-2 HQ [Eu] (West Front)
- 1 x 3-4-4 Infantry > 1-2-3 Infantry [PG] (3TKS)
- 3 x 2-3-4 Infantry > 1-2-3 Infantry [PG] (1KUB, 1CAU, 3TA)
- 10 x 1-2-3 Infantry > 1-2-3 Infantry [PG] (101, 102, 104, 105, 108, 109, 111, 117, 125, 126)
- 4 x 1-3 Infantry > 1-3 Infantry [PG] (5LV, 6LV, 7LV, 8LV)

Caucasus:

- 1 x 1-2 > 0-2 HQ [C] (CAU)
- 2 x 1-2-3 Infantry > 1-2-3 Infantry [PG] (123, 127)

**Strategic Turn G**

Europe:

- 3 x 1-2 > 0-2 HQ [Eu] (9th Army, 11th Army, 12th Army)

- 1 x 3-4-4 Infantry > 1-2-3 Infantry [PG] (GDRF)
- 3 x 2-3-4 Infantry > 1-2-3 Infantry [PG] (2FN, 4FN, 121)
- 4 x 1-2-3 Infantry > 1-2-3 Infantry [PG] (113, 120, 122, 124)

Caucasus:

- 1 x 2-3-4 Infantry > 1-2-3 Infantry [PG] (7CAU)
- 1 x 1-2-3 Infantry > 1-2-3 Infantry [PG] (CAUF)
- 1 x 1-4 Infantry > 1-4 Infantry [C] [PG] (2KUBBD)
- 1 x 1-3 Infantry > 1-3 Infantry [C] [PG] (CAUFBD)
- [GWiNE only] ADD: 2 x 2-3-4 Infantry > 1-2-3 Infantry [PG] (1CAU, 6) [X]

Iraq:

- RU PEF may be available [I]. See [17.2]

**Strategic Turn H:**

Europe:

- 1 x 2-2 > 0-2 HQ [Eu] (GD)
- 4 x 1-2-3 Infantry > 1-2-3 Infantry [PG] (100, 112, 115, 116)

**Strategic Turn J:**

Europe: 1 x 1-2-4\* Infantry > 1-2-4\* Infantry [PG] (SV)

**Upon the Fall of the Czar perform the following:**

- A) Flip all other Tsarist units to their Provisional Government sides regardless of where they are.
- B) Add the following to the Allied Available Units box for later entry (all are PG units):

- 1 x 2-3-4\* Infantry (CZK)
- 1 x 1-3\* Infantry (POV)
- 11 x 1-2-3 Infantry (4TA, 5TA, 7TKS, 8TKS, 15SB, 16SB, 17SB, 18SB, 19SB, 20SB, 21SB)
- 22 x 2-3 Infantry (5FN, 6FN, 131, 132, 133, 134, 135, 136, 137, 138, 151, 153, 154, 155, 156, 157, 160, 161, 162, 163, 164, 165)
- 5 x 1-3 Infantry (166, 167, 168, 169, 170)

**ITALY**

**Upon Entry:** set up in any hex in Italy:

- 1 x 2-6 Cavalry (1CRP)
- 2 x 2-4 Mountain (1ALP, 2ALP)
- 35 x 2-4 Infantry (1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35)

Plus: any subsequent reinforcements from Strategic Turns prior to Entry.

**Reinforcements/Replacements**

Units entering / re-entering play are either placed in either:

- A) Any allied controlled city in Italy
- B) Via Headquarters (13.3)

**Strategic Turn G**

- 2 x 1-2-4 Infantry (36, 37)

**Strategic Turn H**

- 8 x 1-2-4 Infantry (45, 47, 48, 50, 51, 53, 54, 55)

**Strategic Turn I**

- 5 x 1-2-4 Infantry (56, 57, 58, 59, 60)

**Strategic Turn M**

- 3 x 1-2-4 Infantry (66, 70, 75)

**Strategic Turn P**

- 1 x 2-4 Infantry (CZK)

**Strategic Turn Q**

- 1 x 1-3 > 0-3 HQ

**THE UNITED STATES**

U. S. Units enter (or re-enter) the game either:

- A) Via any allied controlled hexes on the west and south edge of the Western Front map.
- B) Via any allied controlled hexes on the south edge of the Italian Front map.
- C) Via Headquarters.

**US Entry + 3**

1 x 8-4 / 4-4 Infantry (1)

**US Entry + 4**

2 x 8-4 / 4-4 Infantry (2, 3)  
 3 x 6-7-4 / 3-4-4 Infantry (26, 42, 77)  
 1 x 5-6-4 / 3-4 Infantry (32)  
 1 x 4-6-4 / 3-4 Infantry (88)

**US Entry + 5**

1 x 1-3 > 0-3 HQ (1 Army) [May not be delayed]  
 2 x 6-7-4 / 3-4-4 Infantry (89, 90)  
 13 x 5-6-4 / 3-4 Infantry (4, 5, 27, 28, 29, 30, 33, 35, 36, 37, 78, 80, 82)

**US Entry + 6**

1 x 1-3 > 0-3 HQ (2 Army)  
 4 x 5-6-4 / 3-4 Infantry (31, 79, 91, 92)

**US Entry + 7**

6 x 4-6-4 / 3-4 Infantry (6, 7, 8, 38, 81, 87)

**By Event**

[O] 1 x 4-1-5 (+2) Armored (TC)

**BELGIUM****At Start:**

In Antwerp (W6819)  
 1 x 0-3 HQ  
 1 x 1-6 Cavalry (1)  
 5 x 2-3-4 Infantry (1, 2, 3, 5, 6)

In Namur (W6221)  
 1 x 2-3-4 Infantry (4)

**Replacements:** units re-entering play may be placed:

- A) Friendly controlled and supplied cities in Belgium.
- B) Via Headquarters [13.3]

**SERBIA/MONTENEGRO**

**At Start:** in any hex within Serbia:

1 x 0-3 HQ  
 1 x 1-6 Cavalry (1)  
 11 x 2-4 Mountain (1DON, 2DON, 1DRN, 2DRN, 1MOR, 2MOR, 1SUM, 2SUM, 1TIM, 2TIM, YUG)

In any hex within Montenegro:

3 x 1-2-4\* Mountain [MN] (1SND, 2SND, 3SND)

**Replacements:** units re-entering play may be placed:

- A) Friendly controlled and supplied cities in Serbia.
- B) Via Headquarters [13.3]

**ROMANIA**

**Upon Entry:** in any hex within Romania:

1 x 0-2 HQ  
 1 x 1-6 Cavalry (ICRP)  
 20 x 1-2-4 Infantry (1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20)

Plus: any subsequent reinforcements from Strategic Turns prior to Entry.

**Reinforcements/Replacements**

Units entering (or re-entering) play may be placed either:

- A) Any allied controlled city in Romania
- B) Via Headquarters (13.3)

**Strategic Turn J:**

1 x 1-2-4 Infantry (23)

**GREECE**

**Upon Entry:** if the Salonika event has been played, set up Greek units in any non-CP occupied hex within Greece otherwise, set up in any hex within Greece.

3 x 2-4 Infantry (1, 2, 13)

**Replacements:** units re-entering play may be placed in Salonika (E1116).

**ARMENIA**

Armenian units enter play through random draw after either the Armenian Massacres and/or Armenian Republic events are played. All Armenian units are: [C]

Randomizer

3 x ?-4 > 1-4 Infantry  
 1 x ?-4 > 1-2-4 Infantry  
 1 x ?-4 > 2-4 Infantry  
 1 x ?-4 > 2-3-4 Infantry

Armenian units are replaced like RU units.

**The Arab Northern Army**

ANA units enter play through random draw after the ANA event is played. All ANA units are [E/O]

Randomizer

1 x ?-6 > 3-6 Cavalry  
 1 x ?-6 > 3-2-6 Cavalry  
 1 x ?-6 > 3-1-6 Cavalry  
 1 x ?-6 > 2-6 Cavalry  
 1 x ?-6 > 2-1-6 Cavalry  
 1 x ?-6 > 1-6 Cavalry

## ALLIED EVENTS

### Strategic Turn C

#### Europe

2 x No Event (M)  
 Italian Entry (M)  
 Czar in Command (M)  
 BR Hurricane Bombardment  
 Chlorine Gas  
 Gallipoli  
 Salonika  
 3 x Air  
 New Air Tactics

#### Near East

2 x No Event (M) [GWiNE only]  
 +2 RU RP (M) [GWiNE only]  
 +1 BR RP (M) [GWiNE only]  
 2 x RU Winter Offensive  
 RU Amphibious Campaign  
 I

#### raq Naval Flotilla

Townsend  
 Yudenich

### Strategic Turn G

#### Europe

Romanian Entry (M)  
 Remove 3IN + 7IN [BR] (M)  
 Haig Offensive (M)  
 2 x RU Command Paralysis (M)  
 Phosgene  
 Brusilov Offensive  
 2 x They Shall Not Pass  
 The System  
 1 x Air  
 Ace: [Ball]  
 New Air Tactics  
 BR 1-4 (+1)\* Armored (BN)

#### Near East

3 x +2 RU RP (M) [GWiNE only]  
 +1 BR RP (M) [GWiNE only]  
 BR 3-4 Infantry (10NA) [GWiNE only]  
 Remove 10IN +11IN [BP](M)  
 RU Winter Offensive  
 Maude

### Strategic Turn K

#### Europe:

Greek Entry (M)  
 French Mutinies (M)  
 Mine  
 Mustard Gas  
 The Tiger  
 Convoy  
 Air  
 Ace: [Fonck]  
 BR 7-1-5 (+2) Armored (RTC)  
 FR 4-1-4 (+1) Armored (AAC)

#### Near East:

+2 BR RP (M) [GWiNE only]  
 +1 BR RP (M) [GWiNE only]  
 Remove 42T [BP] (M) [GWiNE only]

#### NE Air

Lawrence of Arabia  
 Allenby  
 Palestinian Naval Bombardment  
 Meinertzhagen

### Strategic Turn O

#### Europe:

Turkish Surrender (M) [GWiE only]  
 Bulgarian Collapse (M)  
 Foch  
 2 x German Looting  
 BR Hurricane Bombardment  
 US 4-1-5 (+2) Armored (TC)  
 Independent Air Force  
 Ace: [Rickenbacker]  
 2 x Air  
 Italian Aircraft

#### Near East:

+2 BR RP (M) [GWiNE only]  
 +1 BR RP (M) [GWiNE only]  
 Initiative [GWiNE only]  
 2 x NE Air  
 Air Interdiction  
 ANA  
 Turkish HQ Bombed

## PRE-WAR EVENTS

#### Allied:

1. Czar Michael
2. Russian Plan 19
3. French Plan Michel
4. Defense to the Limit
5. Alternative BEF Deployment
6. Larger BEF
7. Fisher's Gambit
8. Turkey Hesitates
9. Automatic Italian Entry
10. T.R. in the White House

#### Central Powers:

1. Austrian Plan R
2. Less German Naval Construction
3. More German Naval Construction
4. More U-Boats
5. Germany Invades Holland
6. Albert Capitulates
7. Aggressive German Navy
8. The Goeben
9. Romanian Treaty
10. Von Moltke the Elder

# Great War in Europe Event Summary

## Abbreviations:

- C: combat event
- M: mandatory event
- R: permanently remove Event after use. Otherwise Event is in play until removed by another event or action.
- ST: event is used once between Strategic Turns
- MO: Mandated Offensive Event
- SW: Strategic Warfare Event
- WF: usable on the Western Front\*
- IF: usable on the Italian Front\*
- EF: usable on the Eastern Front\*
- NE (I): Near East Event where "I" is the appropriate front: C = Caucasus; I = Iraq; P = Egypt / Palestine; A = Any\*
- +UN: add Unit Event
- -UN: remove Unit Event
- GWiNE: playable in Great War in the Near East only.
- GWiE: playable in Great War in Europe only.
- OP turn: Operational turn.
- STRAT turn: Strategic turn.
- RP: Replacement Points
- 1>: One or more

Additional restrictions may be listed after a given abbreviation in parenthesis.

Rules cross-references are listed at the end of the Event description.

\* Indicates where a given event can be used. Events that can be used on multiple fronts will be indicated by whatever codes are applicable. If no code, event can either be used on any Front or is not a Front-sensitive event.

**Aces [C, WF, ST, (SW CP only)]:** used like Air Units (see below) except must check for mortality. [15.1], [15.15]

**Air Raid London/Paris [SW, R]:** -2 to BR or FR RPs (depending on which raid is played). [5.23]

**Air Units [C, WF, ST, (SW CP only)]:** may support one combat between STRAT Turns. Gives +1 Combat DRM for side who commits most to combat. Allows advance after combat against +2 entrenched defenders on the Western Front. CP Air Units [& Aces] may be used for home defense [15.1], [5.24]

**Allenby [NE (P), R]:** allows the Allied player an extra combat phase regardless of initiative [6.32].

**Allied Air Interdiction [NE (P), R]:** Play during the Event Phase. All CP units that start OP Turn adjacent to Allied units must stop upon entering difficult terrain. [6.3, 7th para.]

**Anti-Tank Units [+UN, WF]:** 1RGT, 2RGT, 3RGT (GE): set up units during any subsequent New Units Phase. Cancels any attacking tank DRM [15.3]

**Arab Northern Army [M, +UN, NE (P)]:** place an untried ANA unit in any desert hex in Palestine [6.7]

**Armenian Massacres [M, +UN, NE (C), R]:** place an untried ARM unit in Van (N3378). Combat occurs if Van is CP-occupied (CP player is the attacker). [6.8]

**Armenian Republic [M, +UN, NE (C), R]:** If Bolshevik revolution has occurred, place an untried ARM unit in any town hex on the Caucasus Front map in Russia. Otherwise return to Allied Event pool [6.9]

**Army of Islam [M, NE (C)]:** If before Nov/Dec 1918, Baku (N3653) must be continuously occupied by 1> TU units (only) or the TU Surrender die roll has an additional +4DRM. **Baku only counts as a CP victory hex if occupied by non-Turkish CP units.** If after Nov/Dec 1918, treat as No Event and remove. [6.45]

**Austrian Polish Division [+UN, EF]:** place on the map during any New Units Phase. May only operate on the East Front map outside the Balkans. [6.6]

**British Hurricane Bombardment [C, WF, R]:** provides a +1 DRM for any one attack involving 1> supplied, supported BR (any subnationality) units on the Western Front map. Allows advance after combat against +2 entrenched defenders on the Western Front [6.15].

**British RPs [GWiNE, M, R]:** add the number of BR RPs indicated to the BR Near East RP total [6.61].

**British Rigid Planning [WF, R]:** **Play after any attack involving 1> BR units that does not include any Tank or US units.** Allies may not advance unless accompanied by tanks or US units. [6.39]

**Bruchmuller [C, WF, EF, IF]:** Once per OP Turn, CP gains a +1 DRM for any one attack involving 1> supplied, supported GE units. Allows advance after combat against +2 entrenched defenders on the Western Front [6.17].

**Brusilov Offensive [C, EF]:** If played before RU collapse, all supported RU (only) attacks on non GE CP hexes gain a +3 DRM. The supporting HQ is then permanently removed from play. If drawn after RU collapse treat as a No Event and remove [6.28]

**Bulgarian Collapse [M]:** Bulgaria collapses if it has not already done so [6.55], [16.0].

**Bulgaria Entry [M]:** Bulgaria joins the CP. If played after BU Collapses, BU never enters the war [6.54], [17.11].

**Conrad Offensive [M, MO, C, IF, R]:** AH units (only) must make at least 1 attack/turn for the following three OP turns. The first attack of the offensive has a +2 combat DRM. If Italy is still Neutral when drawn return to CP Event pool. [6.30]

**Convoys [SW]:** Immediately ends all effects of U-Boat Warfare. Any U-Boat Events remaining in the CP event pool remain and are removed only when drawn. [6.49]

**The Czar Takes Command [M]:** +2 to all future Fall of the Czar die rolls [6.42]

**East Air [C, EF, ST]:** Treat like a CP air unit for any one combat on the EF map. May not be used for home defense. Removed once CP at peace w/ Russia. [15.17]

**Entrenchments [C, NE (A)]:** place in any non-city, mountain, swamp, or alpine hex occupied by 1> supplied TU units [6.36], [14.5]. Permanently removed from game if occupied by an Allied unit.

**Enver Offensive [M, MO, NE (C), R]:** CP player must make at least one attack on the Caucasus map with at least three units. See [6.30] for more details.

**Flamethrower [C, R]:** adds a +2 DRM to any attack w/ 1> GE units. May not be combined with any Gas Event. Allows advance after combat against +2 entrenched defenders on the Western Front. [6.14]

**Foch [WF]:** grants the Allied player an extra combat phase on the Western Front map every turn regardless of initiative [6.31].

**French Mutiny [M]:** FR units may not attack on the Western Front map for the three consecutive OP Turns. See [6.47] and [18.25] for more details.

**Gallipoli:** see rule [6.52]

**Gas [C, R]:** each side has three: Chlorine, Phosgene and Mustard. Grants a +2 DRM to whichever side uses that gas type first. The opposing Event is treated as a No Event and removed when drawn. Only one Gas Event may be used per attack, may not be combined with Flamethrower or Mine Event. Allows advance after combat against +2 entrenched defenders on the Western Front. Allied player may only use gas in support of attacks with 1> BR, FR and/or BE units. [6.13]

**German Looting [WF, R]:** play at the end of any GE attack on the Western Front involving Shocktroops. Any Shocktroop units involved in the attack may not advance into a second hex. The may advance into the original defender's hex normally [6.41].

**Greek Entry [M]:** Greece joins the Allies [6.54], [17.11].

**Haig Offensive [M, MO, WF]:** allied player must make two attacks per turn involving BR units only on the Western Front map for three consecutive OP turns following the play of the Event. All such attacks must have a basic odds ratio of 1-1 (before shifts) [6.30].

**Independent Air Force [SW]:** -1d6 GE RPs modified by weather and home defense [5.24] [6.3, 6th para].

**Influenza [M, R]:** no deployment from the Available Unit Boxes or rebuilding reduced units on the map [in the next replacement Phase](#). CP player rolls 2d6. Result is the number of Shock-troop units immediately and permanently flipped to non-Shock-troop status (ignore excess results). If no Shock-troop Event in play, implement all non-Shock-troop results and remove event from play [6.58].

**Initiative [GWiNE, R]:** allows a player to switch the initiative from west to east (or vice-versa). In addition, the Allied Initiative Event cancels any CP Initiative Event AND automatically gives the Allied player the initiative for the rest of the game. Any CP Initiative Event subsequently drawn is treated as No Event and removed [6.60].

**Iraq Naval Flotilla [NE (I)]:** once per OP Turn, may cancel the cross-river column shift for any one Allied attack on the Iraq front south of hex row Nxx44. [6.37]

**Italian Aircraft [IF, R]:** provides a +1 DRM to one Allied attack on the Italian Front map. [6.3, 5th para.], [15.17]

**Italian Entry [M]:** Italy joins the Allies [6.54], [17.11].

**Jutland [M, R]: roll 1d6:**

- |      |                                   |
|------|-----------------------------------|
| 1:   | CP victory, +2 to CP VP total     |
| 2-4: | draw, no change to CP VP total    |
| 5-6: | Allied victory, -1 to CP VP total |

[6.50]

**Kaiserschlacht [TGWiNE, -UN, C, R]:** CP player must play this event at the earliest point in 1918 after it is drawn, but before August 1918. E.g., if drawn before 1918, must be played in Jan/Feb 1918. If drawn in 1918 before August, must be played on the turn it is drawn). If drawn after July 1918, treat as No Event and remove. Allied player must remove nine BR attack factors (three must be cavalry) from the Egypt/Palestine Front if possible. If not there, than the factors must come from the Iraq Front, the Available Units Box, or the Dead pile (in that order). The 10IN, 11IN and 42T may not be used to satisfy this requirement. Any BR attacks on the NE Fronts suffer a -2 DRM for the OP Turn that the Event was played and the following two OP Turns. [6.64]

**Kemal [C, R]:** Provides a -1 combat DRM to any one defending hex containing any CP units located anywhere in TU on any map. [6.22]

**Kress von Kressenstein [NE (P)]:** activates the trenches in hexes N2712 and N2813. Until the event is played, these hexes give no benefit to the defender. If an Allied unit enters either hex before the event is played, the hexes are never activated and the event is treated as a No Event and removed when drawn. [6.35]

**Lawrence of Arabia [NE (P), C]:** see rule [6.25].

**Lawrence Captured [NE (P), R]:** play when Lawrence is used to conduct a raid. Event cancels all raid effects, plus roll 1d6: 1-4 Lawrence unharmed, 5-6 Lawrence removed permanently. If drawn after the ANA Event has been played, treat as No Event and remove from play. [6.27]

**Libyan Revolt [M, -UN, NE (P)]:** Allied player must immediately remove 3 BR attack factors from the Egypt/Palestine Front if possible. If not there, than the factors must come from the Iraq Front, the Available Units Box, or the Dead pile (in that order). The withdrawn units re-enter play three STRAT Turns later. The 10IN, 11IN and 42T may not be used to satisfy this requirement. [6.46].

**Maude [NE (I)]:** allows BR SR movement on the Iraq Front [6.33].

**Meinertzhagen [C, NE (P), R]:** provides a +2 DRM for one Allied attack in Egypt/Palestine [6.19].

**Mine [C, R]:** adds +2 DRM to any Allied attack. May not be combined with any Gas Event. Allows advance after combat against +2 entrenched defenders on the Western Front. [6.14]

**Naval Mutiny [M]:** Unless the CP player won the Battle of Jutland, subtract one from the CP VP total immediately [6.50], [6.51].

**New Air Tactics [C, WF, R]:** used to cancel enemy Air Units and New Air Tactic Events for determining any air DRM. Does not grant a DRM alone. [6.3, 3rd para.]

**Palestinian Naval Bombardment [C, NE (P), R]:** provides a +1 DRM for one Allied attack on a coastal hex in Egypt/Palestine [6.20].

**The Paris Gun [WF]:** place during any New Units Phase in any CP controlled and supplied hex within eight hexes of any Paris hex. Counts as a CP victory point hex while on the map. Remove if an Allied unit enters the gun's hex [6.10].

**Remove: 3IN, 7IN [M, -UN]:** if playing GWiE alone, remove the listed divisions from wherever they are, on map or off. If playing the GWiE/NE combined game, treat as a No Event and remove from play. The divisions are not removed in this case [6.12].

**Remove 10IN, 11IN [M, -UN, NE (A)] & Remove 40T (two Events) [GWiNE, M, -UN, NE (A)]:** remove the indicated units from wherever they are, including the dead pile [6.11, 6.12 and 6.63].

**Romanian Entry [M]:** Romania joins whichever side plays the RO Entry event first. If both players play the event simultaneously, Romania never enters the war [6.54], [17.11].

**Russian Amphibious Campaign [NE( C)]:** once/OP turn, 1 RU unit may move from the NE Available Units Box to any unoccupied Black Sea coastal hex east of Trebizond (N4332). Remove from play after the Fall of the Czar [6.38].

**Russian Civil War [M]:** this Event must be played provided the Bolshevik Revolution has occurred. RU units may no longer stack or combine to attack. Any stacked RU units must un-stack at the first opportunity. If unable to do so, any units in excess of one are eliminated by the Allied player. If the Event is drawn before the Bolshevik Revolution has occurred, treat as a No Event and return it to the CP Event pool [6.48].

**Russian Command Paralysis [M, R]:** no RU attacks that turn unless under the Brusilov Event (see [6.28]) [6.43].

**Russian RPs [GWiNE, M, R]:** add the indicated number of RU RPs to the RU Near East RP total [6.61].

**Russian Winter Offensive [C, NE (C), R]:** play during any Allied combat phase in any Nov/Dec or Jan/Feb turns. RU units on the Caucasus map are not subject to the -2 combat DRM when attacking for that turn [6.29].

**Salonika:** see 6.53 for details.

**Serbian Typhus [M, R]:** SR loses all accumulated RPs. No units may move or attack into or out of SR for the next three OP Turns. Units within SR may move but may not attack [6.57].

**Shocktroop Conversion [R] (two Events):** first: CP player may flip up to six eligible GE divisions for 1 GE RP. Second: CP player may flip all eligible GE divisions for 7 GE RPs [15.4], [6.5].

**The System [C, WF]:** adds a +1DRM to any one attack with 1> supplied, supported FR units on the Western Front. Allows advance after combat against +2 entrenched defenders on the Western Front [6.16].

**Tank Units [+UN, WF, EF (CP only)]:** BN\*, RTC (BR), AAC (FR), TC (US), PZ\* (GE): set up units during any subsequent New Units Phase. [15.2]

**10th NA Division [+UN, GWiNE]:** add this unit to the Near East Allied Available Unit Box. It may enter the map the turn it is drawn [6.62].

**“They Shall Not Pass!” [WF, R]:** prevents any CP advance after combat after any attack against a hex containing solely FR units. May not be played against an attack involving 1> Shock-troop units [6.40].

**The Tiger:** subtract one from all future CP Sudden Death Victory die rolls [6.34].

**Townshend [C, NE (I), R]:** provides a +2 DRM for any one BR attack on the Iraq Front before the Maude Event has been played. If drawn after Maude has been played, treat as No Event and remove [6.21].

**Turkey Surrenders [M]:** TU surrenders and all TU units are removed [6.59].

**Turkish Atrocity [C, M, R]:** if the ANA is in play, it receives a +1 DRM for any attack it conducts on the turn the event is played. If the ANA is not in play, treat as No Event and return to the CP Event pool [6.26].

**Turkish Determination [C, R]:** provides a -1 DRM for any one combat involving 1> defending TU units on any map [6.18].

**Turkish HQ Bombed: [NE (P), R]:** play during the Event Phase. If the Yilderim HQ is on the Egypt Front map, immediately flip it to its depleted side. If Yilderim is not yet in play, return to the Allied Event pool [6.44].

**Turkish RPs [GWiNE, M, R]:** add the indicated number of TU RPs to the TU Near East RP total [6.61].

**U-Boats [M, SW]:** see [5.22] for details. If a U-Boat Event is drawn after the Convoys Event is in play, treat as a No Event and remove from play [6.49].

**Von der Goltz [C, NE (I), R]:** provides a -2 DRM for any one defensive combat on the Iraq Front [6.23].

**Yudenich [C, NE (C), R]:** provides a +2 DRM for any one RU attack on the Caucasus Front [6.24].

**Zimmerman Telegram [M]:** US automatically joins the Allies at the start of the next STRAT Turn. If drawn after US has already entered the war, treat as a No Event and remove [6.56].

## [4.0] SEQUENCE OF PLAY

### OPERATIONAL (NUMBERED) TURN SEQUENCE

1. Event Phase
2. New Units Phase
3. Weather Determination Phase
4. First Mutual Movement Phase
5. First Combat Phase
6. Second Mutual Movement Phase
7. Second Combat Phase
8. Strategic Movement Phase
9. Turn Record Phase

### STRATEGIC (LETTERED) TURN SEQUENCE

1. Victory Check Phase
2. Resource Phase:
3. Strategic Warfare Phase:
4. Replacement Phase
5. Russian Revolutions Phase
6. Fortress Surrender Phase:
7. Turkish Surrender Phase:
8. Initiative Determination Phase
9. Turn Record Phase:

## 18.1 Resource Point Chart (NE Map)

### Strategic

Turn	TU	BR	RU
C	-	1	1
D	1	1	1
E	1	1	1
F	1	1	1
G	1	1	1
H	2	1	1
I	2	1	1
J	1	1	1
K	1	1	1
L	1	1	1
M	1	1	1
N	1	1	1
O	1	1	1
P	1	1	1
Q	-	1	-

## COMBAT SHIFTS & DIE ROLL MODIFIERS

### Column Shifts [10.4] (All Column Shifts are cumulative)

#### Terrain:

- Difficult, Rough, or Marsh: 1L
- City: 1L (no shift if devastated).
- Forest: 1L in Wet
- Flood Plain: 1L in Wet
- Mountain and Mountain Pass: 1L [2L in Snow or Wet]
- Alpine: 1L [no attacking into or out of in Snow]
- Attacking solely from across river hexsides: 1L
- Any attacking from a Devastated Hex: 1L
- Forts: 1L (no concentric bonus)
- Heavy Forts: 2L (no concentric bonus)

#### Other:

- Multinational groups (unless nations can cooperate): 1L or 1R
- Headquarters (one per side) #L or #R

### Die Roll Modifiers (DRMs) [10.5]

All DRMs are cumulative. No limit to the number of attacker DRMs. Maximum defender DRM is -3.

- **Snow:** -2 for attacks in Snow weather on the Caucasus map except for RU units on the turn the RU Winter Offensive Event is played.
- **Hot:** -2 for attacks in Hot weather on Egypt and Iraq maps [12.2].
- **Concentric attack:** +1 [10.53]
- **Super-high odds:** +1 per odds column over 5-1 [10.54]
- **Entrenchments:** -1 or -2 [14.0]
- **1-3 Shocktroop** units in attack: +1 [15.4]
- **4+ Shocktroop** units in attack: +2 [15.4]
- **Kaiserschlacht** attack [first four attacks involving 4+ Shocktroop units on any European Front map occurring the turn that the second Shocktroop Event is played]: +3 [15.45]
- **GE AlpenKorps** unit on the East Front map: +1 [15.46]
- **Tank units:** +n for the largest individual DRM of all involved tank units [15.2].
- **Anti-tank units:** negates any tank DRM [15.3]
- **Combat Events:** See specific event



GMT Games, LLC

P.O. Box 1308 • Hanford, CA 93232-1308

www.GMTGames.com