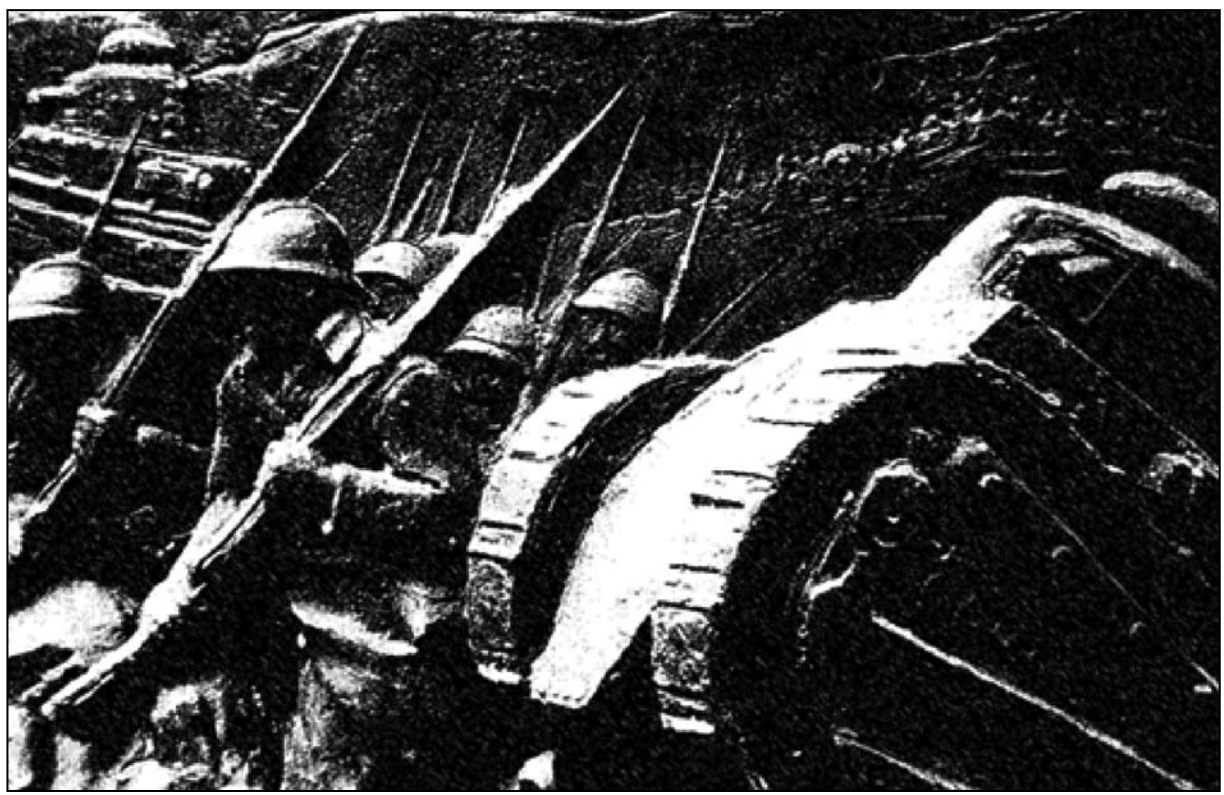


The Great War in Europe *DELUXE*

By Ted Raicer



RULE BOOK

(ver. 3-4-09)



GMT Games, LLC
P.O. Box 1308 • Hanford, CA 93232-1308
www.GMTGames.com

TABLE OF CONTENTS

[1.0] INTRODUCTION.....	4	[6.25] LAWRENCE OF ARABIA.....	16
[2.0] GENERAL COURSE OF PLAY.....	4	[6.26] TURKISH ATROCITY.....	16
[3.0] GAME EQUIPMENT.....	4	[6.27] LAWRENCE CAPTURED.....	16
[3.1] THE GAME MAP.....	4	[6.28] THE BRUSILOV OFFENSIVE.....	16
[3.2] THE PLAYING PIECES.....	4	[6.29] RUSSIAN WINTER OFFENSIVE.....	16
[3.3] GAME CHARTS AND TABLES.....	7	[6.30] MANDATED OFFENSIVES.....	16
[3.4] THE RULES.....	8	[6.31] FOCH.....	17
[3.5] ORDER OF APPEARANCE & UNIT MANIFEST... 8		[6.32] ALLENBY.....	17
[3.6] GAME SCALE.....	8	[6.33] MAUDE.....	17
[4.0] SEQUENCE OF PLAY.....	8	[6.34] THE TIGER.....	17
[4.1] OPERATIONAL & STRATEGIC TURNS.....	8	[6.35] KRESS VON KRESSENSTEIN.....	17
[4.2] OPERATIONAL TURN SEQUENCE.....	8	[6.36] NEAR EAST TRENCHES.....	17
[4.3] STRATEGIC TURN SEQUENCE.....	9	[6.37] IRAQ NAVAL FLOTILLA.....	17
[5.0] THE STRATEGIC TURN.....	9	[6.38] RUSSIAN AMPHIBIOUS CAMPAIGN.....	17
[5.1] RESOURCE PHASE.....	9	[6.39] BRITISH RIGID PLANNING.....	17
[5.2] STRATEGIC WARFARE.....	10	[6.40] THEY SHALL NOT PASS!.....	17
[5.3] THE REPLACEMENT PHASE.....	11	[6.41] GERMAN LOOTING.....	17
[5.4] RUSSIAN REVOLUTIONS PHASE.....	12	[6.42] THE CZAR TAKES COMMAND.....	17
[5.5] FORTRESS SURRENDER PHASE.....	12	[6.43] RUSSIAN COMMAND PARALYSIS.....	17
[5.6] TURKISH SURRENDER PHASE.....	12	[6.44] TURKISH HQ BOMBED.....	17
[5.7] U.S. ENTRY.....	13	[6.45] ARMY OF ISLAM.....	17
[5.8] INITIATIVE DETERMINATION PHASE.....	13	[6.46] LIBYAN REVOLT.....	17
[6.0] EVENTS.....	14	[6.47] FRENCH ARMY MUTINY.....	17
[6.1] DRAWING EVENTS.....	14	[6.48] RUSSIAN CIVIL WAR.....	17
[6.2] EVENT TYPES.....	14	[6.49] U-BOAT WARFARE & CONVOY.....	18
[6.3] AIR ASSETS.....	14	[6.50] JUTLAND.....	18
[6.4] TANK & ANTI-TANK UNITS.....	15	[6.51] GERMAN NAVAL MUTINY.....	18
[6.5] SHOCK-TROOP CONVERSION.....	15	[6.52] GALLIPOLI.....	18
[6.6] AUSTRIAN POLISH DIVISION.....	15	[6.53] SALONIKA.....	18
[6.7] ARAB NORTHERN ARMY.....	15	[6.54] NEUTRAL ENTRY.....	18
[6.8] ARMENIAN MASSACRES.....	15	[6.55] BULGARIAN COLLAPSE.....	18
[6.9] ARMENIAN REPUBLIC.....	15	[6.56] THE ZIMMERMAN TELEGRAM.....	18
[6.10] THE PARIS GUN.....	15	[6.57] SERB TYPHUS.....	18
[6.11] REMOVE 10IN, 11IN.....	15	[6.58] INFLUENZA.....	18
[6.12] REMOVE 3IN, 7IN.....	15	[6.59] TURKEY SURRENDERS.....	19
[6.13] GAS.....	15	[6.60] INITIATIVE.....	19
[6.14] FLAME-THROWER & MINE ATTACKS.....	15	[6.61] TU, RU, OR BR RPS.....	19
[6.15] HURRICANE BOMBARDMENT.....	15	[6.62] 10TH NA DIVISION.....	19
[6.16] THE SYSTEM.....	15	[6.63] REMOVE 42T.....	19
[6.17] BRUCHMULLER.....	15	[6.64] KAISERSCHLACHT.....	19
[6.18] TURKISH DETERMINATION.....	16	[7.0] HEX CONTROL & STACKING.....	19
[6.19] MEINERTZHAGEN.....	16	[7.1] HEX CONTROL.....	19
[6.20] PALESTINIAN NAVAL BOMBARDMENT.....	16	[7.2] STACKING.....	19
[6.21] TOWNSEND.....	16	[8.0] OPERATIONAL MOVEMENT.....	20
[6.22] KEMAL.....	16	[8.1] HOW TO MOVE UNITS.....	20
[6.23] VON DER GOLTZ.....	16	[8.2] MOVMENT LIMITATIONS & PROHIBITIONS.....	21
[6.24] YUDENICH.....	16	[8.3] TERRAIN EFFECTS ON MOVEMENT.....	21
		[8.4] WEATHER EFFECTS ON MOVEMENT.....	22

[1.0] INTRODUCTION

The Great War in Europe Deluxe is a division level simulation of the First World War, covering operations in Europe, the Near East and the Caucasus. Players take the roles of the political and military leadership of either the Allies or the Central Powers. The playing pieces represent the armed forces of all the actual and potential belligerents.

This rulebook is a significantly revised compilation of the rules to XTR's *The Great War in Europe* and *The Great War in the Near East*.

[2.0] GENERAL COURSE OF PLAY

The Great War in Europe Deluxe is basically a two-player or -team game. Players represent the political and military leadership of the Central Powers (CP) and the Allies, conducting military operations on the Western, Eastern, Italian, and Near Eastern Fronts. Each Player moves his units and executes attacks on opposing units in turn, attempting to fulfill the conditions of victory. To move from one hex to another on the game map, each unit expends a portion of its Movement Allowance. Combat is resolved by comparing the total Combat Strength points of adjacent opposing units and expressing the comparison as a simplified probability ratio (odds). A die is rolled and the outcome indicated on the Combat Results Table is applied to the units involved.

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP

[3.11] The three game maps represent the militarily significant terrain in Europe and the Near East fought over during the First World War. A grid of hexagons (hexes) has been superimposed upon the game maps to regulate the movement and positioning of the player's units (playing pieces). A unit is considered to be in only one hex at any one time. Each hex contains one or more terrain features that can affect the movement of units, combat between units, and the tracing of lines of supply. Each hex also has a four-digit identification number to aid in locating places on the map and for the recording of unit positions if a match is interrupted. When stated in the rules each hex number is preceded by a letter code W(est), E(ast), or N(ear East), identifying on which map a given hex is located. For example, Antwerp is in hex W6819, while Warsaw is in hex E4816 and Damascus is in hex N1728.

[3.12] The three game maps are the West Map (subdivided into separate Western and Italian Front maps); the East Map (a front unto itself); and the Near East Map (subdivided into separate Caucasus, Egyptian, and Iraqi Front maps). The compass roses on each front map have been adjusted slightly from magnetic north to align with the edges of a particular map. Whenever a compass direction is given in the rules, use the directions as they are printed. Thus north is always towards the top of each map.

[3.13] Map, Front & Theater Definitions

Map vs. Front: The West Map is the map sheet with the Western and Italian Front maps printed on it. When a rule refers to the

West Map, it applies to both fronts on that map. A rule that refers to a specific front (Western or Italian) on the West Map applies to that front only.

Similarly, a rule that refers to the Near East Map applies to all front maps (Caucasus, Iraq and Egypt) printed on that map sheet. While a rule that refers only to a given front only applies to that front.

Theaters

Each front map is considered to belong to one of two theaters. The Western Theater consists of the Western, Italian and Egyptian Front maps. The Eastern Theater consists of the Eastern, Caucasus and Iraq Front maps. Theaters only affect Operational Movement (8.14) and Initiative Determination (5.8).

The Balkans: Some rules are said to apply within "The Balkans". This is defined as all land hexes on the east map outside of Austria-Hungary, Germany, Russia and Russian Poland.

European Turkey: European Turkey is all hexes of the Ottoman Empire on the Eastern Front map only.

Egyptian Front Map Anomalies: Hex N2430 is labeled To Beirut although the actual place is off the map to the north. For all game purposes, assume that Beirut is in hex N2430. Hex N3611 (Pipeline Station) and Hex N4208 (Bitter Lake) are considered town hexes for the purposes of supply and placing new units although there are no towns present per se.

[3.2] THE PLAYING PIECES

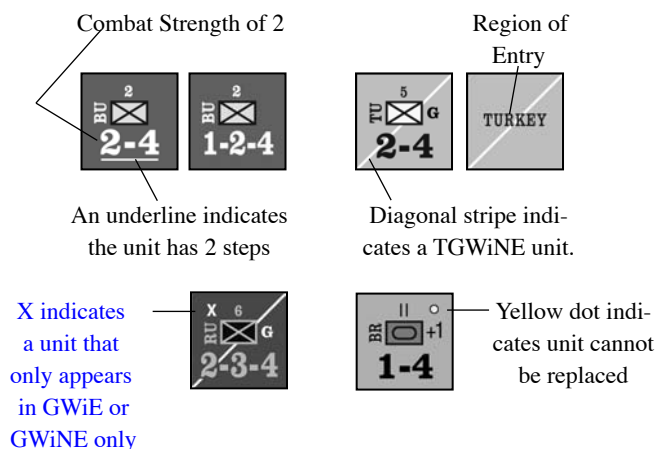
There are 1400 die-cut playing pieces (also called units, counters and/or unit counters) included in the game. Units fall into three categories. The predominant category is ground combat units, representing military formations (normally of division size). These units possess combat and movement abilities and are the armies of the various combatants. The second category consists of events. These enter play through random draw from an event pool and represent the many factors which affected the course and conduct of the war. Finally, there are a variety of informational and mnemonic markers, whose use is explained in the rules.

Many units are printed on both sides. Usually one side will indicate the basic unit, and the reverse side will indicate some sort of changed status of that unit. Units are distinguished by various symbols and numbers printed on their faces.

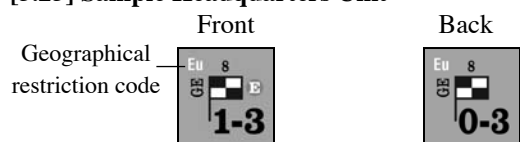
[3.22] Sample Combat Units



This is the German 8th Bavarian Reserve Division. It has an attack strength of three, a defense strength of four and a movement allowance of four (doubled to eight on the Western, Italian and Egyptian fronts). The unit enters play on Strategic Turn C and a stripe indicates that it can be converted to a Shock-troop unit (whose factors are printed on the back). The reverse is the Shock-troop side of the unit.



[3.23] Sample Headquarters Unit



This is the German 8th Army HQ. It has an artillery support factor of one and a movement allowance of three (doubled to six on the Western, Italian and Egyptian Fronts). The circled letter on the right side of the counter indicates that it starts the game set up on the Eastern Front map. The reverse side shows the HQ's depleted status.

[3.24] Sample Event Chit



This is the Allies' Haig Offensive event chit. The front of the counter indicates both which side may play the event and the Strategic Turn in which it is placed in that side's event pool. The colored band indicates that the event must be played when drawn from the event pool, it cannot be delayed. The reverse contains the name of the event.

[3.25] Summary of Unit Types

Combat Units & Headquarters

- Infantry
- Mountain
- Cavalry
- Tank
- Armored Car
- Anti-tank
- Headquarters

Other Counters

	Devastated Zone	Near East Weather	
	Fortress Destroyed	Turkish Required Reserve	
	Event	Turkish Surrender Points	
	Pre-War Event	Game Turn Record/Initiative	
	U.S. Entry	Sinai Pipeline	
	CP Resource Marker	Entrenchment Status	
	Resource Points	Allied Cities Held	
	Near East Entrenchment	Central Powers VPs	

[3.26] Definition of Terms

Attack Strength is the basic offensive power of a unit quantified in Attack Strength Points.

Defense Strength is the basic defensive power of a unit quantified in Defense Strength Points

Combat Strength is a term used to describe the offensive and defensive power of a unit when both the Attack Strength and Defense Strength of the unit are represented by the same number.

Operational Movement Allowance is the maximum movement ability of a unit quantified in Movement Points. A unit's Movement Allowance is doubled on the Western, Italian and Egyptian Front maps. The Movement Allowance does not apply to Strategic or Sea Movement.

Support Factor is a measure of the artillery assets of a given headquarters. Most headquarters units have a Support Factor of one. When used in a given combat, it provides the player with a favorable column shift on the Combat Results Table. After use, the headquarters is flipped to its depleted side until the next Strategic Turn. Note that headquarters do not have a combat strength of their own.

Strength Steps: All US, Bulgarian, and some British units have two steps; all other units have only one step. If a two-step unit takes a loss in combat, it is flipped over to its reduced side. If a one-step (or a reduced two-step) unit takes a loss, it is removed

from the map and placed in the dead pile.

Unit Conversions: Many German infantry and mountain divisions and all Czarist Russian divisions are also printed on the reverse. However, this represents a conversion of the unit(s) in question, and is not a second strength step. See rules 15.4, 15.5 and 15.9 for more information.

Untried Units: All Arab and Armenian units enter play untried. Their combat strengths are unknown (to either player) until they are committed to combat.

Set Up and Reinforcement Codes: These are numbers and letters printed to the right of the unit type symbol to assist the Players in game set up and determining when reinforcements enter the game. A letter or number within a circle is a Set up Code for units that begin the game on the map (see 19.0). A non-circled letter indicates the Strategic Turn on which the unit is brought into play for the first time. The letters “SE” indicate the unit is only brought into play by a special event. U.S. units have a “+ #” which indicates the number of Strategic Turns after U.S. Entry that a given unit enters play.

Operational Restrictions

While Rule 17.0 details the various Geographical Restrictions, some units have a code printed in the [upper-left hand](#) corner to remind players. In case of any conflict, the rules take precedence over the code.

- **No Code:** if BR, GE, RU, or TU units: may operate on any Front map subject to the restrictions of [17.0]. If not a unit of any of these nationalities, than the unit may only operate in Europe, again subject to any [17.0] restrictions.
- **Eu:** may only operate on the European Fronts. These are HQ units of the above nationalities that enter play in Europe.
- **NE:** may only operate on the Near East Front maps. The TU YAG HQ unit is under this restriction.
- **E/I:** may only operate on the Egypt and/or the Iraq Front. These are British HQ and brigade-sized units that enter play in the Near East.
- **C:** may only operate on the Caucasus Front. These are Russian HQ and Brigade-sized units that enter play in the Caucasus as well as Armenian units.
- **C/P:** may only operate on the Caucasus Front within Persia. Only the Persian Cossack division has this restriction.
- **E:** may only operate on the Egyptian Front. These are the BR Canal Defense Companies and the French DFPS division. Note: the latter unit is the only FR unit that may operate in the Near East.
- **E/O:** may only operate on the Egyptian Front within the Ottoman Empire. This applies to all Arab Northern Army units.
- **I/P:** may only operate on the Iraq Front map within Persia. Only the South Persian Rifles and Persian Gendarmerie units are under this restriction.
- **Vr:** This is used for several BR units to indicate that they may be entered (or re-entered, if replaced) in either Europe or on the Egyptian Front.

Again, when in doubt, see section [17.0] for additional national restrictions.

Unit Size Abbreviations: Most units are divisions and have no traditional unit size symbol. Non-divisional units use the following abbreviations: CO - Company; BN - Battalion; RGT - Regiment; BD - Brigade; CRP - Corps.

Unit Nationality

A unit’s nationality (and hence, what side it’s on) is indicated by its color scheme and a letter nationality code.

The Allies

Armenian (ARM) -- yellow on red
 Arab (AB) -- yellow on brown
 Belgium (BE) -- black on light blue
 British Europe (BR) -- black on tan
 British Iraq (BI) -- black on tan with brown stripe
 British Palestine (BP) -- black on tan with orange stripe
 British Persia (PN) -- black on tan with purple Unit Type Box
 France (FR) -- white on dark blue
 Montenegro (MN) -- yellow on brown
 Czarist Russia (RU) -- gold on dark green
 Russian Provisional Government (PG) -- black on pink
 Serbia (SR) -- white on brown

The nationalities of the BR units are indicated by the color of their type symbol boxes:

Australian: Light Yellow
 Britain: Red
 Canada: Blue
 India: Brown
 New Zealand: Orange
 Portugal: Grey

The Central Powers

Austria-Hungary (AH) -- black on light gray
 Central Powers Persia (PN) -- white on purple
 German Regular Army (GE) -- black on gray
 German Shock-troop units (GE) -- white on black
 Ottoman Empire (TU) -- black on Ochre

Neutrals

Bulgaria (BU) -- white on reddish-brown
 Greece (GK) -- white on medium blue
 Italy (IT) -- black on yellow
 Romania (RO) -- black on green
 United States (US) -- White on olive green

Historical Identification

Each unit is identified by a number and/or an abbreviation of its name. The meanings of the abbreviations are listed below.

AAC - Assault Artillery Corps
 AB - Arab
 AC - Armored Car
 AF - African
 AK - Alpenkorps
 ALH - Australian Light Horse
 ALP - Alpini
 ANA - Arab Northern Army

AS - Australian
 BE - Bavarian Ersatz
 BLW - Bavarian Landwehr
 BV - Bavarian
 CAU - Caucasus
 CD - Canal Defense
 CH - Chasseurs
 CND - Canadian
 COL - Colonial
 CZK - Czech
 DC - Don Cossack
 DFPS - Division Francaise Palestine et Syrie
 DON - Donau
 DRN - Drina
 ER - Ersatz
 F - Frontier
 FN - Finnish
 GD - Guard
 GDS - Guards
 GDRF - Guard Rifle
 GNDM - Gendarmerie
 GR - Grenadier
 GRP - Group
 H-L - Hindenburg Line
 HLW - Hungarian Landwehr
 IC - Imperial Camel
 IN - Indian
 ITL - Italian Legion
 JGR - Jager
 K - Kaiser
 KUB - Kuban
 LFD - Lille Fortress Division
 LV - Latvian Volunteer
 LW - Landwehr
 MRC - Moroccan
 MOR - Morava
 MTD - Mounted
 N - Naval
 NA - New Army
 NW - Northwest Front
 NZ - New Zealand
 PC - Persian Cossacks
 PL - Polish Legion
 PN/PR - Persian
 PO - Polish
 POV - Polish Volunteer
 PT - Portugal
 PZ - Panzer
 R - Reserve
 RN - Royal Navy
 RTC - Royal Tank Corps
 SB - Siberian
 SCH - Schutzen
 SND - Sandzak
 SE - Serbia
 SPR - South Persian Rifles
 SS - Sharpshooters
 SUD - Sud (South)

SUM - Sumadja
 SV - Serbian Volunteer
 SW - Southwest Front
 T - Territorial
 TA - Trans-Amur
 TC - Tank Corps
 TCC - Trans-Caucasus Cossacks
 TIM - Timok
 TKS - Turkestani
 WF - West Front
 Y - Yeoman
 YAG - Yilderim (Lightning) Army Group
 YUG - Yugoslavian

Other Abbreviation (Used throughout these rules):

A-T: Anti-Tank
 AUB: Available Units Box
 CP: Central Powers
 CRT: Combat Results Table
 DRM: Die Roll Modifier
 ER: Emergency Replacements
 FoC: Fall of the Czar
 HQ: Headquarters
 NE: Near East
 OOS: Out of Supply
 OP Turn: Operational Turn
 RP: Resource Points
 ST: Shock-Troop
 STRAT Turn: Strategic Turn
 TEC: Terrain Effects Chart
 TRR: Turkish Required Reserve
 TS: Turkish Surrender
 VP: Victory Points

Events

These markers are printed with a letter indicating the Strategic Turn that they are added to a given side's event pool and several symbols to indicate where they can be used and whether they are used in some versions of the game.

- None: a European Event. Used when playing GWiE alone or the combined game.
- Diagonal Line: a Near East Event used when playing either GWiNE alone or the combined game.
- NE Only: indicates an NE event used when playing GWiNE alone.
- Yellow Band: Mandatory Event.

The reverse of each event contains its identity and a rules reference number.

- Rules for most events are covered in section 6.0.
- Strategic Warfare Events are covered in rules 5.22 - 5.24.
- Rules covering Air units, Aces, Tanks, Anti-Tank units and Shock-troop units are covered in rules 15.1-15.4.
- Pre-War events are covered in section 20.0 (in the Playbook).

[3.3] GAME CHARTS AND TABLES

Various visual aids are provided for the players to simplify and illustrate certain game functions. These can be found either printed

on the map sheets or on the Charts and Tables Card. Their use is explained in the text of the rules.

[3.4] THE RULES

The bulk of these rules are written with the combined GWiE/NE game in mind. However, some rules are specific to either Great War in Europe, Great War in the Near East or (rarely) the combined game. The following abbreviations will appear if a given rule is specific to a given game:

GWiE: rule applies to playing Great War in Europe alone.

GWiNE: rule applies to playing Great War in the Near East alone.

GWiE/NE: the combined game.

[3.5] ORDER OF APPEARANCE & UNIT MANIFEST

In a separate booklet is a master list of unit set-up and reinforcement schedules for the various combatants. It also serves as a list of the units in the game that can be consulted to determine if a unit or marker is missing.

[3.6] GAME SCALE

Each Operational Turn generally equals one or two months, depending on the time of year. However, to represent the accelerated pace of events in August and September 1914, the time scale per turn has been telescoped to seven and fifteen days respectively.

Map Scale varies depending on the front in question. The Western, Italian, and Egyptian Front maps are scaled at 9.5 miles per hex. The Eastern and Caucasus Front maps are scaled at 22.5 miles per hex. The Iraqi Front map is scaled at 20 miles per hex. The only effect these differences have on play is the doubling of printed movement allowances of units operating on the Western, Italian and Egyptian Front maps.

Units represent divisions (about 10,000 to 18,000 men) unless otherwise noted. Headquarters units represent artillery, logistical and communications assets deployed at the army level.

[4.0] SEQUENCE OF PLAY

[4.1] OPERATIONAL & STRATEGIC TURNS

The Great War is played in sequential turns called Operational Turns (OP Turns), wherein the majority of both players' activities take place. After every two or three Operational Turns, a Strategic Turn (STRAT Turn) occurs, in which players bring in reinforcements, rebuild destroyed units, conduct Strategic Warfare, and determine the initiative for the next set of Operational Turns.

Each Strategic and Operational Turn is divided into phases during which the players perform various game functions. All actions conducted by the players must be carried out in the order of the sequences listed below. Once a player finishes his activities for a given phase, he may not go back to perform some forgotten action or redo a poorly executed one without his opponent's permission.

[4.2] OPERATIONAL TURN SEQUENCE

1. Event Phase: both players may draw events from their respective event pools. Any mandatory events must be played immediately (6.0).

2. New Units Phase: the players (Allied player first) remove any available units from their respective Available Units Boxes and deploy them on the map (13.0).

3. Weather Determination Phase: the players check the Turn Record Tracks to see what weather conditions are present on each individual front map. Any variable Western/Italian front weather is determined at this time (12.0).

4. First Mutual Movement Phase: the players simultaneously move their units in the Theaters in which they possess the initiative. *For example, if the CP player had the initiative in the Western Theater, the Allied player has it in the Eastern Theater and both players would be moving their units in those Theaters at this time.* Units may be moved in any combination of directions up to the limit of their Movement Allowance and within the restrictions outlined in the Movement and Supply rules (8.0, 11.0).

5. First Combat Phase: the players now resolve all combats in the Theaters in which they possess the initiative. All combats in the Western Theater are resolved first, followed by all combats in the Eastern Theater. Combat is resolved as outlined in the combat rules (10.0). After all regular combat in a given Theater is concluded, any additional combats generated by the OHL, OberOst, Foch, or Allenby markers/events are resolved (10.8). After all combats in both Theaters are resolved, all units of both players that are Out of Supply are eliminated.

6. Second Mutual Movement Phase: the players again simultaneously move their units; this time in the Theaters in which they do not possess the initiative. *Continuing the example from above, during this movement phase, the CP player would be moving his units in the Eastern Theater and the Allied player in the Western Theater.* The player who moved first in one Theater during the First Mutual Movement Phase now moves in the other Theater and vice-versa.

7. Second Combat Phase: the players now resolve all combats in the Theaters in which they do not possess the initiative, Western Theater first.

8. Strategic Movement Phase: both players conduct any Strategic Movement. The Allied player moving first, followed by the Central Powers player. The Allied player also conducts any Sea Movement during his half of this phase (9.0).

9. Turn Record Phase: the Turn Markers are advanced one space on the Turn Record Tracks. If the next space is another Operational Turn, begin that sequence over from step one, above. If the next space is a lettered Strategic Turn, conduct all activities listed in the Strategic Turn Sequence (rules 4.3 and 5.0).

[4.21] Movement Explanation and Example

Unlike most war games, movement for both sides occur at the same time (albeit in different theaters). A player moves his units in the theater where he possesses the initiative while his opponent moves his units in the other theater. A Player never possesses the initiative in both theaters at the same time.

EXAMPLE: The Central Powers player has the initiative in the Western Theater, while the Allied player has the initiative in the Eastern. After determining the weather, the Central Powers player moves his units on the Western, Italian and Egyptian fronts; while the Allied player moves his units on the Eastern, Caucasus, and Iraqi fronts. (First Mutual Movement Phase).

When both players have finished moving, they attend to the Western Theater maps, where the Central Powers player conducts his attacks (including any special OHL attacks). Then, both attend to the Eastern Theater maps, where the Allied player conducts his attacks (the Allied Player has no special attacks as neither Allenby nor Foch may be used in the Eastern Theater). After all combats are resolved, supply attrition is checked for all units on all maps (First Combat Phase).

In the Second Mutual Movement Phase, the Allied player makes his moves on the Western Theater maps, while the Central Powers player makes his on the Eastern Theater maps (Second Mutual Movement Phase). After movement is completed, once again, both players attend the Western Theater Maps, this time for the Allied attacks (including any special Allenby or Foch attacks). They then return to the Eastern Theater maps, for the Central Powers attacks (including any OberOst attacks). Then a second attrition check is made for all units on both maps (Second Combat Phase).

Finally, the Allied player conducts any Sea and Strategic Movement, followed by the Central Powers player.

[4.3] STRATEGIC TURN SEQUENCE

1) Victory Check Phase [STRAT Turn C and after]: The Central Powers player tallies the number of victory hexes he has captured.

2) Resource Phase: players remove any reinforcements from the Reinforcement Holding Boxes and place them in their respective Available Units Boxes. Events scheduled to appear this Strategic Turn are placed in each side's respective event pool. Any resource points due a given country on the Resource Point Charts are recorded on the General Records Tracks. Finally, all depleted Headquarters units are flipped back to their support sides (5.1).

3) Strategic Warfare Phase: first, the Central Powers player determines the effects of any U-boat Warfare and German Bombing and deducts the appropriate number of Allied Resource Points. The Allied player then determines the effect of any Strategic Bombing and deducts the appropriate number of German Resource Points (5.2).

4) Replacement Phase: the players may now spend Resource Points to replace units from the dead piles or to rebuild certain reduced units back up to full strength. Replaced units are placed

in their respective Available Units Boxes while reduced units are simply rebuilt in place on the map (5.3). The Central Powers player also determines the Turkish Required Reserve for the next set of Operational Turns (5.38).

5) Russian Revolutions Phase: players determine if the Czar has Fallen, or, if that has already occurred, if the Bolshevik Revolution has occurred. The players then implement the appropriate results (5.4).

6) Fortress Surrender Phase: players check to see if units on Fortress Supply surrender (14.15).

7) Turkish Surrender Phase [STRAT Turn C and after]: the Allied player determines if Turkey has surrendered (5.6).

8) Initiative Determination Phase: players determine which side will have the initiative in which theater for the upcoming Operational turns (5.8).

9) Turn Record Phase: advance the Game-Turn marker to the next Operational turn and return to the Operational sequence of play.

[5.0] THE STRATEGIC TURN

In General: Strategic Turns are lettered "A" through "U" on the Turn Record Tracks printed on the west and Near East maps. During these turns the players first check for regular victory as described in rule 18.1. They then collect and transfer resources; conduct Strategic Warfare and rebuild destroyed units. These units are then placed in the Available Units Boxes along with new units entering the game for the first time.

Next, the players determine if certain events have occurred. These include Russian Revolutions, fortress surrender, Turkish surrender and U.S. Entry. Finally, the players determine the initiative for the following set of Operational Turns.

[5.1] RESOURCE PHASE

[5.11] During this phase both players add any new units scheduled to arrive during this Strategic Turn to their Available Units Boxes. Units entering play on the European Front maps are placed in the Available Units Boxes on the west map. Units that enter play in the Near East are placed in the Available Units Boxes on the Near East map.

[5.12] All events labeled to enter play during the current Strategic Turn are placed in their respective side's event pool and all Resource Points (RPs) due this turn for the various non-neutral countries are added to their respective totals recorded on the General Records Track. The number of RPs a country receives is listed on the Resource Point Chart printed on the Player Aid Card. In addition, Britain, Russia and Turkey receive additional RPs from the Resource Point Chart on the Near East map and Germany may receive additional RPs for resource hexes controlled by the Central Powers (5.16). No country receives RPs while neutral.

[5.13] If the total number of RPs available to a given country goes above 19, flip the nation's RP marker to its "+20" side on the track. No nation may end any Strategic Turn with more than 10 Resource Points on the track—any unspent excess is lost. Some nations may transfer RPs to other nations at this time (see 5.17).

[5.14] Finally, all supplied depleted headquarters units on the map are flipped back to their support sides. Exception: due to the universal shell shortages experienced in late 1914, no depleted HQ units are flipped on Strategic Turns B or C.

[5.15] Near East Resource Points: Britain, Russia and Turkey receive additional Resource Points from the Near East. These Resource Points are found on the [Resource Point Chart](#) printed on the Near East map. Simply add them to their respective country's RP totals. GWiNE: keep track of all NE RPs on the NE General Records Track. In addition, several NE events add RPs to the RU, BR or TU RP totals when played, see (6.61).

[5.16] Resource Hexes:

Germany receives Resource Points each Strategic Turn for control of resource hexes on the Western and Eastern Front maps. Mons (W6316), Lens (W6312), Bethune (W6310), Longwy (W5425) and Ploesti (E2623) are worth one RP each per Strategic Turn. Kiev (E4129) is worth two.

A given resource hex begins contributing to Germany's RP total four Strategic Turns after its capture (or recapture) by any Central Powers unit. Place the Resource Marker corresponding to the captured resource hex on the Turn Record Track as a reminder.

Lens	Ploesti	Bethune	Kiev x2	Mons	Longwy
------	---------	---------	------------	------	--------

To provide Germany with its RPs, a resource hex on the east map must trace a supply line to Berlin, while a west map resource hex must trace a supply line to any Ruhr hex. This supply line must also be open for the entire four-turn waiting period. If the supply line is broken, or the resource hex is lost to the Allies and subsequently recaptured the four-turn procedure must be restarted.

If Romania joins the Central Power's side, Germany receives the RP for Ploesti starting on the Strategic Turn immediately following Romania's entry.

[5.17] Resource Point Transfers: In general, most nations may only spend their own Resource Points, but during the Resource Phase certain countries may give RPs to others.

- The Allied player may transfer one British or one French Resource Point to Russia during each Resource Phase. The Allied player may transfer up to six British and/or French Resource Points to Russia during every Resource Phase in which Constantinople (E1328) is Allied controlled or Turkey has surrendered.
- The Allied player may transfer up to six French or six British Resource Points to Serbia during every Resource Phase, provided that Salonika (E1116) is Allied controlled and there is a

line of hexes through Greece and Serbia (only) free of Central Powers units between Salonika and the Serbian HQ unit. No other Allied RP transfers to Serbia are possible.

- Up to six German Resource Points may be transferred to any other Central Powers nation(s) each Resource Phase. That's a total of six, not six per recipient nation. To make a transfer, there must be a line of hexes traced through Central Powers controlled hexes between Berlin and a city in the recipient nation.

[5.18] Emergency Replacements: France before play of the French Mutiny event and Germany in 1915-17 may each invoke Emergency Replacements (ER) once during each Resource Phase. Each time the French invoke ER, add 1VP to the CP VP total. Each time Germany invokes it, subtract 1VP from the CP VP total. After paying the VP penalty, the player rolls two dice and receives that number of Bonus RPs to a maximum of seven. The Allied Player chooses first whether to take ER, then the CP player.

[5.2] STRATEGIC WARFARE

[5.21] During the Strategic Warfare Phase players resolve U-boat warfare and strategic bombing provided the requisite event(s) are currently in the Strategic Warfare Box on the west map. If a given Strategic Warfare event is not currently in the box, simply skip the relevant step.

[5.22] U-boat Warfare: Whenever a U-boat event is brought into play, the Central Powers player must place the event into the Strategic Warfare Box, provided there isn't a U-boat event already present in the box. If there is, place the newly drawn U-boat event in the Central Powers Available Units Box until a Strategic Turn begins with no U-boat event in the Strategic Warfare Box.

- Every Strategic Warfare Phase that begins with a U-boat event in the Strategic Warfare Box, the Central Powers player must roll one die and immediately subtracts the result from the current total of British Resource Points. Regardless of the result, the number of British Resource Points can never be reduced to less than zero.
- If the Central Powers U-boat die roll is four or greater, the U.S. Entry Marker is moved one Strategic Turn forward on the Turn Record Track (for example, from Strategic Turn O to Strategic Turn N).
- The first time (and only the first time) that the Central Powers player rolls a four or greater on U-boat warfare, he may remove the current U-boat event from the Strategic Warfare Box and place it permanently out of the game. U-boat warfare then ceases until another U-boat event occupies the Strategic Warfare Box, either drawn directly from the CP event pool or already present in the Central Powers Available Units Box. The second U-boat event remains in play until the Convoy event is played (see 6.49).

If a U-boat event occupies the Strategic Warfare Box after the U.S. has entered the war, the Central Powers player should roll a die every Strategic Warfare Phase for each U.S. non-headquarters unit that occupies the Allied Available Units Box. On a die roll of one, the unit is eliminated.

Once the Allied player has played the Convoy event, all effects of U-boat warfare immediately cease for the remainder of the game.

[5.23] German Strategic Bombing

- **If the Air Raid:** London event is in the Strategic Warfare Box, subtract two from the current total of British Resource Points. Never reduce British RP losses to less than zero. After this reduction, remove the event permanently from play.
- **The Air Raid:** Paris event is treated exactly like its London counterpart. In this case, of course, only French Resource Points are lost.

[5.24] Allied Strategic Bombing

If the Independent Air Force event is in the Strategic Warfare Box, the Central Powers player must first announce if he is committing any of his available West Front air units (including Aces) to home defense. If so, any committed air units are immediately placed in the Strategic Warfare Box, where they remain until the next Strategic Turn.

The Allied player then rolls a die, subtracting two from the result if the west map weather from the immediately preceding Operational turn was Wet or Snow, and subtracting one for each German air unit assigned to home defense. The modified result is the number of German Resource Points that are immediately lost. Never reduce the current German RP total to less than zero.

After the Allied Strategic Bombing die roll results are implemented, the Central Powers player must check for Ace mortality (15.15) for any Aces committed to home defense. The Independent Air Force is never removed from the Strategic Warfare Box once it is played.

[5.3] THE REPLACEMENT PHASE

[5.31] During this phase, both players may now return previously eliminated ground units to play by purchasing them from the dead pile with Resource Points. They may also spend RPs to bring certain reduced two-step units on the map back up to full strength, provided that such units are in supply at that instant. In addition, the Central Powers player rolls to determine the Turkish Required Reserve for the following operational turns (5.38).

[5.32] A unit or step with a dot may not be replaced. This includes the full strength sides of all two-step British units. German Shock-Troop divisions may only be replaced as regular infantry divisions. Shock-Troop divisions created with the first Shock-troop event and subsequently eliminated are replaced as regular infantry divisions and may be converted again with the second Shock-troop event (15.4). German cavalry divisions that have been converted to infantry divisions may only be replaced as infantry (15.55).

[5.33] It costs one RP to rebuild each strength step. Units rebuilt from the dead pile are placed in the Available Units Box.

[5.34] Headquarters units may be rebuilt like other units, but are placed in the Available Units Box depleted side up. If the player desires, he may spend two RPs and place the HQ in the

Box support side up. Exception: HQ units may not be rebuilt on their support sides during Strategic Turns B and C.

HQs with an undepleted value of zero (e.g. the Serbian, Belgian, Bulgarian, and Romanian HQs) may be replaced at a cost of 1RP each from their respective nation's RP pool.

[5.35] Restrictions

Units that were eliminated on the Near East map must be placed in the Near East Available Units Boxes when rebuilt. Units that were eliminated on the east and west maps must be placed in the European Available Units Boxes when rebuilt. Exception: German units eliminated in the Near East are rebuilt in Europe (5.37).

Both the European and Near East maps have their own Available Units Boxes to assist the players in keeping track of what was rebuilt where. The Near East map also has its own boxes for units destroyed on that map. Units destroyed in Europe can simply be placed to one side off-map.

A given country's units may only be replaced or rebuilt either with its own RPs or those transferred from another power. For example, Germany may not use German RPs to rebuild Austro-Hungarian units directly. However, Germany could transfer RPs to Austria-Hungary during the Resource Point Transfer Phase and the (now Austrian) RPs can be used for rebuilding Austro-Hungarian units.

Exceptions: Armenian units and the Persian Cossack division may be rebuilt with Russian RPs. The South Persian Rifles division may be rebuilt with British RPs. The Persian Gendarme division may be rebuilt with Turkish RPs. The Arab National Army is automatically replaced (redrawn from the pool of untried Arab units at no cost) during the Replacement Phase of the Strategic Turn following its destruction.

[5.36] **British Replacement Restrictions:** Destroyed BR units must re-enter the game on the Front map on which they were destroyed. Exception: Vr units (Operational restrictions, 3.26). *For example, BR units destroyed on the Iraq Front must be replaced there. BR units destroyed on the Egypt Front must be replaced there, etc.* No more than one step of Canadian units may be rebuilt in any given Replacement Phase. No more than one step of Australian or New Zealand units (total) may be rebuilt during any given Replacement Phase.

GWiE: the first five British (not ANZAC or Canadian) units destroyed on the East Front map may not be rebuilt (they're being rebuilt and used in Egypt).

[5.37] German Replacement Restrictions

- All replaced German units re-enter play in Europe, regardless of where they were destroyed.
- GWiNE: German units may never be replaced once destroyed.

[5.38] The Turkish Required Reserve (TRR) [GWiE/NE & GWiNE]:

Starting with Strategic Turn C and continuing until Turkey Surrenders or the game ends, the Central Powers player must roll a die (or dice) at the end of the Replacement Phase of every

Strategic Turn to determine the Turkish Required Reserve for the following Operational Turns. The result is the minimum number of Turkish Infantry Divisions that the CP player must have in the Turkish Required Reserve Holding Box in order to avoid modifiers to the Turkish Surrender die roll.

If the number of units in the TRR Holding Box is less than the die/dice result, the CP player may immediately transfer sufficient units from the map to make up the difference. Simply pick up the units from either: 1) the map, 2) the Strategic Movement Transit Box, or 3) the Available Units Box and place them in the Required Reserve Box, no actual movement is involved.

If the number of units in the TRR Holding Box is greater than the die/dice result, the CP player may transfer the number in reserve over the required limit into the Strategic Movement Transit Box. This does not count against CP strategic movement limits; however, subsequent strategic movement from the Transit Box to the map does count.

The die roll used to determine the TRR varies. On STRAT Turns C, and O through R, roll one die. On STRAT Turns D through N, roll two dice.

[5.4] RUSSIAN REVOLUTIONS PHASE

[5.41] Two Russian Revolutions may occur during the course of the game. The first is the Fall of the Czar; the second is the Bolshevik Revolution. The Bolshevik Revolution can only occur after the Fall of the Czar, never before.

[5.42] [GWiE & GWiE/NE]: During the Russian Revolutions Phase of every Strategic Turn, the Central Powers player rolls a die. To this number he adds the number of cities (victory and non-victory) under his control in Russia and Russian Poland (including the Caucasus). *If the final total is eleven or greater, a revolution has occurred.*

[5.43] In addition to being modified by CP controlled cities, the die roll used to determine the Fall of the Czar is modified as follows:

- +2 if the Czar Takes Command event (6.42) has been played.
- +1 if the Brusilov Offensive event (6.28) has been played.
- +3 if the Central Powers control Petrograd (E7030).
- 2 on Strategic Turns A-G.
- 1 on Strategic Turns H-K.
- 1 for each Central Powers city under Russian control.

GWINE: the CP player should roll a die during the Russian Revolutions Phase of every Strategic Turn following STRAT Turn I. If the die roll is within the range listed next to the “FoC” notations on the Turn Record Track, then the Czar has fallen. Add +1 to the die roll for each city under CP control within Russia at that instant. This is the only DRM that applies. *In order for a given CP city to count as RU controlled, a Russian unit must either occupy or have been the last unit to occupy the city.*

[5.44] [GWiE & GWiE/NE]: In addition to being modified by CP controlled cities, the die roll used to determine the Bolshevik Revolution is modified as follows:

- +1 for each Operational Turn since the last Russian Revolutions Phase during which one or more Russian units made an attack.
- +1 for each Operational Turn since the last Russian Revolutions Phase during which no Russian units were attacked. Exception: Russian units outside of Russia on the Near East map (only) may be attacked without losing this modifier.
- 1 for each Central Powers city under Russian control.

GWINE: starting on the STRAT Turn following the Fall of the Czar, the CP player should roll a die to determine if the Bolshevik Revolution has occurred. If the die roll is seven or greater, the Bolshevik Revolution has occurred and Russia immediately collapses. In addition to the modifiers indicated in [5.44] above, add the following:

- +1 for each Russian city held by the Central Powers.

[5.45] **Revolution Effects:** The Fall of the Czar has several effects:

- The Allied Player must immediately replace all Czarist Russian units with their Russian Provisional Government counterparts (15.9). The PG values are printed on the back of the Tsarist units, simply flip them over. Czarist HQs are treated as PG HQs and are unaffected. *Czarist officers, though increasingly threatened by the soldiers, continued to command the army under Kerensky.*
- Depleted Russian headquarters may never be flipped back to their support sides.
- Any Russian Amphibious Movement Capability [6.38] is lost.
- Russian units may no longer use Strategic Movement between the Eastern and Caucasus Front maps.
- GWINE Only: has an effect on CP victory, see [18.4].

The Bolshevik Revolution instantly triggers Russian collapse (16.1).

[5.46] **Treaty of Brest-Litovsk:** During any Russian Revolutions Phase after the Bolshevik Revolution has taken place, the Central Powers player may declare the war in Russia to be over. Thereafter, Russian units may no longer move nor attack nor be attacked. Further, both players may no longer move their units adjacent to any Russian units within Russia proper. Exception: Turkish units (only) may continue to move adjacent to and attack Russian units on the Near East Front maps.

[5.47] For the Central Powers player to count Victory hexes in Russia proper towards his Victory point total, he must have each Victory hex occupied by at least three German divisions and he must have at least four German headquarters units in Russia proper. These restrictions apply only after the war in Russia is declared over, never before.

[5.5] FORTRESS SURRENDER PHASE

The players now check to see if any units solely on Fortress Supply surrender (see 14.15).

[5.6] TURKISH SURRENDER PHASE

[5.61] During this phase, the Allied player rolls one die, adding any of the relevant modifiers listed below. *If the modified die roll is 11 or greater, Turkey surrenders* and all Turkish units are immediately removed from play *and all Turkish forts are destroyed*. In addition, *Constantinople and* all city and town hexes on the Egyptian and Iraqi Front maps not occupied by a non-Turkish Central Powers unit immediately become Allied-controlled.

Once Turkey Surrenders, as long as the CP player has a non-Turkish unit in Constantinople, he may move German units from the Near East maps to the East Front map via Strategic Movement (never the reverse). The instant there is no CP unit in Constantinople all German units in the Near East (including the Transit box) outside of the Caucasus are eliminated.

[5.62] The Turkish Surrender (TS) die roll is modified as follows:

- +1 For each Allied-controlled supplied Turkish Surrender hex. This modifier is lost if the TS hex is recaptured by the CP player.
 - +1 If the number of Turkish units in the Arabia Holding Box has dropped below four (five after the 58th Division enters play).
 - +1 If the CP player has entered the Alpenkorps Division onto any Near East Front map after Strategic Turn K.
 - +3 If the Allied player has occupied Baghdad (N1540) at any time during 1915*.
 - +1 If the Allied player occupies Jerusalem (N2416) before the start of 1918*
- *Once earned, these two modifiers are never lost, even if the city in question reverts to CP control.*
- +4 If there are no Turkish units occupying Baku (N3653) and the Army of Islam event (6.45) is in play.
 - +n If the number of Turkish units in the Required Reserve Box is less than the current Turkish Reserve die roll, The Allied player adds this difference to the TS die roll (see 5.38).

[5.63] Turkey also surrenders if the Allies capture Constantinople (E1328); or, if playing GWiE alone, when the Turkish Surrender event (6.59) is played.

[5.7] U.S. ENTRY

[5.71] The United States will join the Allies on Strategic Turn O, unless events (U-boat Warfare; The Zimmerman Telegram) cause that date to be moved forward. See rules 5.22 and 6.56 regarding these events.

[5.72] U.S. units do not have a turn of entry letter. Instead, each unit has a "+#" printed on the counter just to the right of the unit type symbol. The "#" is the number of Strategic Turns after U.S. entry that a given U.S. unit is placed in the Allied Available Units Box. *For example, if the U.S. entered the war on Strategic Turn H, any U.S. units marked "+5" would enter the Allied Available Units Box on Strategic Turn M.* Remember that U.S. units in the box are subject to U-boat Warfare every Strategic Turn that the Convoy event is not in effect (see 5.22).

[5.8] INITIATIVE DETERMINATION PHASE

[5.81] During this phase, the players determine which side will have the initiative in each theater during the coming Operational Turns. This decision remains in effect until the next Initiative Determination Phase.

[5.82] For most of the game, the Central Powers player simply declares in which theater he will have the initiative for the next sequence of Operational Turns. However, once there are six or more full strength U.S. divisions in France at the start of any Strategic Turn, the Allied player determines the initiative for the rest of the game, even if the number of full strength U.S. divisions in France should subsequently fall below six.

[5.83] Whoever can declare initiative simply indicates which theater he will possess the initiative. The opposing player automatically has the initiative in the other theater. *For example, if the Central Powers player declares the initiative in the Western Theater, the Allied player automatically has it in the Eastern Theater.* Exception: The Initiative cannot be switched by either player, alone or in combination, on consecutive turns. *For example if the Initiative was switched on Turn R from East to West, it could not be switched again on Turn S, regardless of which player controlled the Initiative on either turn.*

[5.84] As an exception to [5.83], if the player currently able to declare the initiative wishes to declare the initiative in the Western Theater after just having it in the Eastern Theater (in effect, taking two consecutive OP Turns in the West); he must, during the Initiative Determination Phase, have a continuous line of friendly units (combat units or HQs) on the Western Front from the English Channel or Dutch Border or Northern map edge to the Swiss border or the Southern map edge. *No continuous line is necessary for consecutive OP Turns in the Eastern Theater.*

[5.85] The player with the initiative in a given theater moves and conducts combat first in that theater while his opponent does so in the other. A player may never have the initiative in both theaters at the same time.

[5.86] For initiative purposes, the Western Theater is the Western, Italian and Egyptian Front maps while the Eastern Theater is the Eastern, Caucasus and Iraqi Front maps.

[5.87] Initiative in 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 Event is in effect for the rest of the game.* No further CP Initiative Events may be played (treat as No Event and discard when drawn).

[5.88] OHL & OberOst

Immediately after initiative is determined, the Central Powers player decides in which theater he will use the OHL or OberOst

marker, indicating his choice by placing the marker with its OHL or OberOst side up on the current Strategic Turn on the Turn Record Track. If the OHL side is used, the Central Powers player must have declared initiative in the Western Theater in the immediately preceding Initiative Determination Phase. The OberOst may be used in the Eastern Theater regardless of initiative.

[6.0] EVENTS

In General: Events enter play starting on Strategic Turn C. Each side has its own set of events that enter the game on the Strategic Turn indicated on the events. When an event is brought into the game, it is placed in an opaque container (a coffee mug, sans coffee, is nice) called the event pool. Each side has an event pool in which all of its events remain until purchased and brought into play.

NOTE: Players reading these rules for the first time might want to skip this section and read the rest of the rules first. As the events significantly alter the basic play of the game, reading this section after reading the other rules will help you put the events within the proper context of the rest of the game.

[6.1] DRAWING EVENTS

[6.11] During every Events Phase of the Operational turn, both players decide whether or not to spend a Resource Point to purchase two events from their respective event pools. If so, each player draws and examines two events, one at a time from his event pool. No side may purchase more than two events per Operational Turn. (Exception, see 6.14). However, there is no limit to the number of events that may be played in a given Operational Turn.

NOTE: when playing GWiE alone, players pay one RP to draw one event. When playing GWiNE alone, players draw one event at no RP cost.

[6.12] All mandatory events (those marked with a yellow stripe) must be played immediately when drawn. Any No Event markers are returned to the event pool. All other events may be played at any time at the owning player's option.

[6.13] Events should be drawn and played, held, or returned to the event pool one at a time. Thus if the first marker a player draws is a No Event, he should return it to the event pool before drawing his second event of the turn.

[6.14] If one player decides to purchase events and the other does not, the purchasing player may immediately spend another resource point and draw two events from the other player's event pool. This is the only exception to the two events per turn limit. Mandatory events are drawn and played normally, discretionary events are first revealed to both sides and then permanently removed un-played from the game. One event in GWiE alone, does not apply to GWiNE alone.

[6.15] Unless specified by the rules that follow, only No Event markers are returned to the event pool. When such an event is drawn, it does count towards the two events per turn limit. If the player is unfortunate enough to draw a No Event marker twice in the turn, he has spent a resource point to no purpose.

[6.16] Central Powers events may only be purchased with German Resource Points. Allied events may only be purchased with British, French, or U.S. Resource Points. A player who purchases another player's events (see 6.14, above) uses his own Resource Points.

[6.17] Some events must be played immediately upon being drawn. These events are marked by a yellow stripe. Other events may be played at the discretion of the player. If they wish, the players may agree that all discretionary events can be held out of view by the owning player until played. Once played, however, such events remain in full view at all times.

[6.2] EVENT TYPES

[6.21] Events come in several types. Some are additional combat units that, once brought into play, function like other combat units. Other events represent weapon or doctrinal advances that have an effect on combat resolution and may be of limited duration. Still other events represent diplomatic activity, or individuals of particular merit or infamy. The following rules cover the effects of events in detail.

NOTE: see [3.26] to determine which events may be used in which game.

[6.3] AIR ASSETS

These events include Aircraft Formations (which include Aces), New Air Tactics, Italian Aircraft, Strategic Bombing events and Allied Air Interdiction.

Aircraft Formations and Aces: Once drawn, these events are used as units to support ground combat (15.1) or, by the CP player, for home defense against Allied Strategic Bombing (5.24). Most aircraft formations may only be used on the Western Front map. However, the CP East Air event is only used on the Eastern Front map and the NE Air events are only used on the Egyptian Front map.

New Air Tactics

These events represent the development of new air combat tactics or the introduction of a new fighter model. They are used like air units, but only to cancel an opponent's air units or New Air Tactics events. They generate no die roll modifier for combat and are removed from the game after use. They are only used on the Western Front map and the CP player may not use them to modify the Allied Strategic Bombing die roll.

Air units used to provide support on the Western Front map allow attacking units to advance after combat against a -2 entrenched hex [10.71].

Italian Aircraft: The Allied Italian Aircraft unit may be used to support one combat on the Italian Front map per game. Once used in this capacity, it is permanently removed from play.

Strategic Bombing Events: These three events (Air Raid: London, Air Raid: Paris and the Independent Air Force) are all used in conjunction with the Strategic Warfare rules. See rules 5.23 and 5.24 for their use and effects.

Allied Air Interdiction: The Air Interdiction event may be used once per game on the Egyptian Front map only. Play during the Events Phase. For the remainder of that turn all Central Powers units on the Egyptian map adjacent to a British unit must stop upon entering a Difficult terrain hex and move no further that Operational Turn. Remove from the game after use.

[6.4] TANK & ANTI-TANK UNITS: Tank and Anti-Tank units are placed in the European AUB when either the specific unit (for tanks) or the *German A-T Guns Event* (for A-T guns) is drawn the event pool. They may be placed on the map during any following New Units Phase. See (15.2) and (15.3) for rules regarding their use.

[6.5] SHOCK-TROOP CONVERSION: Allows the Central Powers player to convert certain German Infantry and Mountain divisions into Shock-troop divisions, see (15.4) for details.

[6.6] AUSTRIAN POLISH DIVISION: This unit may be placed on the map during any New Units Phase. It is treated as an A-H unit in all respects except it may only operate on the Eastern Front map outside the Balkans and cannot be replaced if eliminated.

[6.7] ARAB NORTHERN ARMY: This event must be played when drawn. When played, the Allied player randomly picks an untried ANA unit and places it (untried side up) in any non-CP occupied desert hex in Palestine regardless of control. If the Lawrence of Arabia event is already in play, place that marker with the ANA unit as well. The ANA is always in supply and if eliminated in combat, is replaced (draw another ANA unit randomly) during the Replacement Phase of the next Strategic Turn.

[6.8] ARMENIAN MASSACRES: This event must be played when drawn. The Allied player randomly picks one untried Armenian unit and places it (untried side up) in the town of Van (N3378). If Van is occupied by Central Powers units at the time of placement, the CP units must immediately attack the Armenian unit. Normal combat rules apply. Armenian units are treated as Russian units for all purposes, including replacement.

[6.9] ARMENIAN REPUBLIC: This event must be played when drawn. If the Bolshevik Revolution has occurred, the Allied player randomly picks one untried Armenian unit and places it (untried side up) in any town (not city) hex in Russia on the Caucasus map. The town may not be occupied by any Russian or Central Powers unit. If no town hex is available, or the Bolshevik Revolution has not occurred, treat as a No Event and return it to the Allied player's Event Pool.

[6.10] THE PARIS GUN: Once drawn from the event pool, the Central Powers player may place the Paris Gun event marker on the map during any following New Units Phase. The Paris Gun may only be placed in a supplied and friendly controlled hex within eight hexes of any Paris hex. The Paris Gun may not move; does not count against stacking limits; does not engage in combat and is permanently eliminated the instant any Allied ground unit enters its hex. While on the map, the Paris Gun counts as a Central Powers victory point hex.

[6.11] REMOVE 10IN, 11IN: This event may not be delayed. When drawn, the Allied player must immediately remove these divisions from wherever they are (even the dead pile) and place them permanently out of play.

[6.12] REMOVE 3IN, 7IN (GWiE Only): This event may not be delayed. When drawn, the Allied player must immediately remove these divisions from wherever they are (even the dead pile) and place them permanently out of play. GWiE/NE: simply treat as No Event and remove when drawn.

[6.13] GAS

Both sides have three different types of Poison Gas events: Chlorine, Phosgene and Mustard.

Gas may be used to support any one attack; one gas marker per attack. Announce the use of gas before rolling the die to resolve the combat, then permanently remove the gas marker from play. Gas provides a +2 modifier to the combat die roll.

Only the player who uses a given gas type first will benefit from that gas. *EXAMPLE: If the Central Powers player uses Phosgene gas first. The Allied player may not subsequently play Phosgene.* If a player draws a gas type that has been used, simply treat it as a No Event and remove it from the game.

The Allied player may only use gas in support of attacks containing British (any sub-nationality) and/or French and/or Belgian units.

Attacking units on the Western Front benefiting from the use of Gas may advance after combat against a -2 entrenched hex [10.71].

[6.14] FLAME-THROWER & MINE ATTACKS

These two events are similar to poison gas events. Each may be used to support one attack, generating a +2 die roll modifier. They may not be used in conjunction with any gas and are removed from play after use. In order to use the Flamethrower event, the attacking CP units must include at least one GE units.

Attacking units on the Western Front benefiting from the use of these events may advance after combat against a -2 entrenched hex [10.71].

NOTE: the following four events [6.15-6.18] may be used in multi-national combats provided at least one combat unit of the "beneficiary" nationality is involved. Any HQ support must come from the beneficiary nationality. However, as most multi-national attacks involve a negative column shift, the expenditure of an event would probably be counterproductive.

[6.15] HURRICANE BOMBARDMENT: When played, the Allied player adds +1 to the combat die roll of any one supplied attack involving BR units (any sub-nationalities) on the Western Front map in which a BR HQ unit provides support for that turn only. Remove from play after use.

[6.16] THE SYSTEM: New French tactics are introduced. Once per Operational Turn, the Allied player may add +1 to the combat die roll of any one supplied attack on the Western Front map by FR units in which a FR HQ unit provides support.

[6.17] BRUCHMULLER

Master German artilleryist. Once per Operational turn, the Central Powers player may add +1 to the combat die roll of any one supplied attack by GE units in which a GE HQ unit provide support. Bruchmuller may be used on any European map.

Any attacking units on the Western Front benefiting from the preceding three events may advance after combat against a -2 entrenched hex [10.71].

[6.18] TURKISH DETERMINATION

Provides a -1 combat die roll modifier for any one combat involving defending TU units on any map. Remove from play after use.

[6.19] MEINERTZHAGEN: Provides a +2 combat die roll modifier for any one Allied attack on the Egyptian Front map. Remove from play after use.

[6.20] PALESTINIAN NAVAL BOMBARDMENT: Provides a +1 combat die roll modifier for any one Allied attack on a coastal hex on the Egyptian Front map. Remove from play after use.

[6.21] TOWNSEND: Provides a +2 combat die roll modifier for [any one Allied attack on the Iraqi Front map consisting solely of British units \(any nationality\)](#). This Event may only be played before the Maude Event has been played. If Maude is already in play when Townshend is drawn, treat the latter as No Event and remove from play.

[6.22] KEMAL: Provides a -1 combat die roll modifier to any one defending hex containing Central Powers units within any hex of Turkey on any front map. Remove from play after use.

[6.23] VON DER GOLTZ: Provides a -2 combat die roll modifier for any one combat involving defending CP units on the Iraqi Front map. Remove from play after use.

[6.24] YUDENICH: Provides a +2 combat die roll modifier for any one RU attack on the Caucasus Front map. Remove from play after use.

[6.25] LAWRENCE OF ARABIA

The effects of this event depend on whether the Arab National Army event has been played.

Before the play of the ANA event, Lawrence may perform one "raid" between each Strategic Turn. At the beginning of the Central Powers Strategic Movement Phase, the Allied player may place the Lawrence event in any town (not city) hex within Palestine regardless of the presence of CP units. No Strategic Movement is allowed into or out of that town until the following Operational Turn. After conducting the raid, the Allied player must wait until after the next Strategic Turn before using Lawrence again. Place the Lawrence event on the Turn Record Track as a reminder.

After the ANA event is in play, place the Lawrence event with whatever ANA unit is currently in play. Lawrence remains with the ANA for the remainder of the game and provides the ANA with a +1 combat die roll modifier. If the ANA counter is destroyed, simply place Lawrence off-map until a new ANA counter is placed, then place him with the unit. Regardless of

the presence of an actual ANA unit, Lawrence may no longer conduct raids after the ANA event has been played.

[6.26] TURKISH ATROCITY: This event must be played when drawn. If the ANA is in play, it receives a +1 combat die roll modifier during any attack made during the turn the Turkish Atrocity event is in play. Remove from play after use. If the ANA is not in play when this event is drawn, treat as No Event and return it to the CP event pool.

[6.27] LAWRENCE CAPTURED: This event may be played only when the Lawrence event is used for a raid. Play of the event immediately cancels the effects of the raid and another raid may not be performed until after the next Strategic Turn. In addition, the Central Powers player rolls a die: on a roll of 1-4, Lawrence is unharmed. On a roll of 5-6, Lawrence is permanently removed from the game. Regardless of the die roll result; remove the event from play after use. This event may not be used after the ANA event is in play. If drawn from the Event Pool after the ANA event has been played, treat as No Event and remove from play.

[6.28] THE BRUSILOV OFFENSIVE: On any Operational Turn after this event has been played, all Russian attacks upon non-German Central Powers units that are supported by an RU HQ unit receive a +3 combat die roll modifier. After the combat is resolved, the HQ unit used to provide support is then immediately and permanently removed from the game. Only RU units may benefit from this event.

Note that the Allied player is not obligated to use the RU HQs to support a given attack on a non-GE CP hex. However, if he elects to do so, the attack is then considered a Brusilov attack and the HQ is subject to elimination. RU attacks against GE units are resolved normally (i.e., no +3 modifier, no HQ removal), as are non-supported RU attacks against non-GE CP units. Remove this event from play once Russia has collapsed. If drawn after Russian collapse, treat as No Event and remove from play.

[6.29] RUSSIAN WINTER OFFENSIVE: This event may be played during any Allied Combat Phase during Nov/Dec or Jan/Feb turns. RU units on the Caucasus Front map are not subject to the regular -2 to the combat die roll for attacking in winter for that turn.

[6.30] MANDATED OFFENSIVES

There are three Mandated Offensive events: Enver Offensive, Conrad Offensive, and Haig Offensive. None of these events may be delayed and failure to comply with their instructions results in a forfeiture of the game by the affected player.

- **Enver Offensive:** When drawn, the Central Powers player must make at least one attack involving at least three units on the Caucasus map if at all possible. If there are not three CP units able to reach an Allied unit(s) and attack, then the three CP units closest to an Allied unit or units must move their full movement allowance directly towards those Allied units.
- **Conrad Offensive:** When drawn, A-H units (only) on the Italian front map must make at least one attack per turn during the immediately following three Operational Turns. Place the event on the Turn Record Track as a reminder. There is a +2 combat die roll modifier on the first attack on the first turn of

this three-turn offensive. Remove from play after use. If drawn while Italy is still neutral, treat as a No Event and return to the CP event pool.

- **Haig Offensive:** When drawn, BR units (any sub-nationality) only on the Western Front map must make at least two attacks per turn during the immediately following three Operational Turns. Place the event on the Turn Record Track as a reminder. To be considered a Haig attack, a given attack must have a basic odds ratio (before any column shifts) of at least 1:1.

[6.31] FOCH: Once played, the Allied player may use this marker to add an additional Allied Combat Phase on the Western Front map during every Operational Turn. The Foch marker is used just like the German OHL/OberOst marker, except that it benefits Allied units (obviously) and can be used every Operational Turn regardless of initiative (see 10.8).

[6.32] ALLENBY: This marker is identical in effects to the Foch and OHL/OberOst markers. However, it may only be used on the Egyptian Front map regardless of initiative. Allenby may only be used once, remove from play after use (see 10.8).

[6.33] MAUDE: Once in play, the Maude Event allows the Allied player to move BR(BI) units on the Iraqi Front map by Strategic Movement. This event has no effect on Sea Movement (see 9.2).

[6.34] THE TIGER: Clemenceau becomes French premier. Once this event is in play, subtract one from all future CP Sudden Death Victory die rolls (see 18.2).

[6.35] KRESS VON KRESSENSTEIN: Play of this event activates the trench hexes of the Gaza Line printed on the Egyptian Front map (N2712 and N2813). Thereafter, CP units defending in these hexes gain a -1 combat die roll modifier. These trench hexes are eliminated whenever an Allied unit enters them. If an Allied unit enters either trench hex before the Kress event is played, neither trench hex may ever be activated.

[6.36] NEAR EAST TRENCHES: Along with the Gaza line mentioned above (6.35), these are the only trenches that may exist on the Near East maps. When drawn, they may be placed in any hex containing a supplied TU unit, except city, mountain, swamp or alpine hexes. They are permanently destroyed whenever an Allied unit enters their hex. CP units defending in an Entrenchment hex gain a -1 combat die roll modifier. Trenches on the European maps are handled differently (see 14.4).

[6.37] IRAQ NAVAL FLOTILLA: Once per game, this event may be used to negate the defensive river benefits against any Allied attack on the Iraq Front map south of hexrow xx44. Remove from play after use.

[6.38] RUSSIAN AMPHIBIOUS CAMPAIGN: This event allows the Allied player to move one RU unit per Operational turn from the Near East AUB to any unoccupied Black Sea coastal hex east of Trebizond (N4332) during the Allied portion of the Mutual Movement Phase. This ability is lost after the Fall of the Czar.

[6.39] BRITISH RIGID PLANNING: This event may be played after any attack involving BR units (any sub-nationality) on the Western Front map that does not involve tanks or U.S. units. Play of the event prohibits any Allied units from advancing after combat. Remove from play after use.

[6.40] THEY SHALL NOT PASS! This is similar to the British Rigid Planning event. However, may only be played against any non-Shock-troop CP attack against a Western Front hex defended solely by FR units. Remove from play after use.

[6.41] GERMAN LOOTING: May only be played against a CP attack on the Western Front map involving Shock-troop units. Prevents all such units from advancing an additional hex. All attacking units may advance into the defender's hex normally. Remove from play after use.

[6.42] THE CZAR TAKES COMMAND: This event may not be delayed. Adds two to all future Fall of the Czar die rolls (see 5.43).

[6.43] RUSSIAN COMMAND PARALYSIS: This event may not be delayed. No RU units may attack that turn except under the aegis of the Brusilov Offensive event. Remove from play after use.

[6.44] TURKISH HQ BOMBED: Play this event during the events phase. If the Yilderim HQ is on the Egyptian Front map flip it immediately to its depleted side. It may be flipped back normally during the next Strategic Turn. Remove this event from play after use.

[6.45] ARMY OF ISLAM: This event may not be delayed. If played before the end of 1918, Baku (N3653) must be controlled by a TU unit or units (only) or the Turkish Surrender die roll (see 5.6) is increased by +4. TU units (only) must continuously occupy Baku to avoid this negative DRM. Further, while TU units solely occupy Baku, it no longer counts as a Central Powers Victory hex. If this event is drawn after Nov/Dec 1918, treat as No Event and remove from the game.

[6.46] LIBYAN REVOLT: This event may not be delayed. When played, the Allied player must remove BR units totaling three attack factors from the Egyptian Front map, the Near East Available Unit Box, or Iraqi Front map (in that order of priority) and place them on the Near East Game Turn Record track for return three Strategic Turns later. Withdrawn units reenter the game like any other new unit. No unit liable for withdrawal under (6.11) may be used to satisfy this condition.

[6.47] FRENCH ARMY MUTINY: This event may not be delayed. FR units may not attack on the Western Front map for three consecutive Operational Turns. If both players agree beforehand, the Allied player need not reveal the event until after the Mutiny has ended. This event affects CP Sudden Death Victory conditions (see 18.25).

[6.48] RUSSIAN CIVIL WAR: This event may not be delayed, provided that the Bolshevik Revolution has occurred. RU units may no longer stack or attack in conjunction with one another. RU stacks at the start of the turn this event is played must un-

stack by the end of the following Mutual Movement Phase, with any excess units in each hex being eliminated. If the Bolshevik Revolution has not occurred, treat as No Event and return to the Central Powers event pool. NOTE: although this is an NE event its effects apply to RU units on all maps.

[6.49] U-BOAT WARFARE & CONVOY: Use of these events is explained under the Strategic Warfare rules (see 5.22). If a U-boat event is drawn after the Convoy event has been played, simply treat as No Event and remove from play.

[6.50] JUTLAND: This event may not be delayed. The CP player rolls one die to determine the result of the battle of Jutland. On a result of one, the Germans win. Add two points to the CP victory point total. On a result of five or six, the British win. Subtract one point from the CP VP total. Any other result is a draw, with no change to the CP VP total. Remove the event from play after use.

[6.51] GERMAN NAVAL MUTINY

This event may not be delayed. Unless the Central Powers won at Jutland (see 6.50 above), the High Seas Fleet revolts. Subtract one from the current CP victory point total.

[6.52] GALLIPOLI

Once drawn, this event can be played at the start of any New Units Phase, provided that the Salonika event has not been played.

When Gallipoli is played, the Allied player may move up to four BR (any sub-nationality) and one FR divisions from his Available Units Box to Suvla Bay (E1122) and/or Cape Hellas (E1022). No regular Allied Sea Movement on the East/West Front maps is allowed during the Operational Turn that this event is played.

TU units that set up in European Turkey are now deployed (if not already) according to the hex numbers printed on their [counters](#). Both the Allied units deployed in the two landing hexes and the TU units just set up may move, attack and defend normally that turn.

Both landing hexes are considered Allied Ultimate Supply Sources and Ports (see 11.33). Allied units may move and attack normally between the landing hexes and hex E1023. CP units may attack either landing hex from hex E1023, but may never enter them. No combat or regular movement is allowed between the two landing hexes (sea movement is allowed).

There may only be one Gallipoli landing per game. If, at any time after the initial landing there is not at least one Allied unit on both landing hexes and hex E1023 is occupied by CP units, Allied units may not be entered again through either landing hex.

If the Gallipoli event is drawn after the Salonika event has been played, treat it as No Event and remove from play.

[6.53] SALONIKA

Once drawn, the Salonika event may be played during any New Units Phase provided that Greece is still neutral.

When played, the Allied player may move up to three FR and one BR (any sub-nationality) divisions into Salonika (E1116). These units may come from the Allied Available Units Box and/or either Gallipoli landing hex. No regular Allied Sea Movement

on the East/West Front Maps is allowed during the Operational Turn that this event is played.

When this event is played, Salonika becomes an Ultimate Allied Supply Source hex provided the Allied player maintains at least one Allied combat unit in Salonika at all times or Greece joins the Allies. Further, both Allied and Central Powers units may operate normally in Greece even if that country is still neutral. The Greek army still does not appear until Greece enters the war. Finally, if not already deployed, set up the European Turkish forces as above. If this event is drawn after Greece has entered the war, treat it as No Event and remove from play.

Once the Salonika event is played, both sides may operate normally in Albania. There are no Albanian units. IT units (only) may use Valona (E1210) as an Ultimate Supply Source and port provided that it is not CP controlled.

6.52, 6.53 (clarification): Any Allied units initially deployed when these events are played should come from the Allied [European AUB](#) (and /or the Gallipoli landing hexes in the case of Salonika).

[6.54] NEUTRAL ENTRY

Italy, Bulgaria, Romania and Greece all begin the game neutral and enter the war through the drawing of events. These events may not be delayed and must be played during the New Units Phase of the Operational Turn in which they are drawn.

Italy and Greece join the Allies, Bulgaria joins the Central Powers and Romania joins whatever side plays its entry event first.

If both Romanian Entry events are played during the same turn, Romania never enters the war. If the Bulgaria Collapses event is played before the Bulgarian Entry event, that country never enters the war.

If the Greek Entry event is played and neither the Salonika or Gallipoli events have been played the CP player sets up the European Turkish units [17.13] and both sides are free to enter Albania [17.4]. The Salonika event is treated as a No Event when drawn and removed from play. The Gallipoli event may still be played normally.

[6.55] BULGARIAN COLLAPSE: This event may not be delayed. Bulgaria collapses immediately if it has not already done so. If Bulgaria has already collapsed, treat as No Event and remove from play.

[6.56] THE ZIMMERMAN TELEGRAM: This event may not be delayed. If the U.S. is still neutral when this event is played, it joins the Allies at the start of the next Strategic Turn. Otherwise, treat as a No Event and remove from play.

[6.57] SERB TYPHUS: This event may not be delayed. [No units may move or attack into or out of Serbia for the next three Operational Turns. Serbia loses all accumulated RPs and may not receive any RPs while Typhus is in effect. New units may not be placed nor may reduced units be rebuilt within Serbia while Typhus is in effect. Units within Serbia during this period may move normally but may not attack at all.](#) Remove the event from play after the Typhus has run its course.

[6.58] INFLUENZA

This event may not be delayed. During the New Units Phase of the turn in which Influenza is played, neither player may move units from the Available Units Boxes nor use Resource Points on the next Replacement Phase to rebuild reduced units on the map.

EFFECT ON SHOCK TROOPS: In addition, the Central Powers player rolls two dice, the result is the number of Shock-troop units that are immediately and permanently flipped back to non-Shock-troop status. If there are not enough Shock-troop units available ignore any excess result. If Influenza is played before any Shock-troop event has been played, implement all non-Shock-troop effects and then remove the event from play. Remove the event from play after use.

[6.59] TURKEY SURRENDERS (GWiE Only): Turkey surrenders and all TU units are removed from the map.

[6.60] INITIATIVE (GWiNE Only): allows the player to switch the Initiative on the NE maps. Remove from play after use. If the CP player draws an Initiative event after initiative has permanently passed to the Allies, then treat the event as a No Event and remove from play (see 5.87).

[6.61] TU, RU, or BR RPs (GWiNE Only): the receiving power adds that number of RPs to the NE RP track. Remove from play after use (see 5.15).

[6.62] 10th NA DIVISION (GWiNE Only): place this unit in the Allied Near East Available Units Box, it may enter the map the same turn it is drawn.

[6.63] REMOVE 42T (GWiNE Only): This event must be played when drawn. Remove the 42T division from play whenever it is (including the deadpile).

[6.64] KAISERSCHLACHT (GWiNE Only): The German offensive in the west causes the removal of British forces from the Near East. This Event must be played during the Event Phase at the earliest opportunity in 1918 but before August of that year. In other words, if the Event is drawn in 1917, it must be played in the Event Phase of Jan/Feb 1918. If drawn after July 1918, treat as No Event and remove from play. When played, the Allied player must remove from the game nine combat factors (three of which must be cavalry). These factors must come from the Egypt/Palestine Front if possible. If not from there, then from the Iraq Front, the Near East Available Unit Box, or the NE dead pile (in that order of priority). The South Persian Rifles or FR DFPS units may not be withdrawn to fulfill this requirement. In addition, British attacks on either front suffer a -2 DRM (in addition to any other modifiers) for three Operational turns, starting the turn the Event went into effect.

[7.0] HEX CONTROL & STACKING

[7.1] HEX CONTROL

Except for hexes in neutral countries (exception: see Greece, rule 17.2) not yet in play; one side or the other always controls every playable land hex.

Exception: for the purpose of Russian Revolution modifiers (5.4), Russian units must have been the last Allied unit to enter a CP city for it to count as under Russian control.

[7.11] Control at Start: August, 1914.

On the first turn of the game, the Central Powers control all hexes in Germany, Austria-Hungary, Luxembourg, and all hexes in Belgium occupied by German units. The Allies control the remainder of the Belgian hexes, plus all hexes in France, Russia, Russian Poland, Serbia and Montenegro. Neither side controls all other hexes at start.

[7.12] Near East Control

Since the war did not commence in the Near East until late 1914, units of neither side may enter any Near East Front map until the Nov/Dec 1914 game turn. At the start of that turn, the Central Powers control all hexes within the Ottoman Empire except for Basra (N2252) and all hexes adjacent to Basra and Abadan (N2552). The Central Powers also control all town hexes in Persia marked "CP". The Allies control all hexes in Egypt, Russia, all other cities and towns in Persia, Basra and all hexes adjacent to Basra and Abadan.

[7.13] Control of a given hex changes:

- The instant a unit enters the hex via **operational** movement.
- The instant enemy OOS units are removed at the end of each Combat Phase (11.84)
- During the Fortress Surrender Phase when an enemy fortress fails a surrender check (5.5 and 14.15)
- **Exception:** The Arab Northern Army only controls the hex it physically occupies. Once the ANA leaves the hex, the hex reverts to the last side to control the hex.

Control of a given hex can switch between sides throughout the course of the game.

[7.14] When a neutral country joins a given side; all hexes within that country instantly become controlled by that side. Exception: Greece (see 6.53 and 17.21).

[7.2] STACKING

[7.21] Each Player is restricted as to the number of units that can physically occupy a hex at certain points during the Operational Turn.

[7.22] Stacking limits are enforced during the New Units Phase, the Combat Phases, the Strategic Movement Phase, and at the end of the Mutual Movement Phases. As long as stacking limits are observed at these times, there is no limit to the number of units that may enter or pass through a given hex. Units found to be in excess of the stacking limits at these times must be eliminated by the owning player.

[7.23] Stacking Limitations

In general, a hex may contain up to six units of any one side. There are some exceptions, however:

- German Battalions and British Canal Defense Companies do not count against stacking limits.
- Headquarters, tank, and anti-tank units do not count against stacking, however, only one of each type of these units may be present in a hex.

- No more than four U.S. infantry divisions may stack in a single hex, with or without other Allied units.
- No more than four Bulgarian infantry divisions may stack in a single hex, with or without other CP units.
- Fortifications, Heavy Fortifications and all informational markers do not count against stacking limits.

[7.24] National Cooperation

Units belonging to different nationalities of the same side may stack and move together. However, units of different nationalities of the same side suffer a disadvantageous column shift if involved in the same combat.

Exceptions:

- U.S. divisions may stack with any allied units without suffering this penalty prior to the entry of the U.S. 1st Army HQ into play (its scheduled entry may not be delayed).
- German units stacked with or adjacent to the Sud Army HQ may stack with other Central Powers units without penalty.
- All nationalities of the British Empire may stack with one another with no penalty. Exception: After Strategic Turn F, Canadian units may not stack with any other British Empire units without penalty except the British Royal Tank Corps.
- The French DFPS and South Persian Rifles Divisions may stack with British units without penalty.
- The Persian Cossack Division may stack with Russian units without penalty.
- The Persian Gendarmerie Division and all German battalion and brigade-sized units (only) may stack with Turkish units without penalty.

[7.25] Fog of War: Neither player may look beneath the top unit of any opposing stack until the time comes to resolve a given combat. Once such units are examined, the attacking player may not call off the attack. Exception: The CP Player may examine Allied stacks inside Germany, Austria-Hungary and Russian Poland at all times.

[8.0] OPERATIONAL MOVEMENT

In General: Every combat and headquarters unit has a Movement Allowance printed in the bottom-right corner. This is the number of movement points available to a given unit for movement during each Operational Turn. During the Mutual Movement Phases of the Operational Turn; the Players may move any, all or none of their units within their respective theaters as determined by initiative and within the restrictions of these rules. A unit expends a portion of its total Movement Allowance to enter each hex. The cost to enter each hex is dependent upon the terrain in and along the sides of the hex, the current weather, and the presence of enemy units. Unused Movement Points may not be accumulated from turn to turn or transferred from unit to unit.

Procedure: Move each unit or stack of units individually, tracing the path of its movement through contiguous hexes on the hexagonal grid. Once a unit or stack has been moved, the Player may not move the unit(s) again, or alter their move without his opponent's permission.

[8.1] HOW TO MOVE UNITS

[8.11] During the Mutual Movement Phases of each Operational Turn the players move their units in their respective theaters as determined by initiative. Both players may never move their units in the same Theater at the same time. No combat occurs during the Mutual Movement Phases.

[8.12] Movement is calculated in terms of Movement Points. In general, each unit expends one Movement Point of its total Movement Allowance for each clear hex it enters. Some hexes, however, cost a unit more movement points to enter depending on the terrain within, and on the sides of the hex being entered. Weather conditions can also increase the cost to enter a hex.

[8.13] Regardless of the restrictions imposed in rule 8.12, a unit with a movement allowance of greater than zero may always move at least one hex during the Operational Turn except across terrain types that would be prohibited to them and into hexes occupied by enemy units. For example, a cavalry unit could not enter an Alpine hex regardless of how many movement points it had.

[8.14] All units moving in the Western Theater maps have their printed Movement Allowances doubled to reflect the difference in map scale between theaters. This is their normal movement allowance within the Western Theater, and any movement costs should be made against this doubled amount.

EXCEPTION: after October 1914, the movement allowances for combat units on the Western and Italian Front (only) are no longer doubled except for:

- Shock-troop, US, and Allied tank units.
- Any combat units stacked with Allied tank units.
- Any non-cavalry combat units that do not begin their movement adjacent to an enemy combat unit.
- Any cavalry units that do not move adjacent to an enemy combat unit at any point in their movement.

Remember, HQ units are not combat units (but see below).

[8.15] Starting Jan/Feb 1915, HQ units moving more than their printed movement allowance on the Western Front map (only) are immediately flipped to their depleted side (if they are not so, already). See 15.66 Headquarter Units.

[8.16] Units may freely enter and move through hexes containing other Friendly units, regardless of stacking restrictions provided that those restrictions are met at the end of the Mutual Movement Phase.

[8.17] Units may move together as a stack provided they began the Mutual Movement Phase stacked together. All stacks move at the Movement Allowance of the slowest unit in the stack. As slower units exhaust their Movement Factors, they may be dropped off in their last hex of movement, and the faster units may continue to move.

[8.18] When moving a stack, the player may halt it temporarily to allow a unit or units to split off and move away on a separate course. The units that remain of the original stack may then resume their

original movement, splitting off more units as desired. However, once the Player begins to move a unit or stack that began the Mutual Movement Phase in a different hex, he may not return to the previously moved units without his opponent's permission.

[8.2] MOVEMENT LIMITATIONS & PROHIBITIONS

[8.21] A unit may not enter a given hex unless it has sufficient Movement Points to enter that hex (exception: see 8.13).

[8.22] A unit may never enter a hex occupied by an enemy combat unit or intact Fortification or Heavy Fortification. Note: Headquarters are not considered combat units and are immediately eliminated if any enemy combat unit enters a hex solely occupied by a Headquarters unit.

[8.23] A unit may not end the Mutual Movement Phase in violation of the stacking restrictions (see 7.2).

[8.24] Units may not enter an all-Sea hex, nor cross an all-Sea or Impassable hexside nor may they move off the map edge using Operational Movement (see 9.0 below, for moving between the maps via Strategic and Sea Movement).

[8.25] All movement costs for terrain and weather are cumulative. For example, a unit crossing a river hexside into a mountain hex in Wet weather would pay three movement points.

[8.26] Important: Units may never voluntarily end their move in a hex that would put them Out of Supply (see 11.0).

[8.3] TERRAIN EFFECTS ON MOVEMENT

[8.31] The cost in Movement Points to enter a given hex will vary according to the type of terrain in the hex, the type of terrain along the sides of the hex and the type of unit entering the hex.

[8.32] Most hexes on the map may be entered at the cost of one movement point each. However, Forest, Marsh, Desert, Difficult, Mountain, and Devastated hexes cost most units two movement points each to enter. Mountain units only pay one movement point to enter a mountain hex and are the only units that may enter Alpine hexes (at a cost of two MP per hex). A complete list of terrain types and movement costs is summarized on the [Map Keys](#) and [Terrain Effects Charts](#).

[8.33] Mountain Passes

Mountain pass hexes exist only on the Eastern Front map and may be used to ease movement through mountain hexes during non-Snow weather. In order to gain the benefits of a given Mountain pass, units must follow the course of the pass while moving. For example, a unit in hex E2717 could move along the pass to E2618 for only one movement point (assuming the weather isn't Snow). However, a unit in E2617 moving to E2618 would pay two movement points, because the pass does not run through the E2617/E2618 hexside.

During Snow turns, mountain passes are treated like mountain (non-pass) hexes and cost all non-mountain units two movement points.

[8.34] Rivers and Lakes

Rivers run between hexes, along hexsides rather than within the hexes like other terrain types. All units pay an extra movement point to enter a hex across a river hexside during Wet weather, paying the crossing cost in addition to the movement point cost for entering the hex. Rivers have no effect on movement in Fair, Hot, or Snow weather.

Normally, units may not cross lake hexsides. However, during Snow weather, all lake hexes and hexsides on the Western, Italian, Eastern and Caucasus Front maps freeze and may be entered



Examples of movement with the MP cost to enter each hex in the square boxes. The weather is Fair so there is no extra cost

to cross rivers. Note that the Russian 22nd Division follows the Mountain Pass path so pays only 1 MP per mountain hex.

and crossed as if they were clear terrain. However, units may not end their movement in such frozen lake hexes.

[8.35] Haff Movement: Units may cross the haff (bay) near Königsberg (E5514) by Operational Movement, regardless of weather. That is, units may move from E5615 to E5715 to E5816 and vice-versa. There is no extra movement cost to cross the haff hexside and it gives no defensive benefit. Also, the E5512/E5413 hexside is not a haff and may not be crossed in this manner.

[8.36] Terrain Keys: See the map sheets. Note that some terrain types do not exist on all maps. Refer to the Terrain Key on the map sheet that you're moving units on.

[8.37] Terrain Effects Charts: For terrain on the map sheets, consult the TEC printed on the Charts and Tables Card.

[8.4] WEATHER EFFECTS ON MOVEMENT

The weather during certain turns affects the Movement Allowances of various units on various maps. These effects are summarized on the Terrain Effects Charts on the Near East map sheet and on the Charts and Tables Card. See also rule 12.0.

[9.0] STRATEGIC & SEA MOVEMENT

In General: Strategic Movement represents the use of rail or river transport to move units long distances. The Allied player (only) may also use Sea Movement during the Strategic Movement Phase. The Allied Player performs all his Strategic and Sea Movement first, followed by the Central Powers player. Strategic and Sea Movement is the only way units may move between the various front maps.

Procedure: In order to use Strategic Movement, a unit must start the Strategic Movement Phase in a supplied and friendly-controlled city or town hex. The unit may then be moved to any **friendly controlled** city or town hex, tracing a path of **friendly controlled hexes** of any length between its starting and destination hexes.

When using Strategic Movement between different front maps, units must trace a movement path off the starting map through a friendly controlled map edge supply source hex. The units may then enter any other front map through another friendly controlled map edge supply source hex. Some inter-front Strategic Movement must pass through certain transit boxes before being completed.

[9.1] CENTRAL POWERS STRATEGIC MOVEMENT

[9.11] The Central Powers player may move a maximum of **twenty-four** units by Strategic Movement on and between the Western, Eastern, and Italian Front maps per Strategic Movement Phase. Any CP unit on these maps that begin or end its Strategic Movement outside Germany count double against Strategic Movement Limits.

[9.12] The Central Powers player may also move a maximum of **four** units on or between the Near East Front maps. These units

do not count double for moving outside of Germany.

[9.13] CP units that use Strategic Movement between the East Front map and any Near Eastern Front map or among the Near Eastern Front maps must be placed in the Central Powers Strategic Movement Transit Box. Simply place the units into the Box via Strategic Movement during any Strategic Movement Phase. On any subsequent Strategic Movement Phase, the units may then be moved to any Near East Front map or back to the Eastern Front map.

[9.14] CP units in the Transit Box moving between NE Front maps count against the CP NE strategic movement capacity of four units per turn. Units that move between the East Front map and the Near East Front maps count against the CP Strategic Movement capacity for both Europe and the Near East.

[9.15] Until the European Turkish units are set up (see 17.13), no German divisions may strategic move to the Near East Front maps.

[9.16] Strategic Movement is also the only way that CP units in the Arabia Box may leave that box. The transit box is not used; simply place the moving units in any eligible town or city within the Ottoman Empire on the Egyptian Front map. Once a unit is moved out of Arabia, it may never return.

[9.17] CP Strategic Movement into either European Turkey or the Near East Maps (and vice-versa) may only occur if either:

- Bulgaria and Romania are allied to the CP, or
- Bulgaria is allied to the CP and the CP control Bucharest (E2423), or
- Bulgaria is allied to the CP and the CP control both Belgrade (E2413) and Nis (E2015).

[9.2] ALLIED STRATEGIC MOVEMENT

[9.21] West Map: The Allied player may move a maximum of **twelve** units by Strategic Movement on the Western and Italian Front maps per Strategic Movement Phase. Any units that begin or end strategic movement outside of France or Italy count double against this limit.

[9.22] East Map/Caucasus: A maximum of **eight** Russian (only) units may use Strategic Movement on the Eastern Front map per Strategic Movement Phase. These units may never move outside of Russia or Russian Poland. In addition, the Allied player may also move up to **two** Russian (only) units on the Caucasus Front map per Strategic Movement Phase. These units may not enter any hex outside of Russia.

[9.23] Egypt/Iraq: A maximum of **four** Allied units may use Strategic Movement on the Egyptian Front map per Strategic Movement Phase. These units may only be moved within Egypt. The Allied Player may also move a maximum of **four** units on the Iraqi Front map per Strategic Movement Phase. These units may only be moved within Iraq south of the xx44 hexrow and outside of Persia. Exception: Allied units may move into and out of Abadan (N2552) via Strategic Movement. No Allied Strategic Movement is permitted on the Iraqi Front map until the Maude Event has been played (see 6.33).

[9.24] With the exception of Allied Sea Movement, only Russian units may use Strategic Movement between Europe and the Near East. Such movement may only occur between the East Front map (within Russia or Russian Poland only) and the Caucasus front map (within Russia only). Russian units that move between these maps must be placed in the Russian Caucasus/East Front Transfer Box where they spend one turn in transit.

[9.25] Russian units that move between the East and Caucasus Front maps or remain within the Transfer Box count against the Russian Strategic Movement Capacity on both maps. Russian units may no longer transfer between fronts after the Fall of the Czar, except for units occupying the Transfer Box at that instant.

EXAMPLE: on game turn 3, the Allied player decides to move an RU division between the Eastern Front and the Caucasus Front. The unit is placed in the Russian Caucasus/East Front Transfer Box. During the Strategic Movement Phase of game turn five, the unit is free to enter the Caucasus Front map. During game turns three, four and five the East Front Russian Strategic Movement capacity is reduced to seven units and the capacity on the Caucasus Front is reduced to one.

[9.3] STRATEGIC MOVEMENT LIMITATIONS

[9.31] In order to move by Strategic Movement, units must start and end the Strategic Movement Phase in a friendly controlled town or city hex that is in supply; **in addition, units using Strategic Movement may not enter an enemy occupied or controlled hex at any point in its movement.** During the course of Strategic Movement, units may not enter hexes occupied by an enemy units or an undestroyed enemy fortification or heavy fortification, nor

may they enter neutral, all-Sea, or Alpine hexes nor cross all-Sea or Impassable hexsides.

[9.32] Units may start, but may not end Strategic Movement adjacent to enemy units or any type of intact enemy fortification. Units may not enter such hexes during the course of Strategic Movement unless a friendly unit or any type of intact friendly fortification occupies the hex. **Units using Strategic Movement does not change the control status of any hex.**

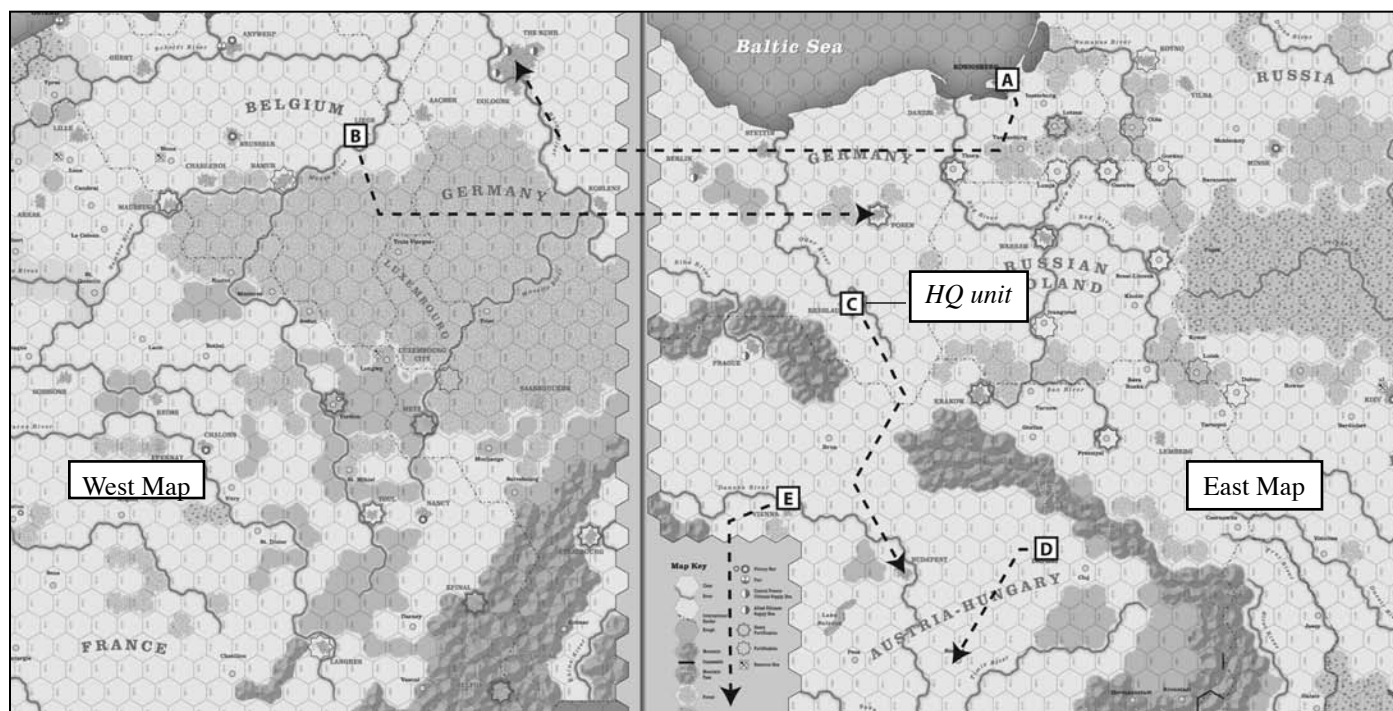
Exception: on the turn a neutral has entered the war only; units using Strategic Movement may end their move in supplied friendly controlled town and city hexes adjacent to the newly deployed units of the former neutral.

[9.33] Within these restrictions, a unit may use Operational Movement and engage in combat during the same turn that it moves by Strategic Movement.

[9.34] All headquarters units (regardless of support status) count double for Strategic Movement purposes. This cost is cumulative with other capacity costs listed above.

[9.5] ALLIED SEA MOVEMENT

[9.51] During his half of the Strategic Movement Phase, the Allied Player may move some of his units by sea. In order to move by sea, the unit must begin the Strategic Movement Phase in a supplied, Allied-controlled port. The Allied player then simply places the unit in any other supplied, Allied-controlled port within the limitations listed below.



EXAMPLES OF STRATEGIC MOVEMENT: Unit A strat moves within Germany so cost only 1 against the CP's capacity of 24 units. Unit B moves from outside Germany to inside, costing 2. Unit C is a HQ unit (which cost double) which moves from inside

Germany to outside, so counts as four units. Unit D begins and ends outside Germany and counts as 2 units. Unit E moves to the Italian Front which cost 2. The total cost for strategic moving all five units is 11.

[9.52] The Allies may move up to **six** units by sea on the European Front maps, and up to **three** units by sea on the Near East Front maps per Strategic Movement Phase. Units using Sea Movement between Europe and the Near East count towards both limits.

[9.53] A port is any city or town hex printed with an anchor symbol. In addition, all coastal hexes west of the Suez Canal on the Egyptian Front map are considered ports. Finally, the two Gallipoli landing hexes (E1022 and E1122) are considered ports only after the Gallipoli event has been played (see 6.52).

[9.54] No Sea Movement is allowed in the Baltic Sea. Exception: Allied PWE #7, see rule 20.1. The only Sea Movement on the Caucasus Front map is the Russian Amphibious Campaign event (6.38). This does not constitute regular Allied Sea Movement. Normal Allied Sea Movement may only occur on the Black Sea if the Allies control Constantinople (E1328). Within these restrictions; Allied units may sea move between any Allied controlled ports (but see 9.55 below).

[9.55] When using Sea Movement between any European Front and the Near East, Allied units must first be moved to an Allied controlled port on the Egyptian Front map. On any subsequent Strategic Movement Phase, the Allied player may then sea move units from the Egyptian Front either to an Allied controlled Iraqi port, or back to Europe, paying all capacity costs.

[9.56] Allied units that move by sea may not use regular Strategic Movement in the same Strategic Movement Phase. Also, no Allied Sea Movement is allowed on any European Front maps during the same turn that the Gallipoli or Salonika events are played (6.52, 6.53).

TGWINE Only: Allied HQ units may never move by Sea.

[10.0] COMBAT

In General: Combat may occur between adjacent opposing units at the option of the attacking player in a given theater. During the First Combat Phase, the attacker is the player who possesses the initiative in a given theater. During the Second Combat Phase, the attacker is the non-initiative player in a given theater.

EXAMPLE: it is the August 1914 turn. The CP have the initiative in the Western Theater, the Allies have the initiative in the Eastern Theater. In the First Combat Phase, the CP is the attacker in the Western Theater and the Allies are the attacker in the Eastern Theater. In the Second Combat Phase, the CP is the Attacker in the Eastern Theater and the Allies are the attacker in the Western Theater.

Procedure: Total the Combat Strengths of all attacking units involved in a specific attack and divide that total by the total Combat Strength in the hex under attack. State this comparison as an odds ratio: Attacker's Strength to Defender's Strength. Round off the ratio in favor of the defender to conform to one of the odds columns on one of the Combat Results Tables. Apply any applicable column shifts until the final odds column is found. Roll the die and apply any applicable die roll modifiers. Locate the modified die roll result on the final odds column and apply any result immediately before resolving any other attacks

being made during that Combat Phase.

[10.1] WHICH UNITS MAY ATTACK

[10.11] During the Combat Phase in any theater where he **is the attacker**, a player may attack any and all Enemy units adjacent to Friendly units. Only those Friendly units directly adjacent to Enemy units may participate in an attack.

Remember, HQs are not combat units and thus an enemy HQ alone in a non-fort hex may not be attacked. [Design note: HQs alone in a hex could still be eliminated by a two-hex advance after combat. This is intentionally designed to make it harder to kill HQs—this is WWI, not WWII.]

[10.12] Attacking is completely voluntary; units are never compelled to attack, and not every unit adjacent to an Enemy unit need participate in any given attack. Friendly units that are not participating in an attack are never affected by the results of that attack.

[10.13] As many units as can be brought to bear in the six surrounding hexes may attack a given hex.

[10.14] No unit may attack more than once per Combat Phase and no Enemy unit may be attacked more than once per Combat Phase. Exception: OHL/OberOst, Foch and Allenby Combats. (10.8).

[10.15] Units may never attack into all-Sea and all-Lake hexes or across all-Sea, all-Lake, or impassable hexsides. Units may not attack into or out of Alpine hexes on a given front map experiencing Snow weather conditions

[10.2] MULTI-UNIT AND MULTI-HEX COMBAT

[10.21] All units defending in a given hex must be involved in the combat, and they must all be attacked as a combined strength. The defender may not voluntarily withhold any units in a hex under attack. Different units in a given hex may not be attacked separately.

[10.22] Units in a hex that contains an attacking unit or units need not participate in the same attack or in any attack. Thus, when one unit in a stack is attacking a given hex, another could attack a different hex or not attack at all.

[10.23] No more than one hex may be the object of a single attack. A given attack may only be directed against a single defending hex.

[10.24] An individual unit's Combat Strength is always unitary, it may not be divided up for more than one attack or defense.

[10.3] COMBAT RESOLUTION PROCEDURE

[10.31] The attacker chooses which hex he wishes to attack.

[10.32] Determine which Combat Results Table to use. Which CRT to use depends on the number of defending units within the hex. If there are three or less defending combat units, players must use Table A. If there are more than three defending combat units, players must use Table B. Forts and Heavy Forts count as units for CRT determination, HQ units do not.

[10.33] The attacker totals the attack factors of all attacking units and the defender totals the defense factors of all defending units. Any units determined to be out of supply (OOS) at this time have their appropriate combat factors halved (round any fractions up). If multiple units are OOS total all combat strengths to be halved and then make one grand division.

[10.34] Next divide the total attack strength by the total defense strength and express the results as a probability ratio, attacker versus defender and round any fractions down in the defender's favor. For example, 21 factors attacking 6 factors would be: $21/6 = 3.5/1$ round down to $3/1$. Conversely, four factors attacking five factors would be $4/5 = 0.8/1$ round down to $1-2$.

This is the initial combat odds (which may be greater than the highest or lesser than the lowest odds columns on the CRTs).

[10.35] Determine if any column shifts (10.4) are available for either side in the combat. Column shifts that benefit the defender shift the initial odds column to the left. Those benefiting the attacker shift it to the right. Net out all column shifts between the attacker and the defender on a one for one basis. This will give the final odds column.

EXAMPLE: An attacker with HQ support (support of 1) is attacking a defender in a city behind a river with an initial odds column of 3/1. The attackers receive a 1R shift due to HQ support while the defenders get a 2L shift due to the city and the river. The final odds shift is 1L so the attack will be resolved on the 2/1 column.

[10.36] Determine any die roll modifiers (DRMs) that will affect the combat die roll (see 10.5). DRMs come from a variety of sources: certain units, entrenchments, various events, concentration, etc. Positive DRMs benefit the attacker, negative DRMs, the defender. Net out all DRMs between the attacker and defender on a one for one basis. The resulting number (positive or negative) is the final DRM.

[10.37] The attacker then rolls the die and adds or subtracts the final DRM. Cross index the modified die roll with the final odds column to determine the result.

[10.38] The combat result is in the form of two numbers separated by a slash. The left number applies to the attacker, the right number to the defender. All combat results are taken in step losses with the attacker implementing his combat result first, followed by the defender. If the defending hex is vacated by the combat result, any surviving attacking units may advance into the hex.

[10.4] COLUMN SHIFTS

[10.41] Certain factors will shift the initial odds ratio one or more columns to the left or the right. A left column shift favors the defender, while a right column shift favors the attacker. All column shifts are cumulative for a given combat. Thus, an attack with an initial odds ratio of 4-1 against a unit defending in a rough terrain hex would gain a one-column shift to the left (1L), making the final combat odds ratio 3-1. If the attacker had committed a headquarters unit with a support value of two, he would gain two column shifts to the right (2R), bringing the final

cumulative ratio to 5-1.

All natural terrain and fort shifts are cumulative.

[10.42] Units defending in Difficult, Rough, Marsh, Alpine, Mountain, Mountain Pass, City, or regular Fortification hexes receive a one left column shift on the defense. Units defending in Forest or Flood Plain hexes on Wet weather turns (only) also receive a one left column shift. Any units attacking out of a Devastated hex suffer a one left column shift (see 14.6).

[10.43] Units defending in heavy Fortifications (including the Hindenburg Line, see 14.3) receive two left column shifts on the defense. Units defending in Mountain or Mountain Pass hexes in Snow or Wet weather also receive a 2L column shift.

[10.44] Units attacked solely across river hexsides receive a one left column shift. However, if even one unit is attacking across a non-river hexside, the defender does not get this benefit.

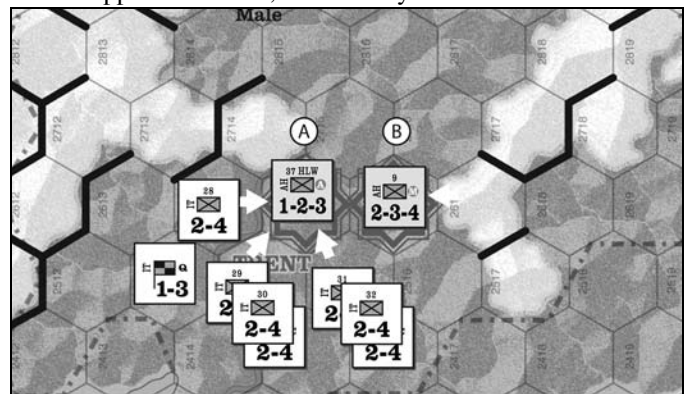
[10.45] Units of two or more allied nationalities participating in the same combat receive a one column shift against them (left if attacking, right if defending) unless the units in question can co-operate (see 7.24).

[10.46] Headquarters units

HQ units can provide column shifts for either the attacker or defender.

In order to provide support, the Headquarters unit must be either stacked with or adjacent to any of the units involved in the combat. The HQ must be in supply and have a support factor greater than zero. Depleted Headquarters units may not provide support. Important: the German 11th Army headquarters unit may only provide support on the Eastern Front map.

No more than one HQ per side may support a given combat. A HQ unit may support a given combat only if there is at least one combat unit of the same nationality as the HQ involved in the battle. The attacker first announces which HQ (if any) he will use to support the attack, followed by the defender.



Example of Combat: Seven Italian divisions attack an Austrian division in Trent (A) during Wet weather. The odds are 14 to 3 (the heavy fort provides a +1 intrinsic defense factor). 14-3 rounds down to 4-1. The Italian units receive a shift right for HQ support while the defenders get 5 shifts left (2 for the fort, 2 for mountains in Wet, and 1 for the city). The final odds are 1-2.

Note that no Italian unit is required to attack the Austrian division in hex B.

A Supporting Headquarters unit shifts the odds ratio of a given combat a number of columns equal to the support value of the HQ. Headquarters providing offensive support shift the odds ratio to the right, those providing defensive support shift the odds ratio to the left. These shifts are cumulative with one another and any other column shifts. After a given Headquarters unit has provided support for a particular combat (attack or defense) flip it over to its depleted side. Depleted Headquarters units may not provide support again until after the following Strategic Turn.

Attacking units that benefit from HQ support may advance after combat against -2 entrenched defenders on the Western Front map provided that the defenders did not have HQ support.

[10.47] It is perfectly possible that, when determining the final odds ratio, an odds column off either end of the CRT is obtained. In this case, do not “round off” the odds column to conform to the CRT. Use the odds ratio as determined and apply the rule in [10.48] below.

[10.48] Once all column shifts are applied, players should locate the final odds ratio on the Combat Results Table. A final odds ratio of less than 1:2 is an automatic 2/0 result on CRT A or an automatic 4/0 result on CRT B (Don’t bother to roll the die, folks, just give the attacker his lumps and move on). If the final odds ratio is greater than 5:1, the combat is resolved on the 5:1 column with additional positive die roll modifiers (see 10.54).

[10.5] DIE ROLL MODIFIERS

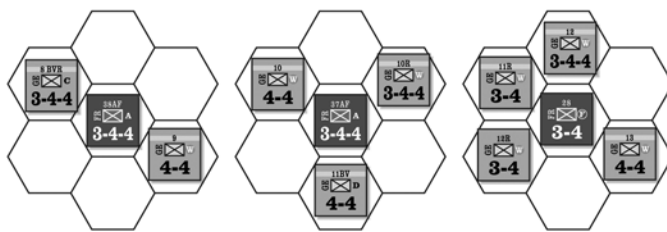
[10.51] Die roll modifiers (DRMs) increase or decrease the final combat die roll. Negative die roll modifiers favor the defender, positive die roll modifiers favor the attacker. Unless otherwise indicated, all DRMs are cumulative. When determining the final die roll modifier for a given combat, total all attacker modifiers and defender modifiers separately then deduct whichever is less. The remainder is the final DRM, which may be a positive or negative number.

EXAMPLE: It is the first Mutual Combat Phase of the May 1915 game turn. The Central Powers player is conducting an attack on a hex occupied by several British units. He decides to commit a Gas Event and one air unit to support this particular attack. This gives the CP player a total DRM of +3. The Allied player decides not to commit any air units for the defense, but he has a -1 modifier for being entrenched. The final DRM for this combat would be +2.

[10.52] DRMs come from a variety of sources. These are found in the rules on Events (6.0), Trenches (14.0) and Special Units (15.0) and in the following cases.

[10.53] Concentric Attacks. A concentric attack occurs when a given hex is either:

- attacked by units from two hexes directly on either side of the defending hex
- attacked by units from three hexes with one vacant hex between each; or
- attacked by units occupying four or more hexes.



Three examples of a concentric attack.

Units that achieve a concentric attack against a given hex may add +1 to the combat die roll. Concentric attacks against units occupying any type of intact fortifications do not receive this bonus. Exception: units in the forts of Gaza (N2913) and Ber-sheeba (N2711) may be concentrically attacked.

[10.54] Super High Odds Attacks. If after all column shifts have been made, the final odds ratio for a given attack is above 5-1; the attacker receives a +1 DRM for every odds ratio column above 5-1. The attack is still resolved on the 5-1 column. *Example: an attack with a final odds ratio of 7:1 would be resolved on the 5:1 column with a +2 DRM.*

[10.55] All DRMs are cumulative. There is no maximum limit to the final attacker DRM. The maximum final defensive DRM is -3.

[10.56] Regardless of the final DRM, a die roll result modified to greater than six is treated as a six, and any result modified to one or less is treated as one.

[10.6] IMPLEMENTING COMBAT RESULTS

[10.61] Most combat results are taken in loss points. The two numbers of a given combat result are the numbers of steps involved in a given combat that must be lost. Numbers to the left of the slash apply to the attacker, those to the right apply to the defender.

[10.62] When implementing a combat result, the attacker always takes his losses first, followed by the defender. If there are more losses in the result than there are steps available, ignore the excess, do not carry losses over to another combat.

[10.63] To satisfy a loss point, a player may either reduce a two-step unit (flip it over to its reduced size) or remove a one step or reduced two-step unit from the map. Most destroyed units are placed in the dead pile and are eligible for replacement.

[10.64] The first attacker loss point of a given result must be taken from any involved tank, Shock-troop, two-step British, ANZAC or Canadian unit in that order of priority. Exception: On the Near Eastern Maps only the Allied player may apportion his losses as he sees fit. The first defender loss point of a given result must be taken from any anti-tank unit in the defender’s hex. A fortification may not be taken as a loss point until after all combat units in the hex have been lost. Other than these restrictions, players may apportion loss points as they see fit.

[10.65] Some results on CRT A call for the complete elimination of the defender at odds of 3-1 or better (0/E). All defending units (including headquarters) and fortifications are immediately

eliminated.

[10.7] ADVANCE AFTER COMBAT

[10.71] Whenever a defending hex is completely vacated as a result of combat, some or all of the surviving attacking units may advance into the hex up to the stacking limit. **EXCEPTION:** Units on the Western Front (only) attacking a space with defenders entrenched at a drm of -2 may not advance unless the attacking force:

- Contained tank or Shock-troop units (the former are negated if the defending hex contained an A-T unit).
- Had HQ support (negated if the defender had HQ support).
- Played a combat event (such as air, flamethrower, etc.) that wasn't countered by a defender combat event. **Note:** In order for an air event to confer this benefit, it must have survived the netting out process described in 15.13.

This restriction does not apply to Allied units on the Western Front once the Allied player controls Initiative Determination. OHL does not affect these restrictions on advance.

DESIGN NOTE: While I favor the West Front limitations on advance in the above Exception, some playtesters did not. Therefore players may, as an optional rule, ignore them.

The decision to advance must be made immediately, before any other combat is resolved. The defender may never advance after combat. Units may not advance into any terrain type that would be prohibited to them during Operational Movement.

HQs never advance after combat.

[10.72] Attacking Shock-troop units and Allied tank units attacking after the March 1919 game turn may advance up to two hexes after combat. The first hex of the advance must be hex just vacated by the defender. If the first hex is either a Marsh or Mountain/Mountain Pass hex, or Flood Plain hex in Wet weather, the advance ends there. If not, the advance may be continued into any other adjacent and empty non-Alpine hex.

[10.73] Like movement, units may not advance after combat nor may cavalry units retreat before combat (see 15.5) into a hex that would leave them out of supply.

[10.8] OHL/OBEROST, FOCH AND ALLENBY COMBATS

[10.81] **OHL/OberOst Combat:** During the Initiative Determination Segment of each Strategic Turn, the Central Powers Player chooses whether he will use the OHL or OberOst marker during the next sequence of Operational Turns. The OHL marker is used in the Western Theater provided that the CP player has the initiative in that theater. The OberOst marker can be used in the Eastern Theater regardless of initiative. Only one use of the OHL/OberOst marker is allowed between each Strategic Turn.

[10.82] To use the OHL/OberOst marker, place it in any hex containing one or more supplied German units (only) at the end of the Mutual Movement Phase in the chosen Theater. All German units in regular supply that are within two hexes (one intervening hex) of the marker at the end of the immediately following Mutual Combat Phase may attack again (including

any advance after combat). After all such special combats have been resolved; remove the OHL/OberOst marker from play until the next Initiative Determination Phase.

[10.83] The activation range between OHL/OberOst and any units is traced exactly like a supply line with identical restrictions due to enemy units, fortresses, and terrain. All normal column shifts and die roll modifiers apply to any OHL/OberOst combats.

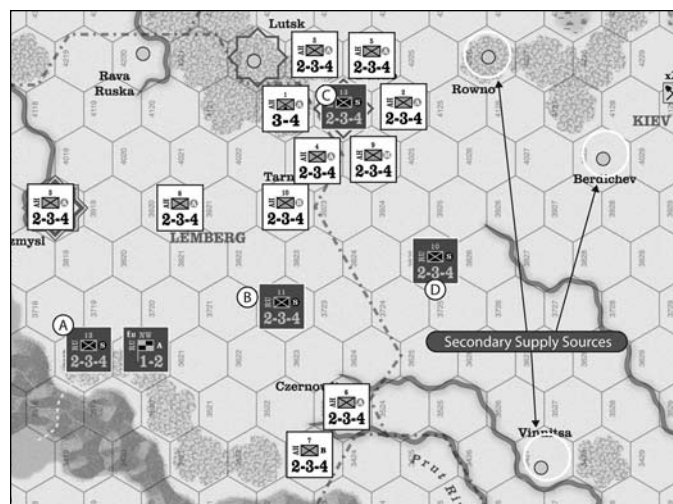
[10.84] **Foch and Allenby:** These two events are identical in function to OHL/OberOst except that Foch may be used with any Allied units on the Western Front map and may be used during every Operational turn. The Allenby marker may only be used with British units on the Egyptian Front map. Both markers may be used regardless of initiative. Allenby is immediately and permanently removed from play after use.

[11.0] SUPPLY

In General: Supply affects the ability of units to move by Strategic Movement, engage in combat, and, ultimately, their very survival. The supply status of a given hex is important for a variety of game functions, including Strategic Movement and the placement of new units. A unit or hex is considered to be either in supply (supplied) or out of supply (OOS). Units are supplied either by tracing a Line of Supply directly to an Ultimate Supply Source or via a Secondary Supply Source (see 11.2 and 11.3).

[11.1] JUDGING SUPPLY

[11.11] Supply status is determined for all units of both sides at the start of the Strategic Movement Phase of every game turn. Units out of supply or on Fortress Supply (see 11.51 below) may not use Strategic Movement. They may use Operational Movement normally.



SUPPLY EXAMPLES: Russian unit B is out of supply—it is more than 4 hexes from a Secondary Supply Source and is not stacked with or adjacent to a friendly HQ. The other four Russian units are in supply (unit C receives Fortress Supply).

[11.12] Supply is also checked at the instant of every combat. Units determined to be out of supply at that point have their appropriate combat factor halved (attack strength if attacking, etc., round any fractions up). If more than one OOS unit is attacking or defending, total the strengths of all OOS units and make one grand division. No unit's combat factor may ever be reduced to less than one.

[11.13] Units of both sides found OOS at the end of each Combat Phase are simultaneously eliminated.

[11.2] TRACING A LINE OF SUPPLY

Units either trace supply directly to an appropriate Ultimate Supply Source hex or via a Secondary Supply Source that in turn can trace supply back to an Ultimate Supply Source hex.

[11.21] Directly to an Ultimate Supply Source: Units may trace supply to any friendly Ultimate Supply Source within four hexes (three intervening hexes) of the unit. Headquarters units (only) on the Near East Front maps (only) may trace a line of supply to any friendly Ultimate Supply Source within six hexes (five intervening hexes) of the HQ unit. **HQ units in Europe (only) may trace a supply line of any length to an Ultimate Supply Source.**

[11.22] Via a Secondary Supply Source: Units may also trace supply to a Secondary Supply Source. These are either friendly controlled town or city hexes or HQ units of the same nationality as the units tracing supply. The length of the Line of Supply to a Secondary Supply Source varies.

- **Town or City Hex:** Friendly controlled Town and City hexes serve to lengthen supply lines. Units are in supply if they can trace a line of supply to any friendly controlled town or city hex within four (or six for HQs in the Near East) hexes of the unit. The player then traces a supply line of any length back to an Ultimate Supply Source. Exception: no Allied unit may use any town or city Secondary Supply Source on the Egyptian Front north of hexrow xx13 until the Allies control either Gaza (N2913) or Bersheeba (N2711).
- **Headquarters Unit:** HQ units are also Secondary Supply Sources for their respective nations. However, only units stacked with or adjacent to a HQ unit of the same nationality may use that HQ unit as a Secondary Supply Source. The HQ unit then traces a supply line of any length back to a friendly Ultimate Supply Source.

Headquarters units on the Near East map (only) must trace a supply line within six hexes to a secondary or ultimate supply source in order to be in supply and thus used as a supply source themselves.

[11.23] Limits: Beyond the strictures given below, there is no limit to the number of units and Secondary Supply Sources that may trace supply to an Ultimate Supply Source hex. Likewise, unless restricted in the rules that follow, there is no limit to the number of units that may trace supply to a given Secondary Supply Source.

[11.3] ULTIMATE SUPPLY SOURCES

[11.31] An Ultimate Supply Source is either a city or town hex printed with the appropriate supply symbol for a given side (blue

for the Central Powers, red for the Allies) or map edge hexes of certain countries. Only units on the same front map as an Ultimate Supply Source may use that source.

[11.32] CP Ultimate Supply Sources

Western Front: The Ultimate Supply Sources for the Central Powers on the Western Front map are any and all map edge hexes in Germany from W3933 to W7034 (inclusive) and all four Ruhr city hexes (W6830, W6831, W6729, W6730).

Italian Front: The Ultimate Supply Sources for the Central Powers on the Italian Front map are any and all non-Alpine map edge hexes in Austria-Hungary.

Eastern Front: Any and all Eastern Front map board edge hexes from E3501 to E5701 (inclusive) are CP Ultimate Supply Source hexes. In addition, Berlin (E5102), Prague (E4304), Vienna (E3606) and Budapest (E3310) are also CP Ultimate Supply Sources. Finally, Constantinople (E1328), Sofia (E1819) and Bucharest (E2423) become CP Ultimate Supply Sources if and when their respective countries join the Central Powers.

Near East: Any and all map edge hexes marked with the Central Powers supply symbol are Ultimate Supply Sources for all CP units on that map. All CP units in the Arabia, Turkish Required Reserve, and **Central Powers Strategic Movement Transit Boxes** are automatically in supply. The Persian Gendarmerie unit is always in supply within Persia.

[11.33] Allied Ultimate Supply Sources

Western Front: Allied Ultimate Supply Sources on the Western Front map are any and all map edge hexes in France from W5801 to W3629 (inclusive).

Italian Front: Allied Ultimate Supply Sources on the Italian Front map are any and all non-Alpine map edge hexes in Italy.

Eastern Front: Allied Ultimate Supply Source hexes on the Eastern Front map are:

- For Russian and Romanian units (only): any East Map edge hex from E3034 to E7034 (inclusive) and the city of Bucharest (E2423) if and when Romania joins the Allies.
- For Greek units (only): any east map edge hex from E1012 to E1016 (inclusive).
- For Serbian units (only): any town or city within Serbia is an Ultimate Supply Source. In addition, Serbian units may use Salonika (E1116) as an Ultimate Supply Source once the Salonika event (6.53) has been played.
- Montenegrans units are automatically in supply within Montenegro.
- Italian units (only): Valona (E1210) is an Ultimate Supply Source.
- Other Allied units: either Salonika (E1116) or either of the two Gallipoli landing hexes (E1022, E1122) may be used as Ultimate Supply Sources. These hexes only become Ultimate Supply Sources once their respective events are played (see 6.52, 6.53). They lose this status permanently when either the Allies completely abandon the hex in question (Salonika or the Gallipoli hexes), or it comes under Central Power's control (Salonika only).

The Near East

Allied Ultimate Supply Sources on the Near East Front maps are:

- Any and all [non-alpine](#) map edge hexes on the Caucasus Front map from N4836 to N4849 (inclusive).
- On the Iraqi Front, Basra (N2252) and/or Abadan (N2552) for the British (only) and Hamadan (N2436) for the Russians (only). Hamadan becomes a Russian Ultimate Supply Source only when the Persian Expeditionary Force enters play (see 17.21).
- On the Egyptian Front map, all hexes west of the Suez Canal are Allied Ultimate Supply Source hexes.
- Armenian units and the Persian Cossack unit are considered Russian units for supply purposes. The Arab Northern Army is always in supply in Palestine. Russian units in the Caucasus Front Transit Box are always in supply. The South Persian Rifles unit is always in supply within Persia.

[11.4] PORT SUPPLY

Most ports on the map provide supply to units of certain nationalities that physically occupy them. In addition, units of certain nationalities may trace supply to certain ports as if they were Ultimate Supply Sources. Units tracing supply to these ports may not do so via a Secondary Supply Source. Exception: See 11.44. All ports may still be used as Secondary Supply Sources regardless of any special supply attributes.

[11.41] German Baltic Ports

German units occupying the following Baltic Sea ports are considered to be in supply: Stettin (E5205), Danzig (E5412), Konigsberg ([E5514](#)), Libau (E6116), Riga (E6120), Talinin (E6921), Narva (E6924), Kronstadt (E7028) and Petrograd (E7030).

[In addition, German units that can trace a four hex long \(three intervening hexes\) line of supply to a CP controlled Konigsburg \(E5514\) are automatically in supply.](#)

[11.42] Allied Black Sea Ports: Allied units of all nationalities occupying any or all of the following Black Sea ports are in supply provided that Constantinople (E1328) is under Allied control: Burgas ([E1725](#)), Varna (E2027), Constanta (E2328), and Odessa (E3031).

[11.43] Allied Adriatic Ports: Allied units of all nationalities occupying either Venice (W2022), and/or Trieste (W2230) are in supply.

[11.44] Allied Channel Ports

All Allied units occupying any port on the Western Front map are automatically in supply.

In addition, all British (any sub-nationality) and/or Belgian units within four hexes (three intervening hexes) of any port on the Western Front map are automatically in supply. In order for the ports of Rouen (W5603) and Antwerp (W6819) to function in this capacity, the Allied player must control all the marked hexes for the respective port (The “R” or “A” marked hexes).

2nd Edition Change: in addition to those hexes already marked “A”, Antwerp ceases to function as an Allied port supply source if any of the following hexes are occupied by a CP unit: W6718, W6719, W6820, W6919.

Anglo-Belgian units tracing supply to these ports may not do so via any Secondary Supply Sources. Exception: British units (only) may trace supply through secondary supply sources to Calais (W6707) and Dunkirk (W6709) only, without range limitation.

[11.45] Caucasus Ports: Russian and Turkish units occupying any Black Sea coastal hex on the Caucasus Front map are automatically in supply. All Russian units occupying any Caspian Sea coastal hex on the Caucasus Front map are automatically in supply.

[11.5] SPECIAL SUPPLY RULES

[11.51] Fortress Supply: Units that occupy an intact fortification or heavy fortification of the same nationality are said to be on “Fortress Supply”. Units on Fortress Supply are considered to be in supply for defense and avoiding attrition removal. The intrinsic defense strength of a fortress is always in supply. Units on Fortress Supply are subject to Fortress Surrender (14.15). [Units attacking out of a Fortress and dependent on Fortress Supply are halved in Attack Strength.](#)

[11.52] Antwerp: Belgian units (only) in Antwerp (W6819) are considered to be in supply for purposes of avoiding attrition removal only. This capability is lost the instant Antwerp falls to the Central Powers.

[11.53] The Sinai Pipeline: Allied units may not use the coastal towns in the Sinai (N4011, N3611, N3311, and N3112) as Secondary Supply Sources until the Sinai Pipeline is constructed. Exception: Allied units physically occupying these hexes may use them as Secondary Supply Sources before the pipeline marker enters the hexes. Central Powers units are not affected by these restrictions.

Whenever an Allied unit occupies a Sinai coastal town at the end of a Strategic Turn, the Allied player may place the Sinai Pipeline marker in that hex provided that:

- Only one such hex may have the pipeline marker placed in it each Strategic Turn.
- The pipeline marker must have occupied all Sinai coastal towns to the west of the town currently occupied by the marker on previous Strategic Turns.

In other words, the pipeline must be “built” from west to east in sequence. For example, the pipeline must have been completed in hexes N4011 and N3611, in that order, before it could be placed in N3311.

If a CP unit enters any coastal hex either containing or west of the pipeline marker, the marker is placed in the nearest coastal town hex to the west of the CP unit. This hex becomes the new western limit of the pipeline, and all Sinai coastal towns east of that hex must be occupied anew. The process of (re)building the pipeline may take place any number of times during the game.

[11.54] **Kut:** CP units occupying any of the “K” hexes on the Iraq Front map may use them as Secondary Supply Sources at any time, regardless of the presence of Allied units in Kut. CP units outside these hexes and all Allied units may not use them as Secondary Supply Sources (see 14.2).

[11.6] BLOCKING SUPPLY LINES

No supply line (either direct or via a Secondary Supply Source) may be traced into any hex containing enemy units or intact enemy fortifications, into or through all-Sea hexes, or across all-Sea or Impassable hexsides. Supply lines may be traced through all-Lake hexsides.

Only Mountain units may trace supply lines into and/or through Alpine hexes. Exception: Italian Mountain units may trace supply lines into, but not through, Alpine hexes in Austria-Hungary.

[11.7] CAPTURING SUPPLY SOURCES

[11.71] An Ultimate Supply Source of a given side may only act in that capacity for units of that side. If a given Ultimate Supply Source is a city or town hex, it may be used by the opposing side as a Secondary Supply Source upon capture. If a map-edge or port Ultimate Supply Source hex is captured, it immediately reverts to an Ultimate Supply Source upon recapture. Other Ultimate Supply Sources however, permanently cease being such. They can be used as Secondary Supply Sources for the original side following recapture.

[11.72] Secondary Supply Sources can change hands any number of times during the game and still be used by either side in that capacity. Exception: Sinai Pipeline, (see 11.53).

[11.8] EFFECTS OF BEING UNSUPPLIED

[11.81] Units found to be OOS during the Strategic Movement Phase may not use either Strategic or Sea Movement that phase.

[11.82] Units that are out of supply during the Operational Movement Phase may move normally provided that such units end their movement in supply. If such movement is not possible, unsupplied units may not move.

[11.83] Units that are OOS at the instant of combat have their combat factors halved for both attack and defense (round any fractions up). In multi-unit situations, total all factors to be halved, than make one grand division. Units may **not** advance after combat into a hex where they would be OOS.

[11.84] Units of both players found to be out of supply at the end of each Combat Phase are simultaneously eliminated. Such units are available for replacement.

[11.85] A hex that is found to be OOS may not be used for Strategic Movement or for placing new units or unit conversions. Basically, if a given game function requires the presence of a “supplied hex” it cannot be preformed by a hex that is OOS.

[11.86] **SCHEFFER-BOYADEL (Optional Rule):** Only once during the war, at Lodz in late 1914, did any sizable body of troops survive encirclement. The German 25th Reserve Corps, commanded by General Scheffer-Boyadel, broke out of a Russian

trap, destroying the 6th Siberian Division in the process. This rule allows players to recreate that exceptional event.

Once per game, during any Combat Phase, the Central Powers player may choose any one OOS German (only!) stack of up to four divisions (any excess remain OOS) on the East Front map outside the Balkans, declaring it to be commanded by Scheffer-Boyadel. The stack is considered in supply for that Combat Phase. If it is still OOS at the end of the next Combat Phase it is eliminated.

[12.0] WEATHER

In General: Weather has an important influence on the play of the game. Many of the rules of the game are modified to account for the effects of changing weather conditions on Movement, Combat, Terrain, etc.

There are four kinds of weather in the game: Fair, Wet, Snow and Hot. Fair weather has no effect on normal play, the rules are written with this weather as the standard. Wet and Snow weather affect movement and combat in certain terrain types as well as Allied Strategic Bombing. Hot weather affects supply in all desert hexes and combat on the Egyptian and Iraqi Front maps.

[12.1] WEATHER DETERMINATION

[12.11] Weather conditions for a given map on a given turn are found on the Turn Record Tracks. The European Turn Record Track contains weather conditions for the Western/Italian and Eastern Front maps. The Near East Turn Record Track contains weather conditions for the Caucasus, Iraqi, and Egyptian Front maps.

[12.12] Two letters divided by a slash indicate weather conditions. On the European Turn Record Track, the letter to the left of the slash refers to weather conditions on the Western and Italian Front maps. The letter to the right refers to weather conditions on the Eastern Front map. On the Near East Turn Record Track, the letter to the left refers to weather conditions on the Iraq and Egyptian Front maps, while the right side letter refers to weather conditions on the Caucasus Front map. In addition, the Western and Italian Front maps may experience variable weather on all March and October game turns.

EXAMPLE: It is Nov/Dec 1914. The weather for the turn is Wet on the Western and Italian Fronts; Snow on the Eastern and Caucasus Fronts; and Fair on the Egyptian and Iraqi Fronts.

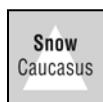
[12.13] To determine variable weather on the Western and Italian Front maps, roll a die. If the result is even, the weather is Fair; odd, the weather is Wet.

[12.2] WEATHER EFFECTS

Fair: no change.

Wet: no effect on the Egyptian and Iraq Front maps. On all other maps: add one (+1) to the movement cost for crossing rivers. Flood plain hexes are treated as marsh hexes for all purposes; units defending in forest hexes gain a 1L column shift on the Combat Results Table; units defending in mountain and/or mountain pass hexes gain a 2L shift. Subtract two (–2) from the

die roll for Allied Strategic Bombing if the weather on the west map for the last Operational Turn before the current Strategic Warfare Phase was Wet.



Snow: no effect on the Egyptian and Iraq Front maps. On all other maps: mountain pass hexes cost two movement points to enter; lake hexsides may be crossed during snow turns; units in Alpine hexes may neither attack nor be attacked; units defending in forest, mountain and mountain pass hexes gain the same column shifts as for Wet weather. Units attacking on the Caucasus Front map (only) suffer a -2 die roll modifier in addition to all other modifiers. Exception: Russian units ignore this modifier on any Operational Turn that the Russian Winter Offensive event (6.29) is played. Subtract two (-2) from the Allied Strategic Bombing die roll if the west map weather for the last Operational Turn before the current Strategic Warfare Phase was Snow.



Hot: no effect on the Western, Eastern and Italian Front maps. Supply lines may be traced into but not through or out of any desert hex on all Near East Front maps during Hot weather. Further, all attacks on the Egypt and Iraq Front maps during Hot weather suffer a -2 die roll modifier in addition to all other modifiers.

[13.0] NEW UNITS

In General: During the New Units Phase of every Operational Turn, the players may bring new units into the game from their respective Available Units Boxes. Most units in a given box need not be entered immediately; however, once deployed on the map, a unit may not return to the Available Units Boxes unless it is first destroyed and subsequently rebuilt.

[13.1] PLACING NEW UNITS

[13.11] In general, new units may be placed in any friendly-controlled, supplied city hex within a unit's home country (e.g. French units in France, etc.). Stacking limits apply during placement. Regardless of their hex of entry, all newly arriving units have their full movement and combat abilities available on the turn of placement.

[13.2] RESTRICTIONS & EXCEPTIONS

[13.21] Stacking limits must be observed during unit placement.

[13.22] The Allied player places all his new units before the Central Powers player.

[13.23] Units in the European Available Units Boxes must be placed on the European Front maps and units in the Near East Available Unit Boxes must be placed on the Near East Front maps. Exceptions: the British 1AS, NZ and 42T Divisions may enter (and re-enter, if destroyed) play in Egypt. See 5.35-5.37 on placement restrictions for rebuilt units.

[13.24] British units may be placed in any Allied controlled port on the Western and Italian Front maps. This is in addition to any placement due to Allied Sea Movement [9.5].



[13.25] U.S. 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 hex along its south edge. Simply place such units off to the side of the map during the New Units Phase and enter them during the following Movement Phase or Strategic Movement Phase. U.S. units along the map edge are considered to occupy a city hex for Strategic Movement purposes.

[13.26] Russian units may not be placed in any cities in Russian Poland. Exception: Russian units placed in the Allied Available Units Box during Strategic Turn A, may be placed in cities in Russian Poland. Also Russian units may be placed in Russian Poland via headquarters units as mentioned in 13.3, below.

[13.27] German Baltic Port Placement: In addition to regular placement, up to one stack of German units may appear per New Units Phase in every Central Powers controlled coastal town or city on the Baltic coast. For a list of these, see 11.41.

[13.28] Allied Near East Restrictions

- British units entering play from the Near East Available Units Box must be placed on their respective Front: Iraqi or Egyptian.
- British units placed in Egypt may be placed in any Allied controlled hex west of the Suez Canal. Treat the French DFPS Division as a British Egyptian Front unit for this purpose.
- British units placed on the Iraqi Front map may be placed in Basra (N2252) and/or Abadan (N2552). If these cities are CP controlled, new units may be placed via HQ as per 13.3. If a HQ unit is not available, the units must remain in the Available Unit Box.

•   ANA and Armenian units initially enter play through the play of certain events. If the ANA is destroyed return the unit to the pool of Arab units and draw a new ANA unit in the Replacement Phase of the Next Strategic Turn. Destroyed Armenian units are replaced like Russian units. See 6.7, 6.8, and 6.9. (See also [HQ Placement Restrictions—Near East 13.3](#).)

- The Persian Cossack unit enters (or reenters if destroyed) through any non-CP-controlled town in Persia in the Caucasus Front map. Similarly, the South Persian Rifles unit enters (or reenters) through any non-CP-controlled town in Persia on the Iraq Front map. They may be rebuilt using Russian and British RPs, respectively.

[13.29] CP Near East Restrictions

Turkish units entering play for the first time must be placed in the areas listed on the back of the counters:

- **Arabia:** place the unit in the Arabia Holding Box.
- **Caucasus:** place the unit in any Central Powers city in regular supply on the Caucasus Front map, or any CP Ultimate Supply Source hex on that Front map.
- **Iraq:** place the unit in any Central Powers city in regular supply on the Iraq Front map, or any CP Ultimate Supply Source hex on that Front map.
- **Syria:** place the unit in Damascus (if in supply) or any CP

Ultimate Supply Source hexes on the Egyptian Front map.

- **Turkey:** place the unit in the Required Turkish Reserve Box.

The Yilderim Army Group Headquarters unit may be entered in any of these locations.



German non-divisional units and previously destroyed Turkish units may be placed as if they were entering the Caucasus, Iraq, or Syria as above (regardless of where they originally appeared, if Turkish), or they may be placed via headquarters units as mentioned in 13.3.

GWINE only: German divisions must be placed in the [Central Powers Strategic Movement Transit Box](#) (at no cost) and may only enter the Near East map sheet through normal Strategic Movement.

The Persian Gendarmerie unit enters (or reenters if destroyed) through any CP controlled town in Persia on the Iraq Front map. It may be rebuilt with Turkish RPs.

[13.3] PLACEMENT VIA HEADQUARTERS

New units may also be placed in a friendly controlled, supplied hex occupied or adjacent to a supplied HQ unit of the same nationality within the restrictions indicated below. The replacing HQ may be in either support or depleted state. An HQ unit can be replaced via another friendly HQ, but cannot itself be used as a replacement point the same turn it is replaced (i.e. no “chain replacements”).

HQ Placement Limitations — Europe

- In general, up to one stack (six infantry/cavalry units, four if US/BU) plus one HQ, plus one tank unit) may be placed either in a hex occupied by an HQ of the same nationality or in any one hex adjacent to an HQ unit of the same nationality (not both). Exception: see next bullet.
- As an exception to the above restriction, GE, FR and BR units being replaced via HQ may be placed in any combination of hexes in or adjacent to their respective HQs as long as all other placement restrictions are not violated, including the single stack’s worth of units per HQ.
- All stacking restrictions must be observed when placing new units via HQ. The placement hex must be friendly controlled and in supply.
- British Empire sub-nationalities are considered ‘British’ for purposes of HQ placement.
- No more than six BR and/or FR and/or IT units may be placed on the Eastern Front map in this way per Operational Turn. This placement counts towards Allied Sea Movement capacity (see 9.5).

HQ Placement Limitations — Near East

- No more than three units may be placed in or adjacent to an eligible HQ unit on the Near East Front maps. Further, all units must be placed in the same hex.
- Newly arrived (not rebuilt) Turkish units may not enter play via HQ placement. They must enter play according to 13.29 above.

[14.0] FORTS & TRENCHES

In General: Fortifications (Forts) impart defensive and supply benefits to units occupying them. [Trenches](#) first appear on Strategic Turn B and their effects increase incrementally as the game progresses.

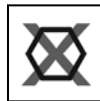
[14.1] FORTIFICATIONS

[14.11] Each intact fort or heavy fort possesses an intrinsic unit with a defense strength of one (Exception: Kut (14.2) below). The intrinsic unit cannot attack, does not count against stacking and blocks enemy supply lines. The intrinsic unit does count as a unit when determining which Combat Results Table is to be used and may only be destroyed in combat after all other units stacked in the hex have been destroyed. [The intrinsic strength is considered the same nationality as the original owner of the fort for all purposes.](#)

[14.12] Intact forts and heavy forts provide leftward column shifts (1L and 2L, respectively) for all friendly units in the same hex as the fort. Units defending in a fort hex also receive any current die roll modifier for trenches. In addition, attacking units never receive a concentric attack bonus when attacking a fortification hex. Exception: Gaza (N2913) and Bersheeba (N2711) may be concentrically attacked.

[14.13] Units in an intact fortification may receive fortress supply (See 11.51).

[14.14] [Once an enemy unit has occupied a friendly fort, or the fort has failed a surrender die roll, the fort is destroyed and the intrinsic unit may not be rebuilt.](#)



Use the Destroyed Fortress markers to keep track of all destroyed forts.

[14.15] Forts and any units in them solely on Fortress Supply may surrender under certain circumstances. Roll a die during the Fortress Surrender Phase of every Strategic Turn after Strategic Turn C for each Fortification hex on Fortress Supply that has at least as many enemy units (not steps) adjacent to it as there are friendly units in the fortress hex (including the intrinsic unit). On a result of 4, 5, or 6, the fortress surrenders and all defending units (plus the intrinsic unit) are destroyed.

[14.2] KUT

[14.21] Until an Allied unit occupies Kut (N1845), the fort in the hex does not exist. Once this occurs, Kut provides a 1L column shift like a normal fortification, but does not possess an intrinsic unit. Units in Kut are also eligible for Fortress Supply. These benefits are in effect for Allied units no matter how many times Kut changes hands. Central Powers units never receive these benefits.

[14.22] While occupied by Allied units, Kut may be besieged. Whenever a Central Powers unit occupies any one of the three “K” hexes marked on the map, regardless of the presence of other Allied units in hexes adjacent to Kut, the Allied units in Kut are under siege.

[14.23] While under siege, Allied units in Kut may not leave or attack out of Kut, are automatically on Fortress Supply and

must check for surrender (14.15). In addition, other Allied units may not enter Kut, until all CP units have been removed from any or all “K” hexes.

[14.24] Central Powers units in any of the three “K” hexes are considered to be in supply. CP units outside those hexes, and all Allied units may not use the “K” hexes as supply sources.

[14.3] THE HINDENBURG LINE



[14.31] The Central Powers Player receives **four** Hindenburg Line markers on Strategic Turn K. During any New Units Phase after that, he may place them on the Western Front map in any supplied hexes not adjacent to any Allied unit or intact fortification. The markers must be placed at the same time in a contiguous line of hexes (crooked or straight). **Once placed, they act as CP heavy fortification hexes until destroyed, except that they have no intrinsic unit and never provide fortress supply to units stacked with them.**

[14.4] TRENCHES — EUROPE

[14.41] Starting on Strategic Turn B, trenches on the European Front maps provide a variable combat die roll modifier for units defending in combat. Which modifier is used depends on the nationality of the defending units and the position of that nation’s Trench Status marker on the Trench Status Track.

Trenches do apply to fort hexes.

[14.42] At the start of the game, all Trench Status markers should be in the “No effect” box on the Trench Status Track. Beginning on Strategic Turn B, some of these markers will be moved into the “-1” box of the Track. As the game progresses, Trench Status Markers will be moved into more effective defensive DRM boxes on the track. Once a given Trench Status Marker occupies a given modifier box, it may not be moved back to a previous box.

[14.43] The Central Powers player has two Trench Status Markers, one to record the trench status of German units, the other to record that of all other Central Powers units. On Strategic Turn B, the German Trench Status Marker is moved into the “-1” box of the Trench Status Track. On Strategic Turn D, the marker is moved into the “-2” box, where it remains for the duration of the game. The Trench Status Marker for other Central Powers units advances into the “-1” box on Strategic Turn F, where it remains for the duration of the game.

[14.44] Hexes that contain a mix of German and non-German units use the non-German defensive modifier. Exception: Non-German CP units stacked with or adjacent to the German Sud Army HQ use the German trench die roll modifier.



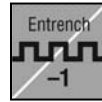
[14.45] The Allied player has three Trench Status Markers, one records the trench status of all British (any sub-nationality) and Belgian units, another records the trench status of all French units, the third records the trench status of all other Allied units. On Strategic Turn B, the Anglo-Belgian Trench Status Marker is moved into the “-1” box of the Trench Status Track. On Strategic Turn “D” it is moved into the “-2” box, where it remains for the duration of the game. On Strategic Turn C, the French Trench Status Marker is moved into the “-1” box. It is moved into the “-2” box

on Strategic Turn D where it remains. The Other Allied Trench Status Marker is moved into the “-1” box of the Trench Status Track on Strategic Turn F where it remains for the duration of the game.

[14.46] Defending Allied stacks of different nationalities use the least advantageous Trench Status die roll modifier.

[14.47] The Trench Status Markers and Track are only used for units on the Western, Italian, and Eastern Front maps. See 14.5 for rules on trenches on the Near Eastern Front maps.

[14.5] TRENCHES -- NEAR EAST



[14.51] With the following exceptions, CP units on the Near East Front maps never receive any benefits from trenches. Allied units never receive any benefit from trenches in the Near East under any circumstances.

[14.52] The Kress Von Kressenstein event activates the two Entrenchment hexes between Gaza and Bersheeba on the Egyptian Front map. The Central Powers player may also receive Near East Trench events through the course of the game (see 6.35 and 6.36).

[14.53] Near East trenches provide a -1 defensive die roll modifier only. Also when an Allied unit occupies any CP trench hex, the trenches are destroyed and permanently out of play.

[14.6] DEVASTATED HEXES



[14.61] At the start of his movement phase in the Western Theater, the Central Powers player may opt to devastate any clear (including Flood Plain) terrain hexes in France and Belgium.

[14.62] To devastate a hex, the CP player must have a supplied infantry or mountain unit in the hex at the start of his half of the Mutual Movement Phase on the Western Front map. Place a devastated zone (DZ) marker atop the selected unit(s); these units may not move or attack during the turn the DZ marker is placed. At the end of the CP combat phase in the Western Theater, all units assigned to devastate hexes must be moved one hex towards the east, northeast, or southeast. Leave the devastated marker in the just vacated hex.

[14.63] **Any** units attacking out of a devastated hex suffer a 1L column shift. The operational movement cost for entering a devastated hex permanently increases to 2 movement points. Cities and towns in the devastated hex can no longer be used for Strategic Movement, though they still may be used as a supply source. Cities in a devastated hex no longer generate any column shift for units defending in the hex. Finally, a devastated hex can no longer be counted as a CP victory hex, if applicable.

[14.64] The number of DZ markers provided in the counter mix is an absolute limit. Once all have been placed, no further devastation may occur. Once placed, DZ markers may never be removed.

[15.0] SPECIAL UNITS

[15.1] AIRCRAFT UNITS

[15.11] Air Units enter the game when they are drawn from the event pools. Air units are divided into two types, Aircraft Formations and Aces. Air units are not kept on the map, nor do they move on the map from hex to hex. They may support any combat on their map of operation, have no combat strength or step value, and can never be used to satisfy combat losses. They are always considered to be in supply.

[15.12] Each air unit may be used to support one attack or defense between each Strategic Turn. Once an air unit has been used, it may not be committed again until after the next Strategic Turn.

[15.13] Air units may be used to support any combat, either on the attack or the defense. The attacker first announces how many air units he is committing to support a given attack, then the defender announces his air unit commitment. Any number of air units may be committed to a given battle by either attacker or defender. Each air unit committed by a player cancels out an air unit played by his opponent on a one for one basis. After all canceling has been resolved. The player with any remaining air units may add one to the combat resolution die roll if he is the attacker, or subtract one if he is the defender. No more than one is ever added or subtracted to a die roll, no matter how many air units remain after mutual cancellation.

[15.14] German air units on the Western Front only may also be committed to home defense during the Strategic Turn (see 5.24). Any air units committed to home defense remain in the Strategic Warfare Box until the following Strategic Turn and may not be used to support combats.

[15.15] **Aces:** Aces function identically to other air units except that they are liable for elimination whenever they are used in combat. After being used to support a given combat roll a die for each involved ace. If the result is one of the KIA numbers printed on the counter, the ace is permanently removed from the game. German aces committed to home defense are also subject to a KIA die roll.

[15.16] Deployment Restrictions

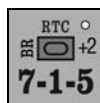
With the following exceptions, all air units must operate on the Western Front map:

- The German East Air unit may only operate on the Eastern Front map.
- The Allied Italian Aircraft unit may only be used on the Italian Front map.
- The Three Allied and one German Near East Air units may only be used on the Egyptian Front map.

[15.17] **East Air & Italian Aircraft:** The German East Air unit is treated like any other air unit except that it can only be used to support combats on the Eastern Front map. The Allied Italian Aircraft unit may be used to support one combat on the Italian Front map per game, after which it is permanently removed from play.

[15.18] Attacking units that benefit from Air support may advance after combat against -2 entrenched defenders on the Western Front map. The attackers must have received a positive DRM in order to be eligible for this benefit.

[15.2] TANKS



[15.21] Tank units enter the game when they are drawn from the Event Pool. Only the British, French, U.S., and Germans have tank units. When a tank unit is drawn from the Event Pool, it is placed in the Available Units Box and may be placed on the map during the New Units Phase, like any other unit.

[15.22] Tank units have normal attack, defense, and movement factors. However, tank units may only attack when stacked with another non-tank ground combat unit of the same nationality. All British sub-nationalities are considered British for purposes of this rule.

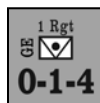
[15.23] To the right of the unit symbol is a DRM of +1 or +2 that is added to the combat resolution die roll, provided that the attacking tank unit is in supply. If several tank units are involved in the same attack, all contribute their attack factors normally, but only the largest of the available DRMs is used.

[15.24] Tank units may never attack alone, nor may they attack into marsh, mountain, alpine or forest hexes. Treat flood plain hexes as marsh in Wet weather. Tanks must always take the first step loss in any attack in which they are involved. Tank units attacking while out of supply contribute their (halved) combat strength without the die roll modifier. On the defense, they contribute their defense strength normally. Attacking Allied units that include one or more tank units may advance after combat against -2 entrenched defenders on the Western Front map unless the Tank DRM was negated by a defending A-T unit (the tank unit does not have to survive to confer this benefit).

[15.25] Tank units do not count against stacking limits, but only one tank unit may be placed within a given hex. All Allied tank units must operate on the Western Front map, the German tank unit may operate on either the Western or Eastern Front maps.

[15.26] The British Experimental tank battalion and the German tank regiment may not be replaced once destroyed. All other tank units may be replaced normally.

[15.3] ANTI-TANK UNITS



[15.31] German anti-tank regiments enter play through the Anti-Tank Regiments event (see 6.4). The Central Powers player may place the three anti-tank units on the Western Front map during any New Units Phase following the play of the event.

[15.32] Anti-tank (A-T) units have no attack factor and a defense factor of one. Anti-tank units do not count against stacking limits but only one A-T unit may be placed within a given hex.

[15.33] When defending in a given hex, a supplied anti-tank unit cancels all tank die roll modifiers. In such a combat, the A-T unit must be the first step lost by the defending force. A-T units may be replaced normally. When defending while out of supply, anti-

tank units do not cancel any tank die roll modifiers.

[15.4] SHOCKTROOP UNITS



[15.41] Certain German Infantry and Mountain units (those marked with a grey band), may be converted into Shock-troop units when the Shock-troop events (6.5) are played. When the first event is played, the CP player may convert up to six eligible divisions into Shock-troop divisions at a cost of one Resource Point (total). When the second event is played, the CP player may convert all eligible divisions into Shock-troop divisions at a cost of seven resource points.

[15.42] To convert eligible units into Shock-troop units, the units in question must be able to trace a supply line (either direct or via a Secondary Supply Source) to Berlin or any Ruhr hex during any New Units Phase. If this restriction is met, simply flip all eligible units to their Shock-troop side. The units may move and fight normally the turn of their conversion.

[15.43] Shock-troop units must be used to satisfy the first attacker loss in implementing any combat result. **Shock-troop units may only be replaced as normal units.** Shock-troop units destroyed after the first Shock-troop event was played but before the second event may be converted to Shock-troop units when the second event is played. Shock-troop units destroyed after the second Shock-troop event may not be converted again (they may be replaced normally).

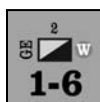
[15.44] In any attack involving one to three attacking Shock-troop units, the CP player may add +1 to his combat die roll. In any attack involving four or more Shock-troop units, the CP player may add +2. These modifiers are cumulative to any DRMs gained by aircraft, concentricity, etc. Attacking CP units that include one or more Shock-troop units may advance after combat against -2 entrenched defenders on the Western Front map (the S-T unit does not have to survive to confer this benefit).

[15.45] On the turn that the second Shock-troop event is played (only), the first four attacks on any one European Front map involving four or more Shock-troop units may be declared Kaiserschlacht attacks. Such attacks gain a +3 DRM (instead of the usual +2), and in addition to any other applicable modifiers. Kaiserschlacht attacks must be the first four attacks made on the declared front that turn. This benefit may not be saved beyond the turn the second Shock-troop event is played.

[15.46] The German Alpenkorps unit is always treated as a Shock-troop unit on the Eastern Front map. It does not gain these attributes on any other Front map until after the first Shock-troop event has been played. When this event has been played, the Alpenkorps gains all Shock-troop benefits on all maps without counting against the conversion limit. Unlike other Shock-troop units, the Alpenkorps may always be replaced as such.

[15.5] CAVALRY

[15.51] Cavalry units have the ability to retreat before combat provided that only cavalry units occupy the defending hex and there are no cavalry units among the attacking units. The decision to retreat before combat must be made before the combat resolution die roll is



made.

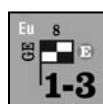
[15.52] To retreat before combat, the defender simply retreats all defending cavalry units one hex. If possible, the hex must be closer to the nearest friendly controlled supply source (any type). **Like movement, cavalry units may not retreat before combat into a hex that would leave them OOS.**

[15.53] The attacking units may then advance into the vacated hex or stay where they are or both. After conducting any advance (or not), the attacking player may announce another attack with these units either against the just retreated cavalry units (which may retreat before combat again and again if need be, setting off a chain of such moves); or against any other adjacent enemy occupied hex.

[15.54] All non-British cavalry units suffer from several restrictions. Non-British cavalry units may never attack hexes containing enemy infantry or intact fortifications (either type) unless stacked with a friendly infantry unit that is taking part in the same attack. Non-British cavalry units not stacked with an infantry unit may not receive HQ support. Non-British cavalry units may not benefit from trenches nor may other units stacked with them. British cavalry units on the European Front maps do not suffer from these restrictions until the start of Strategic Turn D. British cavalry units on the Near East Front maps never suffer from these restrictions.

[15.55] German cavalry divisions on the map (not the dead pile) may be converted to infantry divisions during any New Units Phase that these units can trace a line of supply (either direct or via a Secondary Supply Source) to either Berlin or any Ruhr hex. There is no Resource Point cost for these conversions, simply flip as many desired supplied cavalry divisions over to their infantry sides. Once converted, a given division remains converted for the duration of the game, including for replacement purposes.

[15.6] HEADQUARTERS UNITS



[15.61] Headquarters units represent army level artillery and logistical assets. Headquarters units provide artillery support in combat, can act as Secondary Supply Sources, and are foci for placing new units (see 10.46, 11.22, and 13.3, respectively).

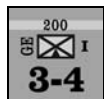
[15.62] Some minor country HQ units have a support factor of zero on their support sides. Such units can never provide support. They may be used as Secondary Supply Sources and for new unit placement however.

[15.63] Headquarters units are not combat units. They do not have any combat factors and can never be taken to satisfy loss points. They do control hexes like normal combat units however. Headquarters units alone in a hex that becomes occupied by enemy combat units, either through movement or advance after combat, are automatically destroyed, with no combat die roll necessary. Headquarters units may never enter an enemy occupied hex, even one occupied solely by enemy headquarters units.

[15.64] A HQ unit that begins or enters play on the Western, Italian and Eastern Fronts may never move onto any Near Eastern Front by any form of movement. Conversely, HQ units that begin or enter play on the Near East Front maps may not move onto any European Front. This restriction is in force at all times.

[15.66] **Starting in Jan/Feb 1915:** HQ units on the Western Front that exceed their printed movement allowance are immediately flipped to their depleted sides (if not already so). This restriction is lifted for both sides immediately following the play of the first Shock-troop Event or the entry of any replaceable Allied tank unit onto the map, whichever occurs first.

[15.7] MOUNTAIN UNITS



[15.71] Mountain units are the only units that may attack or move into Alpine hexes. Also, only mountain units may trace supply into and/or through such hexes.

Exception: Italian mountain units may trace supply into, but not through Alpine hexes in Austria-Hungary.

[15.8] ARAB AND ARMENIAN UNITS

[15.81] Arab and Armenian units enter play through the play of certain events (see 6.7, 6.8, 6.9). Armenian units are treated as Russian units for all purposes, including supply and replacement. The Arab unit is always considered to be in supply. The Arab unit only controls the hex it physically occupies. Control of a given hex reverts automatically to the side who last controlled the hex when the Arab unit vacates it.

[15.82] Arab and Armenian units always enter the game with their untried side face up. Neither player may know the actual combat strength of the unit until it is committed to combat, either on the attack or defense. Once committed and the unit's combat strength revealed, the combat cannot be called off. Once revealed, a unit's combat strength is known to both sides.

[15.83] If the Arab unit is destroyed, it is placed, untried side up, with the other Arab units off map. During the next Strategic Turn, another Arab unit is drawn randomly and placed in any desert hex within Palestine. Destroyed Armenian units are placed in the Russian dead pile tried side up and are replaced normally, (i.e. don't draw new untried Armenian units).

[15.9] RUSSIAN PROVISIONAL GOVERNMENT & RED ARMY UNITS

[15.91] Immediately upon the Fall of the Czar, the Allied player must replace all Czarist Russian infantry units (except the Serbian Volunteer Division) with a 1-2-3 Provisional Government division. Simply flip the unit over.

[15.92] Replacement occurs for all affected units, regardless of location, on the map, in the dead pile, etc. Any Provisional Government units remaining after conversion are placed in the Allied Available Units Box for later entry.

[15.93] The Red Army

If no Brest-Litovsk Treaty has been declared (5.46), the Allied player may begin forming the Red Army on the second Strategic Turn following the Bolshevik Revolution.

Each eligible Strategic Turn, provided the CP player has yet to declare a treaty, roll one die. The result is the number of on-board Provisional Government divisions (in regular supply) that are immediately converted into Russian 3-4-4 divisions (simply flip the unit over to its Czarist side—PG units eligible for conversion to Red Army units are indicated with a red unit-type box). These new "Red Army" units have their full printed combat factors available.

The Allied player also receives one 0-2 Russian headquarters unit per Strategic Turn that Red Army units are created. (Use the old Czarist HQ units). These HQ units never provide support, only supply.

The Russians still suffer from all other effects of collapse. Red Army units may not stack, move through, or attack in conjunction with any other Allied units. Further, if there are not enough Provisional Government divisions available on the map to be replaced, the excess Red Army divisions called for by the die roll are lost.

The Central Powers player may still declare the Brest-Litovsk Treaty on any Strategic Turn after the Bolshevik Revolution, regardless of the existence of the Red Army.

[16.0] NATIONAL COLLAPSE

In General: Austria-Hungary, Belgium, Bulgaria, France, Romania, Russia and Turkey are susceptible to national collapse during the course of the game. Units of collapsed nations are severely restricted in their ability to operate effectively. The circumstances that trigger national collapse are covered in the rules for the individual nations below.

[16.1] EFFECTS OF NATIONAL COLLAPSE

[16.11] A collapsed nation immediately loses all accumulated Resource Points and may not acquire any more RPs by any means. All headquarters units of a collapsed nation are immediately and permanently removed from play. All other combat units of a collapsed nation have their combat strength reduced to one for both attack and defense. Units of a collapsed nation may no longer stack or attack with the units of any other nation. Any such stacks at the instant of collapse must be un-stacked at the first opportunity.

[16.2] France

France collapses the instant every Paris hex (W5008, W5009 and W4908) becomes controlled by the Central Powers, provided that:

- There are less than six full-strength U.S. divisions in France, and
- The Russians don't currently control any fort or city hex in Germany.

If there are six or more full strength U.S. divisions in France when Paris falls, France does not collapse, even if the number of full-strength U.S. divisions should subsequently fall below six. If there are no Russian-controlled cities and forts in Germany and there are less than six full-strength U.S. divisions in France when Paris falls, then France collapses.

NOTE: this rule is different from the CP player fulfilling a Sudden Death Victory although Paris hexes do count towards determining such a victory (see 18.2).

[16.3] Russia

Russia collapses the instant the Bolshevik Revolution occurs during any Strategic Turn after the Fall of the Czar.

GWiE/NE & GWiNE: in addition to the regular effects of National collapse, remove all RU brigade sized units from the game.

[16.31] Russian Civil War: In addition to collapsing, Russia may also be affected by the Russian Civil War event. See 6.48 for Civil War effects.

[16.4] Belgium

Belgium collapses the instant every hex containing any part of Belgium (no matter how small) comes under Central Powers control.

[16.5] Austria-Hungary

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

- The Allies control either Vienna (E3606) or Budapest (E3310).
- The Allies control both Trent (W2615) and Trieste (W2230).
- Three or more supplied Allied units occupy any non-Alpine board edge hex on the Italian Front map within Austria-Hungary.
- Either both Bulgaria and Turkey have collapsed, or Bulgaria has collapsed and Turkey has surrendered.

[16.6] Turkey

TGWiE or TGWiE/NE: Turkey collapses the instant any Allied units occupy hex E1124.

[16.61] Turkish Surrender

In addition to or instead of collapsing, Turkey may also surrender.

TGWiE/NE: Turkey surrenders either the instant the Allies occupy Constantinople (E1328) or through the Turkish Surrender (TS) die roll. See 5.6 for the TS die roll and the effects of Turkish Surrender.

TGWiNE Only: Turkey surrenders through the TS die roll.

TGWiE Only: Turkey Surrenders either the instant the Allies occupy Constantinople (E1328) or the instant the Turkish Surrender event is played.

[16.62] Turkish Surrender has the following effects (repeated from 5.6):

- All Turkish units are immediately removed from play **and all Turkish controlled forts and heavy forts are destroyed.**
- **Constantinople** and all city and town hexes on the Egyptian and Iraqi Front maps not occupied by a non-Turkish Central Powers unit immediately become Allied-controlled.
- Once Turkey Surrenders, as long as the CP player has a non-Turkish unit in Constantinople, he may move German units

from the Near East maps to the East Front map via Strategic Movement (never the reverse). The instant there is no CP unit in Constantinople all German units in the Near East (including the Transit box) outside of the Caucasus are eliminated.

[16.7] Bulgaria

Bulgaria collapses the instant that Sofia (E1819) comes under Allied control or when the Bulgaria Collapses (6.55) event is played.

[16.8] Romania

If Allied Controlled, Romanian collapses the instant Bucharest (E2423) comes under Central Powers control on any turn after the Fall of the Czar. If Romanian is CP controlled, the country collapses the instant that Bucharest is under Allied control or when either Austria-Hungary or Bulgaria collapse, whichever occurs first.

[17.0] SPECIAL NATIONAL RULES

[17.1] NEUTRAL ENTRY

Italy, Greece, Romania and Bulgaria enter the war when their respective entry events are played. The United States enters the war on Strategic Turn O unless brought in earlier by an event. Turkey automatically enters the war on the October 1914 Operational Turn but does not deploy its European units until triggered by Allied action or event play. Turkey's Near Eastern units are set up at start and are available for use once hostilities commence on the Near East maps.

[17.11] Entry by Event

A given nation's entry event may not be delayed and must be played during the New Units Phase of the Operational Turn in which the entry event is drawn.

Italy and Greece join the Allies while Bulgaria joins the Central Powers. Romania joins whichever side plays their respective Romanian Entry event first. If both sides play their respective events in the same Events Phase, Romania never enters the war. Similarly, if the Bulgaria Collapses event is played before the Bulgarian Entry event, Bulgaria never enters the war.

When a given neutral enters the war, the controlling player sets up all of its units—excluding reinforcements that arrive on a Strategic Turn after entry—anywhere inside the neutral's borders during the New Units Phase. 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 Operational Turn following their deployment. Likewise, no units of either side may enter or attack into any hex of the newly belligerent neutral. Exception: Gallipoli, see 6.52. Starting with the following Operational Turn, the new belligerent is treated as a normal member of its respective side for all purposes.

[17.12] United States: U.S. units enter the game beginning several Strategic Turns after U.S. entry. Simply place any newly entering U.S. units in the Allied European Available Units Box after checking for the effects of U-boats (see rules 5.22 and 5.7).

[17.13] European Turkey: These are Turkish units with set-up numbers printed on their counter. They are set up in their respective hexes when any one of the following occurs:

- GWiE/NE or GWiE: The instant either the Gallipoli, Salonika or Greek Entry events have been played.
- GWiE/NE or GWiE: The instant that an Allied unit first enters any hex in European Turkey.
- GWiE/NE: Whenever the Allies control five or more Turkish Surrender hexes on the Near East maps.

[17.2] THE ALLIED NATIONS

The Allied nations as of August 1914 are France, Britain, Czarist Russia, Serbia, Montenegro and Belgium. The United States automatically joins the Allies during Strategic Turn O (unless brought in earlier by an event), and Italy, Greece and Romania may join the Allied side when their respective Entry events are played. Finally, the Allied player may also control Arab, Armenian, Russian Provisional Government, and Red Army units.

[17.21] Allied National Restrictions

Britain: British units may not operate on the Caucasus Front map. British units marked with an E/I code may only operate on the Egypt and/or Iraq Front maps. The four Suez Canal Defense Companies may only operate west of the Suez Canal. British HQ units marked with an Eu code may only operate on the European Front maps. Within these restrictions, British units may operate on any map. See 13.3 for BR replacement restrictions via HQ on the East Front map.

British 10NA Division: there are two units for this division. If playing either GWiE alone or the combined game, the 10NA combat unit enters play on Strategic Turn D and may be used anywhere subject to the same restrictions that apply to BR units. If playing GWiNE alone. The 10NA is on the flip side of a NE Event and is played when drawn [6.62].

France: Only the French DFPS Division may operate outside Europe and only on the Egyptian Front map. Once destroyed, it may not be replaced. See 13.3 for FR replacement restrictions via HQ on the East Front map.

Russia: With the exception of the Persian Expeditionary Force (see below), Russian units may only operate on the East and Caucasus Front maps. Russian units marked with a C code may only operate on the Caucasus Front map.

Russian Persian Expeditionary Force.

Once per game, between Jan/Feb 1916 and the Fall of the Czar; the Allied player may move up to three Russian units from the Caucasus Front map and place them in Hamadan (N2436) on the Iraq Front map, [simply place the units in Hamadan, no actual movement is required nor do any adjacent CP units effect placement](#). This may be done only if Tabriz (N3045) is Allied

controlled at the time the transfer is made.

- Hamadan then becomes the ultimate supply source for these units (the PEF) while on the Iraqi Front map. The PEF are the only Russian units that may operate on the Iraqi Front map. No additional Russian units may be sent and, if any PEF units are eliminated, may not be replaced on, or return to the Iraqi Front map (They may be replaced on the Caucasus Front map normally).
- At the end of any turn supplied PEF units may be withdrawn to the Allied Near East Available Units Box and may reenter the Caucasus Front map on any subsequent New Units Phase. This is an all or nothing proposition: all surviving PEF units must be withdrawn or none. Once the PEF is withdrawn, Russian units may not enter the Iraqi Front map again.

United States. Only one U.S. unit may operate outside of the Western Front map. No U.S. units may operate on the Near East Front maps.

Italy: Italian units are the only Allied units that can operate on the Italian Front map before 1917. No more than six Italian units may operate outside the Italian Front map prior to Austro-Hungarian collapse. After Austro-Hungarian collapse, more than six Italian units may operate outside the Italian Front, but any Italian units over six may only operate on the Eastern Front map only. See 13.3 for IT replacement restrictions via HQ on the East Front map. In addition, Italian units may never operate on the Near East Front maps. [See 17.31 CP National Restrictions—Austria-Hungary.](#)

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 and attack outside the Balkans (see 3.13 above, for definition). Although units of both sides may enter Albania and Greece once the Salonika event has been played, Greece is still a neutral state until the Greek Entry event has been played. See 6.53 and 17.11.

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

ANA and Armenia: Arab Northern Army (ANA) units—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.

[17.3] THE CENTRAL POWERS

The Central Powers as of August 1914 are Germany and Austria-Hungary. Turkey automatically enters the game as a CP controlled country on the October 1914 Game Turn. Finally, Bulgaria and Romania may enter as CP allies if their entry events are played.

[17.31] CP National Restrictions

Germany: For the most part, German units may operate on any Front map. German HQ units, however, may not operate on any Near East Front map. German divisions may not use Strategic

Movement into or between any Near East Front map until after the European Turkish units are set up (see 17.13). German brigade and battalion sized units may however.

Austria - Hungary: Austro-Hungarian (A-H) units are the only CP units that may operate on the Italian Front map before 1917. No more than four A-H units may operate on the Western Front map, and never before 1917.

On the Eastern Front map, no more than four A-H units may operate north of hexrow E48xx. However, whenever the CP player controls both Kiev (E4129) and Odessa (E3031) prior to the Bolshevik Revolution this restriction is lifted outside Germany only.

If the Allies retake either city, Only four A-H units north of the E48xx hexrow may attack and no additional A-H units may be sent north of hexrow E48xx. Units already to the north of the E48xx hexrow do not have to move south, however. If the CP player again controls both Odessa and Kiev, A-H units may operate freely again.

After the Bolshevik Revolution, the CP player is again limited to no more than four A-H units north of hexrow E48xx. A-H units in excess of this limit must move south of the E48xx hexrow 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 Turkish units may operate outside the Balkans on the European maps, and then only on the Eastern Front map. Turkish units may operate freely on any of the Near East maps, except that no more than three Turkish units may operate in Egypt, including the Sinai, at any one time.

No Turkish units that start the game on the Near East Front maps may enter European Turkey until the European Turkish divisions are deployed (see 17.13). Exception: The Turkish 3rd Division may enter play via the Turkish Required Reserve Box if, by Strategic Turn E, the European Turkish units have not been deployed. Finally, no CP units may enter any hex of the Ottoman Empire until the European Turkish units have been deployed. Exception: German Brigade and Battalion sized units.

Turkish 19th Division: On Strategic Turn N, the Turkish 3-4-4 19th Division is permanently replaced by the 2-4 19th Division, where it is located, either on or off map.

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

[17.4] OTHER NATIONS

Romania: Romanian units may only operate on the East Front map.

Albania: Units of either side may not enter Albania 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. In addition, Valona (E1210) becomes a supply source for Italian units (only) 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 Persian Gendarmerie and the South Persian Rifles units may only operate within Persia on the Iraq Front map.

No unit may enter Hamadan (N2436) until after the Russian Persian Expeditionary Force (see 17.21) has entered play.

Holland & Switzerland: Holland and Switzerland never enter the war and may not be entered by units of either side. Exception: CP Pre-War Event #5 below.

[18.0] VICTORY CONDITIONS

In General: The game is won by one player gaining control of enough key hexes controlled by his opponent, thus breaking his will to fight. Victory is checked once at the beginning of every Strategic Turn (except Strategic Turns A and B). Each side also has the potential to win a Sudden Death victory at any point in the game.

[18.1] REGULAR VICTORY

[18.11] The Central Powers player is declared the winner if, during a Victory Check Phase of any Strategic Turn after Turn B, he has 20 or more Victory Points (VPs). The Central Powers player receives one VP for each victory hex he controls on all maps. Exception: Scutari (E1709) counts as a Victory Point hex only prior to Austro-Hungarian collapse. *Baku (N3653) counts as a CP VP hex for most purposes; however, after the Army of Islam event is played it counts as such only if occupied by non Turkish CP units (6.45).*

[18.12] In addition to the various city and town hexes marked as CP VP hexes; all map edge hexes in France and all hexes west of the Suez Canal are considered CP VP hexes for purposes of 18.11.

[18.13] Subtract one from the Central Powers VP total for each city hex in Germany, Austria-Hungary, Bulgaria, Luxembourg and the Ottoman Empire that is currently controlled by the Allies.

[18.14] All map edge hexes in Germany (on both maps) are considered to be city hexes for purposes of 18.13. If, during the Victory Check Phase of any Strategic turn, the final number of Central Powers VPs (Victory Hexes minus Captured Central Powers cities) is less than zero, the Allies win. Use the Central Powers Victory Point marker and the Allied Cities Controlled marker to keep track of the two numbers.

[18.15] Either player may concede defeat (accept an armistice) at any time he feels his side's position has become hopeless. If neither player has won by the end of June 1919 (the Victory Check Phase of Strategic Turn U), the game is declared a draw.

[18.2] CENTRAL POWERS SUDDEN DEATH VICTORY

[18.21] During any turn after the French Mutiny event has been played and Russia has collapsed, the Central Powers player rolls a die whenever he captures a VP hex in France (only). He adds this die roll to his current VP total (CP victory points minus Allied

controlled CP cities, determined in 18.13 above). If the final total is 20 or greater, French national morale has been shattered and the Central Powers immediately win.

[18.22] Such a die roll is only made the first time a VP hex in France taken. If the hex is subsequently lost and recaptured by the Central Powers player, he does not roll again for the hex. Players should make a written note of all such hexes.

[18.23] If the Central Powers player captures more than one VP hex in France in a given turn, he makes one die roll for each such hex, adding an additional one to the die roll for each roll after the first.

[18.24] The Sudden Death Victory die roll is modified by the following (cumulative) DRMs:

- +1 If the U.S. has entered the war, but there are fewer than six full strength U.S. divisions in France.
- 1 If the Tiger event is in play.
- 1 For every Central Powers victory hex in France and Belgium that the Allies have recaptured after Game Turn 28 (March 1917). Use the Victory Points Retaken marker to keep track of this on the General Records Track. This number is never lowered, even if the Central Powers player later retakes the captured victory point hex. However, each Franco-Belgian victory hex is only counted the first time it is retaken by the Allies. Do not count such hexes that are subsequently recaptured by the Central Powers then again retaken by the Allies.

EXAMPLE: The Central Powers player captures Verdun in July 1917 and the Allies subsequently retake it. The Victory Points Retaken marker is placed on the one space on the General Records Track. The Central Powers player must subtract one from any subsequent Sudden Death Victory die roll, even if he subsequently retakes Verdun. Likewise, if the Allies retake Verdun yet again, the Victory Points Retaken number does not go up. If however, the Allies then retook Arras, the Central Powers player would have to start subtracting two from his Sudden Death Victory die rolls.

[18.25] If playing with the option that allows the Allied player to conceal the French Mutiny event, the Central Powers player will not know when he is eligible for a Sudden Death victory. He should roll the die as if he is eligible on any turn after 1916, and the Allied player must inform him if a Central Powers Sudden Death Victory has been achieved (try to be honest here folks, it's only a game). If the French Mutiny has not taken place, such "false" Sudden Death die rolls do count for the French Victory Point hexes in question. In other words, once the Central Powers player has rolled for a given victory point hex, the roll has been made for that hex, regardless of the existence (or not) of

a French Mutiny.

[18.26] Although victory point hexes in France can only be rolled for a sudden death victory once, they still count for determining a regular victory (see 18.1 above). Also, the Victory Points Retaken marker has no effect on determining regular victory.

[18.3] ALLIED SUDDEN DEATH VICTORY

The Allies win a Sudden Death Victory the instant they control either Berlin or any two hexes of the Ruhr.

[18.4] VICTORY IN GREAT WAR IN THE NEAR EAST

The above Victory Conditions are applicable to either Great War in Europe or the combined game. When playing Great War in the Near East alone, the following rules are used:

Allies: the Allies win if they force Turkey to Surrender via the TS die roll (5.6 above).

Central Powers: the CP wins if either:

- Turkey hasn't surrendered by the end of 1918. If the Army of Islam event has been played, the CP must also control Baku (N3653).
- Alternatively, the CP player may also win during any Strategic Turn before the Fall of the Czar in which they control two or more Allied Victory hexes in supply. During any Strategic Turn after the Fall of the Czar, the CP player needs to control three or more Allied VP hexes in order to win. If both players fulfill their victory conditions in the Same Strategic Turn, the Allies are considered to have won.

CREDITS

GAME DESIGNER AND DEVELOPER: **Ted Raicer**

COMBINED RULEBOOK: **Colin Dunnigan**

ART DIRECTOR: **Rodger B. MacGowan**

COUNTERS & MAP ART: **Mark Simonitch**

RULES LAYOUT: **Mark Simonitch**

PRODUCTION COORDINATION: **Tony Curtis**

PRODUCERS: **Tony Curtis, Rodger MacGowan, Andy Lewis, Gene Billingsley and Mark Simonitch**

PLAYTESTERS: **Peter Bünger, Steve Leonard and all the Great War enthusiasts at Consimworld.**

Special thanks to Ty Bomba, Beth Queman and everyone involved in the Command versions.

Dedicated to Joanne (as always); and to my Aunt Irene Raicer, former citizen of the Empire of Austria-Hungary.



GMT Games, LLC

P.O. Box 1308 • Hanford, CA 93232-1308

www.GMTGames.com