

Terrain Effects Chart (TEC)

Terrain Type	MP Cost	Combat Effect	Option to Cancel Retreat	Must Stop Advance in?	Flank Attack Allowed Into?
Clear	1	-	No	No	Yes
Mountain	1	Offensive Fire 1L	Yes	Yes	No
Swamp	1	Offensive Fire 1L	Yes	Yes	No
Forest	1	-	Yes	Yes	Yes
Desert	1	No Summer Combat Into Or Out of	Yes	Yes	Yes
Trench 1	1	Offensive Fire 1L Defensive Fire 1R	Yes	No	No
Trench 2	1	Offensive Fire 2L Defensive Fire 1R	Yes	No	No

Corps Fire Table

(If all firing units are Corps and/or forts only)

Die Roll	Factors Firing								
	0	1	2	3	4	5	6	7	8+
1	-	-	-	1	1	1	1	1	2
2	-	-	1	1	1	1	1	2	2
3	-	-	1	1	1	2	2	2	3
4	-	1	1	1	2	2	2	3	3
5	1	1	1	2	2	2	3	3	4
6	1	1	1	2	2	3	3	4	4

Army Fire Table

(If ANY firing units are Armies)

Die Roll	Factors Firing									
	1	2	3	4	5	6-8	9-11	12-14	15	16+
1	-	1	1	2	2	3	3	4	4	5
2	1	1	2	2	3	3	4	4	5	5
3	1	2	2	3	3	4	4	5	5	7
4	1	2	3	3	4	4	5	5	7	7
5	2	3	3	4	4	5	5	7	7	7
6	2	3	4	4	5	5	7	7	7	7

Sequence of Play

A. Mandated Offensive Phase

B. Action Phase

C. Attrition Phase

D. Siege Phase

E. War Status Phase

E.1. Check the Victory Point Table

E.2. Determine if Automatic Victory has occurred

E.3. Determine if Armistice has been declared

E.4. Check War Commitment Levels (not on Turn 1)

F. Replacement Phase

F.1. Allied Powers Segment

F.2. Central Powers Segment

G. Draw Strategy Card Phase

H. End of Turn

Peace Terms Tables

Central Powers Offer (VP Total must be 11 or greater)

Combined War Status	Die Roll					
	1	2	3	4	5	6
0-19	+1 VP	+1 VP	+1 VP	-	-	-1 VP
20+	+1 VP	+1 VP	-	-	-	-1 VP

Allied Peace Offer (VP Total must be 9 or less)

Combined War Status	Die Roll					
	1	2	3	4	5	6
0-19	-1 VP	-1 VP	-1 VP	-	-	+1 VP
20+	-1 VP	-1 VP	-	-	-	+1 VP

Replacement Cost Table

Action	RP Cost
Flip 1 reduced-strength Army to its full-strength side	1
Flip 2 reduced-strength Corps to their full-strength side	1
Place 1 eliminated Corps at full strength in the Reserve Box	1
Place 2 eliminated Corps at reduced strength in the Reserve Box	1
Flip 1 reduced Corps to full strength on the map and place one eliminated Corps at reduced strength in the Reserve Box	1
Recreate 1 eliminated Army at reduced strength	1
Recreate 1 eliminated Army at full strength	2

- Zeppelin Raids: Subtract 4 BR RP this turn down to 0.
- Independent Air Force: Cancel or Prevent Rathenau.
- Walter Rathenau: +1 GE RP each turn.
- Allied RP can be use for ANA, AUS, BE, CND, MN, PT, RO, GK, and SB units.



1914 Special Rules

Neither player may play a Reinforcement card on the August 1914 turn.

CP units may move through but may not end their move in Amiens, Calais, or Ostend until either the "Race to the Sea" Event card is played or the CP War Status is 4 or higher. They may end an advance in these spaces only if it was the defending space in the combat or one of the two above conditions are met. They may always trace supply through these spaces.

German units may not attack spaces containing Russian Forts until the "OberOst" card is played or the CP War Status is 4 or higher. German units may, however, besiege unoccupied Russian Forts. Austro-Hungarian units are not restricted by this rule.

Russian units may not attack or besiege a German Fort space on the August 1914 turn.

All siege die rolls are modified by -2 on the August and September 1914 turns.

Neither player's War Commitment Level is checked on the August 1914 turn (It is never checked in the Introductory Scenario).

Victory Point Table

Upon Play of Event	VP
Reichstag Truce	+1
High Sea Fleet unless Grand Fleet is played as next Allied Action	+1
Fall of the Tsar - Romania is at War	+1
Fall of the Tsar - Romania is Neutral	+3
War in Africa if Allied player chooses	+1
Central Powers play * Event (Introductory Scenario only)	+1
Allies play * Event (Introductory Scenario only)	-1
Rape of Belgium	-1
Lusitania	-1
Convoy	-1
Zimmerman Telegram	-1
14 Points	-1

During the Action, Attrition, or Siege Phase	VP
Failure of CP to advance during Peace Offensive	-1
Central Power capture/recapture of Allied-controlled VP space	+1
Allied capture/recapture of Central Power-controlled VP space	-1
Peace Terms Table Result	-1 or +1

During War Status Phase	VP
Blockade	-1/Winter turn
Central Powers player fails to conduct a Mandated Offensive	-1/turn
Italy is still Neutral after Allies are at Total War	+1/turn
Allied player fails to conduct a Mandated Offensive except FR result after French Mutiny has occurred	+1/turn
If a French unit not stacked with US units attacks after French Mutiny has occurred when Mandated Offensive result was FR	+1/turn

