5.9 1917 Scenario

Design Note: 1917 Scenario presents the CP player with the classic race against time, as he struggles to nail down victory before the Americans arrive. It is playable in four hours.

5.9.1 The 1917 Scenario ends under the exact same conditions as rule 5.5.1 (Campaign Scenario Endings)

5.9.2 The 1917 Victory Conditions are identical to 5.5.2

5.9.3 The 1917 Scenario begins with the Game Markers placed as follows

5.9.3.1 Place the Game Turn Marker on the Summer 1917 space (turn 14).

5.9.3.2 Place the Victory Point marker “Blockade” side up on the 14 space of the General Records Track

5.9.3.3 Since both players are at Total War, the CP and Allied War Status markers are not used. Place the Combined War Status marker on the 34 space on the War Status Track.

DESIGN NOTE: Players will note that the actual Combined War Status total at this point, based on the events played, would be 38, not 34. That is because the decks contain “extra” War Status points to allow for unplayed events during a campaign game. This has no effect on earlier scenarios, but a slight degree of “fudge” is required for this scenario.

5.9.3.4 Place the GE, AH, BU, TU, Allied, BR, FR, IT, RU Replacement Markers on the 0 space of the General Records Track. The GE RP marker should be placed on its Rathenau side.

5.9.3.5 Place the Current CP Russian VP marker on the 3 space of the General Records Track.

5.9.3.6 Place Tsar Fell CP Russian VP marker on the 3 spaces of the General Records Track.

5.9.3.7 Place the Allied and CP Mandated Offensive markers near their respective tables. Players will roll normally for MOs.

5.9.3.8 Place the US Entry marker in the Zimmerman Telegram box on the US Commitment Track.

5.9.3.9 Place the Russian Capitulation marker in the Fall of the Tsar box of the Russian Capitulation Track.

5.9.3.10 Each player places six Action Round markers near his Action Round Charts.

5.9.3.11 Place the five Move/Attack markers near the Central Powers player, because he will take the first action.

5.9.3.12 Place all other markers within easy reach.

5.9.4 The Total War Scenario begins with the following unit setup.

NOTE: A unit in ( ) is at reduced strength; set it up on its reverse side.
Central Powers Setup – 1917 Scenario

**Austria-Hungary**

- Permanently Eliminated/Removed: 4th Army
- CP Eliminated/Replaceable Box: 2 corps
- CP Reserve Box: 2 Corps

**Eastern Front**

- Pinsk: 1 corps, Trench 1
- Kovel: 2nd Army, Trench 1
- Lublin: 2 corps
- Lemberg: 3rd Army
- Stanislaw: 2 corps
- Munkacs: (7th Army)
- Ploesit: 1st Army
- Galatz: (1 corps)
- Targu Jiu: CP Control
- Carte de Arges: CP Control
- Caracal: CP Control
- Bucharest: CP Control
- Cracow: Trench 1

**Balkan Front**

- Tirana: 1 corps
- Skopje: 6th army
- Belgrade: Fort Destroyed, CP Control
- Centinje: CP Control
- Valjevo: CP Control
- Nis: CP Control

**Italian Front**

- Trent: 11th Army, Trench 1
- Villach: 10th Army, Trench 1
- Trieste: 5th Army, Trench 1

**Bulgaria**

- Strumitsa: 2 corps and (1 corps), Trench 1
- Phillipoli: 1 corps and (1 corps)
- Galatz: 1 corps

**Germany**

- CP Elim/Repl Box: 1 corps
- CP Reserve Box: 4 corps

**Western Front**

- Ostend: 4th Army, 2 corps, Trench 2
- Cambrai: 2nd, 6th, 7th Armies, Trench 2
- Sedan: 1 and 3rd Armies, 1 corps, Trench 2

**Germany (continued)**

- Metz: 5th Army, 2 corps, Trench 2
- Strasbourg: 3 corps, Trench 2
- Mulhouse: 2 corps, Trench 2
- Brussels: CP Control
- Antwerp: Fort Destroyed, CP Control
- Liege: Fort Destroyed, CP Control

**Eastern Front**

- Libau: CP Control
- Szawl: 8th Army, Trench 1
- Vilna: 10th Army, 1 corps, Trench 2
- Grodno: 12th Army, Trench 1, Fort Destroyed
- Przemysl: 9th Army, Fort Destroyed
- Stanislaw: 1 corps
- Ploesti: 1 corps
- Galatz: (11th Army)
- Konisberg: Trench 1
- Warsaw: Fort Destroyed, CP Control
- Lodz: CP Control
- Plock: CP Control
- Bialystok: CP Control
- Czestochowa: CP Control
- Lomza: Fort Destroyed, CP Control
- Kovno: Fort Destroyed, CP Control
- Ivangorod: Fort Destroyed, CP Control
- Brest Litivsk: Fort Destroyed, CP Control

**Balkan Front:**

- Skopje: 1 corps

**Turkey**

- Permanently Eliminated/Removed: SN Corp
- CP Elim/Repl box: 2 corps
- Constantinople: 1 corps
- Giresun: (1 corps), Trench 1
- Sivas: 1 corps
- Kharpot: 1 corps
- Diyarbakir: 1 corps
- Aleppo: 1 corps
- Mosul: 1 corps
- Gaza: 2 corps, Trench 1
- Bersheeba: 1 corps
- Media: 1 corps
**Allied Powers Setup – 1917**

**Belgium**

- Allied Reserve Box: 1 corps
- Calais: (1st Army)

**Britain**

- Permanently Elim/Removed: BEF Army, BEF corps, MEF Army, 1 BR corps
- Allied Elim/Repl Box: 4th Army
- Allied Reserve Box: 3 corps, AUS corps, CND corps, PT corps

**Western Front**

- Calais: 1st and 5th Armies, Trench 1
- Amiens: 2nd and 3rd Armies, Trench 1

**Balkan Front**

- Kavalla: 2 corps

**Near East Front**

- Baghdad: 1 corps
- Sinai: 2 corps
- Port Said: Trench 1
- Cairo: Trench 1
- Barsa: 1 corps, Trench 1
- Kut: Allied Control
- Qurna: Allied Control
- Samawah: Allied Control
- An Nasiriya: Allied Control
- Kermanshah: Allied Control
- Libya: Allied Control

**France**

- Allied Elim/Repl Box: 9th and 10th Armies, 1 corps
- Allied Reserve Box: 4 corps

**Western Front**

- Paris: (1st Army), Trench 1
- Chateau-Thierry: 5th and 6th Armies, (1 corps), Trench 1
- Verdun: 3rd and 4th Armies, 1 corps, Trench 2
- Nancy: 1 corps, 2nd Army, Trench 2
- Belfort: (7th Army), Trench 1

**Balkan Front**

- Monastir: 1 corps
- Salonika: 1 corps

**Italy**

- Allied Reserve Box: 3 corps
- Verona: 1st Army, 1 corps, Trench 1
- Asiago: 4th and 5th Armies, Trench 1
- Maggiore: 2nd Army, Trench 1
- Udine: 3rd Army, 2 corps, Trench 1
- Venice: Trench 1
- Valona: 1 corps

**Montenegro**

- Allied Elim/Repl Box: 1 corps

**Romania**

- Allied Elim/Repl box: 4 corps
- Berlad: (1 corps)
- Ismail: (1 corps)

**Russia:**

- Permanently Elim/Removed: CAU Army
- Allied Elim/Repl Box: 9 corps
- Allied Reserve box: 2 corps

- Riga: 12th Army, Trench 1
- Dvinsk: 1st and 5th Armies
- Moldechno: 2nd and 10th Armies
- Baranovichi: 4th Army
- Sarny: (3rd Army)
- Lutsk: 8th Army, Fort Destroyed
- Tarnopol: 11th Army, 1 corps
- Czernowitz: 7th Army
- Berlad: (9th Army), 1 corps
- Ismail: (6th Army)
- Odessa: 1 corps, Trench 1

**Near East Front:**

- Trebizond: 1 corps, Fort Destroyed
- Erzerum: 1 corps, Fort Destroyed
- Erzinger: 1 corps
- Van: 1 corps

**Serbia**

- Allied Reserve Box: 2 corps
- Monastir: (1st Army)
- Salonika: (2nd Army)

**Neutral: Greece**

*NOTE: Though still neutral, set up its 3 corps, because SALONIKA has been played.*

- Florina: 1 corps
- Larisa: 1 corps
- Athens: 1 corps
5.9.5 Initial Strategy Cards

5.9.5.1 The Central Powers player begins the scenario having played the following events:

1: Guns of August
2: Wireless Intercepts
5: Landwehr
6: Entrench
7: German Rein (9th Army)
8: Race to the Sea
9: Reichstag Truce
10: Sud Army
11: OberOst
12: German Rein (10th Army)
13: Falkenhayn
14: Austria – Hun Rein (7th Army)
15: Chorline Gas
17: Mata Hari
19: Flamethrowers
20: Austria-Hun Rein (10th Army)
21: German Rein (11th Army)
22: German Rein (12th Army)
23: Austria-Hun Rein (11th Army)
24: Libyan Revolt
25: High Seas Fleet
26: Place of Execution
27: Zeppelin Raids
28: Tsar Takes Command
29: 11th Army
32: War in Africa
33: Walter Rathenau (Still Active)
34: Bulgaria
35: Mustard Gas
36: U-Boats Unleased (Still Active)
37: Hoffman
38: German Rein (2 corps)
39: German Rein (2 corps)
47: French Mutiny
52: Fall of the Tsar
54: H-L Take Command

From the remaining cards he draws his normal seven-card hand.

5.9.5.2 The Allied player begins the scenario having played the following events:

1: British Rein (2nd Army)
2: Blockade
3: Russian Rein (11th Army)
4: Pleeve
6: Withdrawl
8: Russian Rein (2 corps)
9: Moltke
10: French Rein (10th Army)
11: Russian Rein (9th & 10th Army)
13: Rape of Belgium
14: British Rein (1st Army)
15: British Rein (4th Army)
16: Romania
17: Italy
20: British Rein (AUS & CND corp)
21: Phosgene Gas
22: Italian Rein (5th Army)
23: Cloak and Dagger
24: French Rein (7th Army)
25: Russian Rein (6th & 7th Army)
26: Lusitania
27: The Great Retreat
28: Landships
29: Yudenitch
30: Salonika
31: MEF
32: Russian Rein (12th Army)
33: Grand Fleet
34: British Rein (3rd Army)
42: British Rein (5th Army/PT corp)
46: Brusilov Offensive
54: Zimmerman Telegram

From the remaining cards he draws his normal seven-card hand.