

Official Paths of Glory (PoG) FAQs – July 17, 2002

Thru message 10,200 – Dockter/Falling/ Finkel/ Wigdor/and others

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Minor Countries: *Note: Just a few of the rules regarding minor countries contained in this section*

Albania

Q. Albania may be a neutral country, but its spaces start off in Allied control. May the AP SR there? **A. Yes - Likewise go with the color coding on Albania-which means Allied units can SR there-though of course only IT units across the IT Only connection from Italy. The Allies could SR to Albania from Salonika if they still control southern Serbia (p6772)**

Q. Regarding Albania, as long as nobody enters it, should it just be ignored? **A. Yes. Once either side enters an Albanian space, treat that space as you would any other space under Allied or CP occupation. However, AP units (Italians) can be SR'd to the spaces, since the spaces are tan colored (AP).** (p8372)

Q. For purposes of supply attrition (not unit attrition), do Albanian spaces trace to Tarento both before and after IT entry? **A. Yes (p8438)**

Q. Assuming Italy has not come in.... once serbia falls (or more importantly skopje) Albania's spaces have no allied supply centre to trace to and can now trace to CP supply centres. Does that mean they convert to CP? **A. If those spaces could trace to a non-CP controlled Taranto, whether or not Italy is neutral, then they are still in supply for space control attrition. The spaces themselves, not any SE, etc units therein (p9354)**

Q. If a space in either Albania or Serbia has been flipped to CP control and has a line of supply, does the space at any point in the game (IE Italy enters, and a new supply line is created) flip back to AP without having to move an AP unit in it/through it/retreat to it? **A. No (p8364)**

Greece

Q. Is Kavella like Albania and Persia – since Kavella’s background color is tan, its default control is Allied (when Salonika is played)? **A. Yes (p6769)**

Libya

Q. How is Libya handled? The space is printed on the board as being CP controlled, yet, in theory, during the first attrition phase, it should flip to Allied control. Is this correct? **A. No, only if the AP occupies it. (p8371)**

Q. The SN corps, like the MN corps and the ANA corps, is always considered to be in supply, but unlike the ANA corps, it may leave behind a trail of CP control markers when it moves. What happens to these control markers during the attrition phase? **A. They remain. Hopefully, this will teach an AP player not to lose Egypt to the “mighty” Libyan army! Practically speaking, the AP must move thru the spaces to retake them – they do not flip (an exception to the normal supply rules).** (p8371)

Q. Can SN corp use “Turkish” combat cards? **A. No.**

Montenegro

Q. Can the Montenegro corp SR? **A. Only to their capital and from their capital to reserve box. (Centinje)**

Q. Are the following assumptions correct regarding the MN c: (1) Always in supply in Montenegro (2) if it retreats, it dies (3) It is replaceable, but it still couldn't leave the Reserve Box. **A. Yes, Yes, Yes (but see previous Q.)**

2.1 MAP

Q. I'm pretty sure the lines between Danzig to Konigsberg and from Konigsberg to Memel indicate a coast line, correct? **A. Yes – no effect on game play except to generate another FAQ. (p8582)**

4.3 Initial Strategy Cards

Q. Does the AP know whether the CP chooses to start with the “Guns of August” card? **Yes, the AP knows if the CP chooses to automatically draw it, but the CP doesn't have to use it.**

5.0 VPs

Q. Can VPs go above 20 or below 0? **A. Yes** (p6491)

7.0 Mandated Offensives

Clarification: Mandatory offensives may not be made solely against a fort.

Q. What happens if you have been so successful that you cannot fulfill a MO because all units of the nationality have been eliminated? **If you can't fulfill an MO because you've been too successful then ignore it.**

BRITS

Q. A stack in, Antwerp, Ostend, Calais or Amiens contains, for example BE1 and BR1. Can the stack be activated with one op (per 9.2.3) then have only BE1 attack and fill a British Mandated Offensive since it was activated as a British unit? **No.**

Q. Can any of the following units ANA, AUS, CND, PT, attacking by themselves fulfill a British M.O.? **No.**

AH IT

Q. The rules originally said a AH(It) MO had to attack a unit in Italy. That was changed to allow attacks on units tracing supply through Italy. Would that mean an attack vs. Italians in Albania tracing supply through Italy would satisfy a AH(It) MO? **A. Yes - The rule is an AH attack in Italy, on Italian units, or on Allied units tracing through Italy. So an attack on an IT unit anywhere by AH units would count.** (p6783)

Q. Regarding MOs, if the result is “AHI” and Italy is at war, an Austro-Hungarian unit must attack a space containing Italian units, a space in Italy, or a space containing Allied units tracing supply through a space in Italy. If Italy is neutral or completely occupied by the CP during the Mandated Offensive Phase, should I move the Mandated Offensive marker to the AH box and treat the result as if AH had been rolled. **A. Yes** (9331)

RUSSIANS

Q. If I have a Russian MO, then later the same turn Bolshevik Revolution is played, do I have to fulfill that MO? **No.**

Q. If the Russian “Great Retreat” is in effect and Russian unit(s) retreat before combat, can a CP MO be fulfilled? **A. Yes, it isn't the CP's "fault" the Russians ran away.**

TURK

Q. Can the Libyans fulfill a Turkish MO? **No.**

9.2 Operations

Q. French kicked Germans out of Metz, and advanced in with French 4th Army to destroy the trench. In the next AP phase, I moved Fr4 out of Metz to Verdun. Can I legally attack the fort in Metz IN THE SAME PHASE with units from Nancy? **A. Yes, that siege train will just have to take its chances.** (p8472)

Q. Are you allowed to designate one attack, then wait for the result before designating another attack? **A. Yes – you do not have to designate the specific attack, but you designate all spaces for movement and attack at the same time.** (p9190)

Q. Can you activate a space which is OOS at the start of a turn, for either movement or combat, knowing that one of your other movement activations will put the space back in supply? **A. No** (p9352)

Q. Must all units in a space be activated? **Yes, but not all have to attack and/or move. Though all have to be paid for in OPS regardless.**

Q. How many Ops are required to activate a stack with a French, a Belgian and a British army in Ostend ? **2 Ops**

Q. British corps are in Gallipoli and Andrinople. Can both spaces be activated to attack Constantinople? Rule 9.2.7 seems ambiguous as to whether it applies to the space making the attack, which would allow the move, or to the space subject to attack which would seem to prevent the move. **It applies to the attacking space, so yes, you could make such an attack..**

9.4 Replacement Points

Q. If Paris is OOS but still AP controlled due to an unbesieged fort, can the AP player still spend RPs to rebuild FR c into reserve? **A. Yes** (p6749)

Q. If Paris is besieged by GE, can RPs still be spent? **A. No** (p6756)

Q. If the GE besiege Paris, can: 1)FR spend replacement points to flip units and to rebuild in Orleans? 2)Can the FR place a reinforcement entry into Orleans? **A. No, no.** (p9355)

Q. An Allied unit moves through Berlin, converting the space to Allied control, but then moves on to, say, Leipzig. May the German player spend RPs under this condition? **A. No** (p9316)

Q. Let's say the RU take Berlin, control it and then move their garrison off of Berlin. Since the space is not occupied with a RU unit, can the GE spend RPs? **A. No** (6759) - The use of the word occupies is intended to signify that that there are situations you can have certain effects on the enemy WITHOUT controlling the space (because of a besieged fort).

Q. Rules question: 17.1.3 says "If the enemy occupies a nation's capital space (Vienna or Budapest in the case of Austria Hungary), no RPs may be spent for that nation. What if the enemy controls the space, but does not occupy it? **A.. Same effect, no RPs may be spent.** (p7993)

Q. Can I play a card for RPs and accumulate RP points for a particular nationality if at the moment I play the card that nationality's capital is occupied/controlled by the opposing side? **A. Yes** (9334)

9.5.3 Reinforcement Event Cards

Clarification: So, as the rules do not forbid it, you can play reinforcements (if you have somewhere to put them) when the enemy holds your capitol. But note this does not apply to Orleans-units can only be placed there if Paris is fully stacked, not enemy occupied.

Q. May French Armies be placed in Orleans if Paris is CP controlled? **No.**

Q. May a reinforcement card be played as an event if the only space the units can enter is already fully stacked? **Generally no, but Paris has an exception (Orleans).**

Q. When a reinforcement card brings in two armies, the armies can be taken in different eligible spaces, correct? **Yes.**

Q. Can a German reinforcement card that brings in two armies be played if Essen and Breslau are fully stacked, but Berlin has only two units, thus having space for just one of the two armies? **No, can't play it. Move somebody and make room.**

Q. Is it legal to place Reinforcements (and Replacements) in a capitol or supply source space that is enemy controlled, but not enemy occupied? **No.**

10.0 Stacking

Q. When a unit must be eliminated due to a retreat into an overstack, who decides which unit in the stack must go?

A. *The retreating player* (p8474-corrected)

Q. When a unit must be eliminated due to a retreat into an overstack, who decides which unit in the stack must go? Must the unit that goes be one of the units that retreated? **A. Since the defender gets to retreat units, I'd say the defender picks which units retreat first (and thus which units are subsequently eliminated)** (p8543)

Q. Apart from OOS units, and Armies that don't have a corps in reserve to replace them, when are units eliminated completely without the ability to replace them? **A. When unable to retreat, including the case when overstacked. Also including the case when an army has been replaced by a corps which cannot retreat without overstacking. In this case, the army but not the corps is permanently removed.** (p7075)

During Movement

Q. What is the actual penalty for over stacking? I presume such penalty is enforced as soon as the over stacking results (from retreats)? **The penalty is don't do it, but if somehow a slip up is made, let the other player eliminate over stacked units of his choice.**

Q. Can you purposefully overstack a space and eliminate whichever of the units you want at the end of the action round? **No.**

Q. Is it possible to move or SR units so that they are purposely overstacked at the end of movement? If so, is there a choice as to which units are removed, and who gets to make it? **A. No and the opponent makes the choice of what is eliminated.** (p5358)

Q. During movement, can I create an overstacked situation, as long as it will be corrected by the end of all movement that round? **A. Yes** (p8324)

Retreating

Q. A stack of 1 army and a corps is forced to retreat to an already full space, and so overstacking. Is the army perm killed or just destroyed? **A. Permanently eliminated** (p8840)

Q. A stack of 1 army and a corps is forced to retreat to a space with 2 units, and so overstacking. Does the owner choose or the opponent choose which unit to be destroyed? **A. Owner first retreats the unit he wishes "to save". Then he eliminates the other unit. [altered wording to make it a little clearer]** (p8840)

Q. If a stack needs to retreat 1 space and the only space available is already stacked to the max, does that mean all retreating units are eliminated? If so, are they permanently eliminated? **A. Yes. And armies are permanently eliminated.** (p6680)

Q. The situation is: 2 full strength and one reduced GE army defending in Chateau T take 4 LF (one more than FR attackers) and stack has to retreat one space to Sedan (no other retreat option available). Sedan is already populated by 2 full strength GE armies. The reduced GE army in CT is replaced by a reduced corps for its 4 LFs. How many GE armies are perm. eliminated due to overstacking? Just the one or is the army that was replaced by a corps also doomed on the proviso that an army can never be saved by conversion to a corps? **A. DEFENDER chooses order and route of retreats. If a reserve corps from a just eliminated army is unable to retreat, that the army is perm eliminated. In the example above, 2 armies permanently eliminated.** (p8631)

Corps from Armies

Q. When armies are eliminated in combat and then remaining corps taken from the reserve box are used to replace these armies and then if those corps fail to retreat due to max stacking, is it true that the eliminated armies of those associated corps are perm eliminated as well? **A. Yes** (6684)

Q. Army is attacked. It is eliminated. A corp takes its place. It retreats to a stack that contains 3 units. Corp is eliminated due to overstacking. Question: Is the army it can from permanently eliminated? **A. Yes** (p8015)

11.0 Movement

Q. Do all units from one space marked with a movement marker have to complete their movements before another space could move? **A. Yes** (p6818)

Q. Can a unit move through a space that is activated for combat? **A. Yes** (7743)

Q. A RU unit is OOS. What if a supply line is opened (later in the action round) to the RU unit by one of the other spaces that has been activated by movement that action round – can it move? **A. No** (p8141)

Q. 14.3.1 says you must be in supply to be activated. Can I take it that the square can be activated but only the unit in supply can move or attack? **Yes.**

Q. Do players gain control its spaces normally if their units move through using OPS? **Yes.**

Q. Are units allowed to stop with MPs remaining, allow another unit to move, then resume movement using the balance of their MPs? I have an opportunity to cut off a number of armies. To do so I need to control areas A (with an intact enemy fort) and B. Can the following be done? Army 1 moves into area A, besieging the fort, with 1 MP. Army 2 moves into and through A to area B, thereby controlling it. Army 2 moves back to area A to maintain the siege. Army 1 returns to the starting space to cover that flank. **No.**

Q. Are all spaces in Serbia remain under AP control until entered by a CP unit? **A. Yes** (6838)

Clarification: The BEF (corps or army) cannot be used outside of England, France, Belgium or Germany.

11.2 Trenches

Q. Does an empty trench do anything? Lets say Metz is now empty except for the level 1 trench. When I attack Metz to destroy the fort I assume that either the trench is destroyed before my attack or with no one in the trench it had no effect. Correct? **Yes. As the rules say, forts don't get a trench benefit. However, the trench is not removed unless attacker advances to occupy the space OR the destroyed fort space suffers attrition.**

Q. Can you attempt to entrench in a space with a besieged fort? **Yes.** If so, can a lone army entrench or like movement must there be one unit for besieging and a second unit for entrenching? **No, a lone army can entrench .**

Q. I attack an entrenched enemy unit in a fort space, and eliminate them (but not the fort). I advance into the space with a force capable of besieging the fort. Is the trench reduced/removed as if it were in a non-fort space? **Yes, if it is a Level 1. If a Level 2, it is converted.**

Q. What happens to trenches in spaces that are OOS in the Attrition Phase? My understanding is that L1's go away, and L2's convert to enemy controlled L1. Is this correct? **Yes.** Does the same thing happen if the space contains an undestroyed fort? **Good question. I'd say no (but then you can just move in and convert/eliminate them).**

Q. 11.2.1 May Armies in more than one space attempt to entrench using the same OPS card? **Yes.**

11.3 Near East Map – Movement Restrictions

Q. Is SR through an area considered "entering" it for purposes of rule 11.3.1. **Yes.**

Medina

Q. ANA is besieging Aqaba and there are no Turkish units in Medina. Does Medina convert to the AP control during Attrition Phase? **A. Yes** (p6406)

Q. Medina Questions, assuming Medina is cutoff from rest of Turkey. A) Can units in medina be activated for movement? **no.** B) Can units in medina be activated for combat? **no.** c) Can more than 1 TU unit be in Medina? **yes.** d) Can a TU army be in Medina? **yes.** e) Can replacement points be spent in Medina? **no.** f) Can corp be SR'd to Medina? **no.** g) Can corp be SR'd out of Medina? **no.** A. Attrition purposes ONLY means exactly what it says-TU units (including Armies, though what is an Army doing in Medina?) in Medina without a normal supply line are treated as OOS for all purposes-except they don't die at the end of the turn. And as long as they are there Medina remains under CP control. (p6789)

Persia

Q. Once Turkey enters the war, does Persia "split" with the CP colored spaces considered CP, and the Allied colored spaces Allied? **A. Yes** (6824)

Russia

Q. Rules say only 1 RU corps can move from Cauc to NE, and only 1 can SR from Cauc to NE. Does this mean one of each per turn? **A. Yes** (p6227)

May RU Army of the Caucasus use the dotted lines to exit the NE map? **No. If it starts in the CAU it stays there.**

12.0 Combat

Q. A space could be activated for combat, without designating the space to be attacked. What if a defender from another space then retreated adjacent? Could the previously empty space then be attacked, to eliminate the retreated units using the "1LF" rule (12.5.6)? **No, you can't attack a space that was empty at the start of the combat phase. You can of course attack forts-but German units can't attack Russian forts until Ober Ost of War Status 4.**

Q. When launching a multinational attack, the rules specify that one space must contain units from all participating nationalities. Must those units actually participate in that particular attack? **Yes.**

Q. 12.1.1 This implies that no combat at all need be launched from a space activated for combat. Is this correct? **Yes.**

Q. Can the player decide, perhaps as a consequence of another combat result, not to conduct any attack at all from a space activated for combat? **Yes.**

Q. 12.4.4 This rule seems to indicate that a unit is not permanently destroyed if eliminated in combat while OOS, though it would be permanently destroyed if simply left to suffer attrition. **No an army eliminated OOS is out of the game. See 14.3.5**

Q. 12.1.5 Could a player attack a given space more than once in an Action Round? **No.**

BRITISH/Belgium

Q. 9.2.3 implies that BE units may be treated as British for a multi-national attack? For example, is it possible to attack a German unit in Brussels with the BEF from Ostend and the BE from Antwerp? **No.** Germany has an army in Calais. Can a British army in London attack it? **The British can attack across dotted lines from London only if they're also attacking Calais with friendly units located in Belgium or France.** (See 12.1.0)

ITALY

Q. Cross-Adriatic Attacks: Can IT attack across the Adriatic without support from the other side? **Yes (the game actually assumes the Italians always have a foothold in Albania).**

NEAR EAST

Q. Does the CP get a -3 modifier if it attacks Port Said from both Cario AND Sinai? **A. No** (and the 1st FAQ was incorrect) (p8494)

Q. Only NE armies may attack Constantinople from Adrianopole. Correct? **Yes.**

Q. An army is stacked with two corps on a space adjacent to Constantinople. May the stack be activated for an attack on Constantinople? If the attack allows for an advance may the corps advance? **A. Only the corps could attack or advance.**

RUSSIA

Q. Can Russian armies attack into the NE from the off map box? **No.**

Russian dotted lines in NE: is there a limit on attacks/retreats across these lines? **Treat as if a move into the NE under 11.3.2**

Q. Can Russian units attack from the "To" spaces? **The Russians can attack out-the Germans may not attack or advance into.**

USA

Q. 12.1.9 Can US & FR units make a multi-national. attack even if no multi-national stack exists? **No, 12.1.9 refers to combat not activation (as such) and so still applies.**

12.3 Flank Attacks

Q. Can units attacking across dotted lines attempt a flank attack in conjunction with units attacking across non-dotted lines? **Yes.**

Q. Can a British unit in London attempt a flank attack in conjunction with a British unit who is attacking on the continent? **Yes**

Q. Are boxes connected by a dotted line considered to be "adjacent" for purposes of gaining a +1 drm for flank attack attempts? **Dotted lines are ignored for the purposes of flank drms in all cases.**

Q. The flank attack rules imply that it is possible to attempt a 50% flank attack (two attacking stacks, both of which are adjacent to a non-phasing stack other than the defender). Is this the intent? **Yes.**

Q. Are combats sequential for purposes of evaluating flank bonuses. **Yes.**

Q. 2 armies in different areas are both adjacent to enemy armies other then the one being attacked. Can I still flank attack? **A. Yes.** (p5325)

Q. Is an army a prerequisite for a flank attack? **A. Yes** (p8415)

Q. Can Constantinople be flank attacked from Gallipoli and Adrianopole? **A. Yes, provided you have at least one army, which would have to be either MEF, BR NE or FR AoO.** (p8412)

12.4 Taking Losses

Q. Are losses are taken before retreats? **Yes.**

Q. If losses are too small to be taken on the priority army and corps are available, then do losses falls on the corps? **A. Yes** (p5526)

Q. Can you choose to replace a reduced army that takes losses with a reduced corps even if there are non-reduced corps in the Reserve Box? **No.**

Q. Two full strength French armies are attacked and must take 7 losses. There are no French corps in the reserve box. Can the Allies flip both Armies and ignore the last point of damage? If there was a corps in the reserve box, one army would be forced to be eliminated and its replacement corps reduced to satisfy all 7 losses. **No. In this case one, army would be permanently eliminated and the other untouched. You would reduce the army as if there were a corps in Reserve, then it would be out of the game because there isn't. Otherwise you'd be rewarding the player for bad play-having no units in reserve.**

Q. There are no Ge Corps in the Reserve Box. AP attacks Cambrai which contains Ge5 at full strength, Ge(1) flipped, and a Ge (Corps) flipped. If AP score 4 hits, they can flip Ge5 and kill the (Corps). If AP score 5 hits, does Ge(1) die instead, since it could theoretically soak up 5 hits if it had a replacement Corps available. **A. GE(1) would be permanently eliminated, and the GE(c) would transfer to the elim box. They could only take 4LF of the 5, but what a price to pay.** (p8573)

BEF

Q.ON THE ATTACK, A stack of BEF, Br1 and Br2 attacks and takes 7 losses. 12.4.2 demands that Br1 (or Br2) be replaced with a reduced corps as the only way to fully satisfy the loss number. 12.4.5 demands that the BEF is replaced with the BEF corps first, but that leaves 1 point of the loss number as the BEF corps has LF 2. **12.4.5 takes precedence.**

Q. A BEF Army reduced is stacked with Be 1 (Full). A 4 LF result occurs. Since it is not possible to take 4 full loses, may I choose to take the 3 losses either way? **A. Yes** (p6594)

Q. BR attacked with 2 Full BR armies and the full BEF corp. Need to take 7 losses. Is it: a) Kill a BR army and place/flip a corp - for the 7 losses b) Kill the BEF and flip an army - this is only 6 losses, but the priority loss rules have been followed. **A. B is correct** (p8101)

RUSSIAN/BRITISH

Q. In the unlikely (but conceivable) event that the RU CAU army and MEF attack together, who takes losses first? **Player choice.**

Q. If the CAU is stacked with the AUS corps and they attack who takes the first loss? **A. CAU** (p9311)

SERBS

Q. Serb flipped army at Salonika takes 3 hits and must retreat. It converts to a flipped corp and can not retreat - except to the ocean. Is it permanently eliminated? **A. Yes-you can't use reserve corps as an escape hatch from the failure of an army to retreat rule.** (p6840)

Q. A Serb army suffers four losses and inflicts two. I took the results to mean: flip Serb army (2 LP),eliminate Serb army (2LP), replace with a corps. Serb corps must retreat 2 spaces but cannot. Only 1 space free. Is the Serb army now permanently eliminated? **Yes. The switch to corps from the Reserve box is not meant to be an escape route for vaporized armies.**

12.5 Retreats

Q. If it is a tie, can either side elect to retreat? **No.**

Q. If you lose by 1 step, can you retreat two spaces if you want? **No.**

Q. Are you required to not retreat, i.e. stay in place, if you lose a combat but no attacking units can advance? I had always played that way, but I didn't see anything about that so I thought I'd ask. **Correct-no advance, no retreat.**

Q. Cross-Channel Retreats: Can BR units retreat across the Channel? How about across and back (to a different beach)? **Yes.**

Q. Are crossing points regular connections for retreats. **Yes.**

Q. Retreat/Stacking question: can you retreat 2 spaces if you only had to retreat one from combat to avoid overstacking? **No**. If not, what happens to the overstacked area? Can you choose which units to lose? **Yes-but from the retreating units only.**

Q. May units defending in a clear space that have to retreat two spaces, retreat only one space and then take an additional loss step if the space they retreated into is forest, trench, desert, mountain or swamp? **A. No** (p5620)

Q. If the Russians have a two space retreat from Kiev and the only retreat route is into "To Kharkov", are the units elim because "To Kharkov" is only one space? **A. Yes** (p5979)

Choices where to retreat

Q. Must I retreat to friendly controlled space first versus enemy controlled space; even if it will put you OOS? **A. Yes** (p5641)

Q. Defending unit(s) have a two hex retreat. The only way to fulfill the retreat is to move into or through an enemy controlled hex. Do the retreating units have the option to retreat to a friendly hex first, then end in the enemy hex (converting the space), or must they attempt to end their retreat in a friendly controlled space if this option exists? **You must end in a friendly controlled space if possible.**

Q. A unit that is OOS has been attacked and must retreat two spaces. The rule on retreats says : 1. must retreat into friendly controlled spaces if possible 2. must end their retreat in supply if possible. Who chooses which one of the two rules is broken? (i.e. where the unit retreats)? **A. Retreating player** (p6581)

Q. I've got 2 Russian armies in Czernowitz which must retreat one space. I also have two armies in KP. Tarnopol is empty, but controlled by the CP. Can I retreat to the empty, CP controlled Tarnopol in order to avoid the overstacking problem? **A. Yes** (p7138)

Q. I would recommend that armies have the "ability" to retreat through a max stacked hex. I would recommend the change that if the only route available to a one-space retreating army is to an overstacked one, that the army could then retreat through the space to a second space. **A. This is a suggestion – no official rule change (they don't have the "ability").** (p6691)

Q. Rules question on retreat - The rules do not list a retreat priority for the restrictions. The rules state that a unit must retreat to a friendly controlled space if possible; and a space in supply if possible. The following situation existed in a game last night: a Turkish corps, out of supply, was forced to retreat after a 1 step loss. The unit has two spaces that it could retreat to. One space was friendly controlled but out of supply. The other space was enemy controlled (but empty) but it would place the corps in supply. Which space does the unit retreat to? Does the Turkish unit have an option? **A. Allied player has the option of which space to retreat to** (p7691)

Q. A unit is forced to retreat two spaces and there are two locations where it may end its retreat. The first is through friendly controlled spaces to an area that is friendly, but out of supply. The second is through an empty enemy controlled area to a friendly controlled location that is in supply. << **A. Go to the one in supply** (p8109)

Canceling Retreats

Q. Let's say there is a single full strength German army in Metz with a level one trench. The French attack Metz and inflict 7 LPs. So, the German army is replaced with a reduced corp. Now in a trench you can take an extra step to prevent having to retreat. So, can my opponent take off the reduced corps to prevent retreat meaning I can't advance? Is this correct? **No-the rules specifically say a step must survive to use the no retreat option.**

By sea

Q. Can units in port retreat by sea? **No.**

To the NE map

Q. Is at Russian army that is forced to retreat to the NE permanently eliminated? What if the army takes enough losses to generate a corps and that corps retreats to the NE? **A. Yes, the army is permanently eliminated. However, if the NE turn limit of 1 corps had not already been reached, the corps could retreat, but the army is still permanently eliminated.** (p7180)

Into space attacked

Q. If a defending army retreats into a space that later suffers a loss point in the same action round, is the retreating army eliminated or permanently eliminated? **A. Simply eliminated unless the conditions for perm elim apply and a corp is taken from the reserve box and eliminated also.** (p9035)

Q. Are you allowed to retreat into a space that has already been attacked (but which is unoccupied)? If it is occupied? **Yes. Of course 12.5.5 still applies.**

On to forts

Q. If armies are forced to retreat through enemy controlled spaces, can they retreat on top of enemy forts? i.e. 3 RU armies at Lodz are forced to retreat, and Warsaw, Czesz, and Plock all contain CP units. Can RU retreat to Thorn (thus linking to AP Tannenberg)? Can they now besiege its fort? **No. They can only retreat into an enemy fort already besieged.**

Konigsberg

Q. Assuming a full-strength German army defending Konigsberg against attacks from both adjacent spaces and losing the combat: (a) Where there is a trench at Konigsberg: 3,4 or 5 hits: Flip the army and kill it to cancel the retreat, place replacement corps. (b) 7 Hits: Kill the army, flip the Rp Corps, can't negate the retreat by killing last step of defenders, so German Army is permanently eliminated. Correct? **A. Yes** (p8861)

Q. If there is no trench at Konigsberg, and a German army loses the combat, does army dies permanently because it can't retreat (all adjacent spaces AP occupied) **A. If you had a reduced army in Konigsberg (with or without a trench, and with a corps in reserve) and inflicted 5 or 7 LP on it, it would not be permanently eliminated as there would be no survivors to retreat, so the effects of retreat would not come into play.** (p8861)

12.6 Advances

Q. Advancing units may advance into a space only containing an enemy fort if they can besiege it, but may advance no farther." If the attacker has two advancing armies, could one army advance to besiege the fort while the other advances along to a second space? **A. Yes** (p9300)

Q. If a defending army is eliminated and then replaced with a corps that must retreat two spaces, but cannot, and is eliminated, can the attacking units still advance into the defending space and then advance to a second space? **A.. No.** (p8566)

13.0 Strategic Redeployment

GENERAL

Q. Is it permissible to SR German corps from the reserve box into a space occupied by another CP nationality unit in non-German CP territory? **No. A unit of the same nationality is required.**

Q. On the other hand, is it legal to SR units out of hexes that contain two nationalities? **Yes it is an advantage of SR over OPS .**

Q. Konigsberg is cut off by land routes by Russian units/controlled hexes. CP wants to SR units into Konigsberg to reinforce a flipped German army there. Can you SR from the Reserve box directly into Konigsberg? 13.1.8 seems to say you can since it is in supply by sea supply. 13.1.7 seems to indicate that you can only SR from one in supply port to another via sea routes. **A. Yes – you can SR.** (p8908)

Q. Can a GEc SR from the RB to a GE controlled port in supply which has no units in it? **A. No.** (p8928)

Q. Is the following sequence of SRs within the rules?

- 1) SR a French corps from Reserve to Verdun (where there is a French corps already)
- 2) Then SR the original French corps in Verdun to empty Cambrai
- 3) Then SR another French corps from Reserve to Cambrai since there is now a French corps there

Yes.

Q. Can a player SR a Corps on map to a friendly-supplied space without any friendly unit, and then SR a corps from the Reserve to that space? **Yes.**

Q. Unit "A" SRs from the reserve box onto unit "B" and then unit "B" SRs away to another area where unit "C" SRs from the reserve box onto unit "B". Is this legal? **Perfectly legal.**

BRITIAN

Q. Is it legal to SR a British army straight from London to Italy in this case, via Grenoble)? **As long as they have a dotted connection from London to France, and thence to Grenoble, yes. If not, it would be an illegal sea move.**

Q. Can you SR the AUS/CND/PT unit directly from reserve onto a BR unit? **A. Yes (p5000)**

Q. AUS/CANADIAN/PORT British corp are "Allies" (Not British) under the replacement rule. Are they the same "Nationality" as the British for purposes of SR from the holding box? **A. Yes (p6954)**

13. 1.8 *Clarification*: The BEF Corps may never SR to or from the MEF Beach Head.

MONTENEGRO

Q. Can the MN corps be SR'ed even though it has no movement points? **No, MN corps may not leave Montenegro.**

RUSSIA

Q. Can Russians SR from one box to another without entering the regular map if the CP have it isolated, if there is not a defined path between each box)? **No.**

Q. Can Russian units SR through the Russian boxes? If a Russian unit is in "To Caucasus," could it SR to "To Moscow" and then out on the board? This would come into play if there are enemy units in Uman and Odessa. **No, though you could SR corps into the reserve box and back onto the map elsewhere.**

Q. Can Russian armies SR (cost 4 pts.) out of their supply boxes? **Sure.**

Q. Can I SR between boxes (Russian off-board) that aren't connected)? **A. No (p5352)**

Q. Can a RU reserve corps SR into Tarnopol (outside of Russia) if there is a RU army there? **A. No (5821)**

SERBIA

Q. Can I SR a SE c from Reserve directly to a allied controlled Salonika (even without a Serb unit there?) if Belgrade is CP controlled? **A. Yes – since Salonika is a Serb supply source when AP controlled. (p7095)**
Clarification: A corps may not SR from reserve if it can't trace a route to any space in the home country (or a port).

USA

Q. May you SR US Corps from the Reserve Box to Allied controlled French ports. **YES (my earlier ruling was incorrect)**

Q. Only US reinforcement card the AP has played is the 1 corps card. SR rules say you can SR from res to an existing same nationality unit or a supply source. Does this mean the 1 corps can't be SR'd out of the reserve? **A. No – USA corps can be SR'd to a French port. (p8199)**

13.2 Near East SR Restrictions

Q. Can the Allied player SR corps to the Near East even if Turkey is not in the war? **Yes.**

Clarification: If you SR a corps to the NE from reserve it counts as your one allowed NE sea move, but you must end in a space with a supplied friendly unit-not in a port (unless you have a unit there). To sea move to an empty port you must start on the map in a port (London excepted of course). SR from the NE to reserve counts as your one allowed to/from NE move as well. If the AP wants to SR a British corps from the reserve box to join a unit in Gaza, can it be done in one turn? Or do they have to stop at the port of Alexandria and then move to Gaza in the next phase? **Assuming the unit in Gaza is in supply, yes. But a unit SRing from a port would have to stop at Alexandria. (The rules reference under 13.1.8 is misleading-it is a sea move in the sense that it counts as the 1 SR allowed under 13.2.1.)**

Q. Can BRc units SR to any space in the NE that has a combined sea/land supply route, or only to port and/or spaces that have BR units in NE? **A. Only to port and/or spaces that have BR units in NE.** (p8928)

Q. Are Constantinople and Barsa considered part of the NE map for CP SR restrictions? **A.. Yes, Constantinople and Bursa fall under all NE restrictions.** (p7286)

Q. If Constantinople falls, is overland Allied SR to and from the Near East restricted in any fashion? **A. No** (p8797)

Q. Corps may not SR to a friendly port in the NE that does not contain a unit of the same nationality. **Not from the Reserve Box-they may of course SR from another port.**

Q. Since Bulgarian units are corps, can they move (not strategic redeploy) onto the Near East without restriction? **Yes, although it is a long march .**

Q. Other than Constantinople and Bursa, none of the other areas in Turkey are "on" the Near East Map. Does this mean that more than 1 British corps per turn can SR by sea to MEF1, MEF2, or MEF3 if the beachhead is in one of those spaces? **Yes. Only MEF 4 is in the Near East.**

Q. Can non-British corps SR by sea to the Near East? **No. Only the BR and AUS corps.**

Q. Can the Brits SR a few corps into the NE before Turkey enters the war? **A. Yes** (p8181)

Q. I understand that non-NE armies may not attack nor move into Constantinople from Adrianopole. However, corps of any nationality may freely move and attack between Adrianopole, right? **Yes.**

Q. While a RU army cannot enter Constantinople, may it participate in an attack on it? **No, only NE armies may attack Constantinople**

Q. Do the SR NE restrictions apply to SR by sea to/from Constantinople? **Yes.**

Q. Constantinople has fallen and the NE is now part of the British Empire. (Except for those guys eating figs in Medina). Can the Allied Player SR the NE, MEF, or FR Orient armies overland into the Balkans from the NE using friendly connected (by solid lines) spaces. (Note: forts at Gaza, Beersheba and Trebizon are reduced) [Of course Russian armies are prohibited by 13.2.2] **A. Yes** (p5465)

14.0 Supply

General

Q. If both players have a line of supply going to a non-fort space, does the space not change control unless a unit is moved in it or through it during a regular move or ends its move during a retreat? **A. Yes** (p8364)

Q. When is the supply status of a unit checked? **A. Units are considered out of supply the moment the supply line is broken.** (p8686)

Attacked OOS Armies

Q. If OOS Armies are attacked and eliminated, are they removed permanently from the game? It's clear that they can be replaced by corps, yet if they were OOS in the attrition phase they'd be dead forever. **Yes, an army eliminated OOS is out of the game.**

Germans in Russia

Q. Can a German besieging unit trace port supply while in the Riga hex? **A. No** (p6585)

Q. A Russian port (Libau) is unoccupied but behind enemy lines (GE units in Szawli and Memel). RU unit moves to Insterberg during the last action of the action phase. During the Attrition phase, does the port become CP-controlled "first," thereby creating a supply source? **A. The GE units could trace to the port of Memel. Libau would then convert to CP. If for example, Memel was not a port, then the GE units would be elim. Swalzi and Memel would convert to AL. At the same time, Libau would convert to CP control, although the GE would have suffered attrition.** (p8842)

Q. If German holds Szawli, but RU are in Riga, I assume Libau stays AP, since it can use Sea Supply rules to get to Riga? **No-note Libau and Riga are CP ports-only the CP (when they control them) can use sea supply.**

Near East

Q. Can units be moved to purposely make them OOS? **A. Yes. The Medina corps (once cut-off) is an exception to the rule. But, not really, since it ca not be activated (since it is OOS). However, it does not suffer attrition (in Medina).** (p5577)

Q. A NE AP supply question: Assume a BR corps and an RU corps are stacked together on the Near East map, but the only supply source to which they can trace is Basra (which is only good for the BR corps). The space itself is thus in supply, even though the RU corps is not. May the space be activated? If so, is the RU corps prevented from doing anything? If such a situation persists to the attrition phase, is the RU corps removed while the BR corps is not? **A. Yes, Yes, Yes** (p7849)

Q. The Turks have taken control of Port Said and Alexandria. The Turks then headed north to help protect Constantinople. A British corps subsequently occupies Aleppo, putting all points south out of CP supply. However, these spaces are not in AP supply either. Does the AP player get control of (ie. get the victory points for) the CP spaces that were put out of supply? **The fort spaces remain Turk, the others switch-but if they are not in supply to the Allies next turn they will switch back.**

Q. If Persia is cut off from Basra and other ports leading to London, can the Allied hexes trace to RU supply sources? 14.3.6 is ambiguous. **Spaces can-units can't.**

Q. I think I may have come up with an ambiguous situation, due to special rules about Constantinople. 1. BR takes Con. 2. BU takes Gal. 3. BR takes Sofia and still holds Serbia. Now what happens to Constantinople space in terms of ownership? CP does not own it as they cannot trace supply to it. AL does not own it as they cannot trace supply to it, due to special rule. What happens to it? **All CP units in the Near East would be OOS and eliminated. The BU unit at Gallipoli is OOS and eliminated. The BR unit at Constantinople is OOS and eliminated. The TU NE spaces are OOS and become Allied. Constantinople is OOS (unless there is an overland route to the Serbs or Salonika but I'm assuming not in your example) and becomes CP, and Gallipoli is OOS and becomes Allied. Note that 14.3.6 doesn't say you have to be able to trace supply to a space to make it yours-it says if that space were a friendly unit and would be eliminated by being OOS it becomes the enemy's space. So the fact that the CP can't trace supply to Constantinople is irrelevant. It is the fact the Allies can't trace supply that switches it**

back to the CP, just as the fact that the CP can't trace to Gallipoli switches it back to the Allies. All of which is again simultaneous.

Romanians

Q. The rules say that Romanians may trace supply to Russian Supply Sources. But the lines leading to the Russian Supply Sources are dotted with a "RU only" besides them... **The rules are correct for RO supply.**

Serbs

Q. Can the Serbs get supplied by any AP source? **A. No, Serbs are in supply in Serbia, and can use Russian supply sources (inc Belgrade). They can use Salonika if Allied-controlled. The supply source for all "other" AP units is London (Rule 14.2.4), so Serbs cannot trace supply to London via Athens, or, for that matter, Valona and Naples. (p8443)**

Q. 14.3.6 During the attrition phase, what will happen to the spaces of Valjevo and Nis if Belgrade is captured and a route to Russian supply sources cannot be traced? Do they convert to CP, or are they treated just like if there were a Serbian unit therein? **The latter.**

Q. Suppose a Serb & French stack is cut off in Valjevo. The Serbs are still in supply because they are in Serbia, but the French are OSS. I would assume that the French units can neither move, nor attack and I suspect it would still cost 2 OP's to activate the space, even though only the Serb units could do anything. **Correct.**

Q. If Belgrade is captured by the CP are any and all Serb units outside of Serbia out of supply? This question assumes that Belgrade is the only available Serb supply source. **Without Salonika, yes.**

Supply Source

Q. 14.1.2 Can a unit trace supply to a supply source if the supply source is under siege? **No.**

Q. If a supply source is captured and recaptured, is it once again useable as a supply source? **Yes.**

Q. Presumably supply cannot be traced from an adjacent friendly supply source if it is enemy controlled, regardless of whether it is occupied? **Yes. Enemy control is enemy control.**

Q. Is a besieged fort, which is also a supply source still a supply source? **Yes, but nobody can make use of it.**

Taranto

Q. Would an Allied controlled Sofia not suffer attrition and be flipped to CP control if the space could trace a line-of-supply through Albania to the Italian port of Taranto? (No units are in the space.) **A. Yes, no attrition. (p7084)**

15.0 Forts

Q. My understanding is that you cannot move through fort spaces. You must stop and attack/besiege them. But again I could not find this in the rules. **Well, it is implied by 15.2.2 ("other friendly units may ignore...")**

Can a fort with a defending unit be destroyed in one attack? For example, if the French attack Metz with a German unit defending, can the fortress be destroyed in that combat if enough loss factors are rolled for the attacker? **Yes-though in the case of Metz not with a GE army present. (Even a reduced army on a 7 will take 5 LP-assuming there is a 2 step corps in Reserve-and the LF for Metz is 3. See 12.4.6 & 15.1.7)**

Q. 15.1.2 and 12.6.1 If a fort is attacked from an adjacent space, and destroyed, may full-strength attacking units advance into its space? **Yes.**

Q. Can one army be activated and move into a fort space to besiege it, and then in that same phase can another unit move past it? **Yes.**

Q. If two units are besieging a fort and the space is activated can one unit attack the fort and the other an adjacent space? **Yes.**

Q. If you attack and destroy a fort are you required to advance or is it treated like any other combat? **You don't have to advance .**

Q. If there is only a single reduced corps remaining on a fort space after a losing a battle, can the corps be eliminated to prevent a retreat thus preventing the attacker from advancing even though no units remain? **No.**

Q.. If I shoot an empty fort from an adjacent space and fail to destroy it, may I advance nonetheless? Does it matter whether I've won the combat in terms of loss points? **A.. Winning the combat (i.e more loss points inflicted than received) IS a pre-requisite to being allowed to advance along with having a unit on its fresh side.** (p6844)

Q. Can a unit advance into a fort hex as a result of an attack on an empty fort that failed to eliminate the fort? **A. No** (6850)

Q. Fort combat question... Under what conditions can the attacker advance? **A. If you eliminate or force to retreat an enemy combat unit in an enemy fort space and won the battle and have unreduced units, they may advance and besiege the fort** (6880)

Q. German army in Aachen attacks unoccupied fort at Liege. German rolls a "1", and only inflicts damage of 2, not enough to destroy the fort. Allied rolls damage of 1. So, German wins the combat. May German advance to besiege Liege, as he won the combat, and no Allied unit remains in Liege? **A. No, When the fort alone is not destroyed, then the attacker didn't attain either 1) retreat or 2) destruction.** (p7478)

Q. An attack on a fort space with additional defending units destroys the units but not the fort. May full strength units advance ? Always or only when winning the combat? **A. Always, The fort can be besieged by undamaged units as long as the defenders are eliminated or forced to retreat** (p7493)

15.2 Besieging

Q. If two units are besieging a fort and the space is activated can one unit attack the fort and the other an adjacent space? **Yes. 15.2.3 & 11.1.8**

Q. May a unit that is capable of besieging a fort enter and leave the fort's space in the same move? **No. But another unit could then move through the besieged fort in the same round.**

Q. If a side besieges a fort, then moves a unit through and into enemy controlled spaces. Do you convert control of them to yourself? **Yes. As long as a fort is besieged you can trace supply through it, move through it etc. So a unit moving through a besieged fort space to another enemy does convert (if it isn't also a fort space).**

Q. Can besieging units trace supply by sea from the port they are besieging? **No.**

Clarification: If you besiege a fort, it is perfectly legal-on that same round or subsequently-for some other friendly unit (corps, army doesn't matter) to move through the fort space and convert any non-fort spaces it moves through. It is also legal for units currently besieging a fort to march off in any direction on a subsequent round, though in general unless someone else takes over the siege they risk putting themselves OOS if they move forward rather than back. Basically a besieged fort doesn't exist, except for VP purposes (and CP port supply in Riga) for nonbesieging units.

Q. 15.2.4 If a space containing a friendly fort is enemy-occupied, but no longer under siege, may friendly supply be traced through the space? Or into the space (if a supply source)? Or through the space to another friendly, supplied space? Can enemy units SR to the space? **No, in all cases there is still an enemy unit there. But the enemy can't trace supply through the space.**

Q. It's clear that no combat into or out of a desert space can occur in the summer, but can an enemy unit(s) move in and besiege an ungarrisoned desert fortress in the summer? **Yes you can. It is not combat.**

Q. In a single OPS (assuming the needed units are all activated), can one or more units besiege a fort and then other units (from either the same or different squares) then move through the besieged square DURING THE SAME OPS? **A. Yes** (p7385)

Q. Do you have to roll for siege at the end of a turn? Can you elect not to roll for a particular fort siege but rolling for others? **A. Yes/No** (p6641)

Q. Army A is besieging fort. Army B enters the fort space. Can Army A now move - assuming Army B has decided to siege? **A. Yes** (p6840)

Q. Are forts generally not considered units except in the sense that unbesieged forts block enemy supply trace as units do, and a fort defending alone that is destroyed allows for an advance after combat just as if it were a unit under 12.6.1. **A. Yes** (p7496)

Q. POG rules state that an Strategic Redployment can go through a besieged fort. The rules say friendly supplied space. Can a Besieged fort be SRed to, if it is not a friendly supplied space? **A. Yes, if you can SR through a besieged enemy fort space you can SR into it -or- out of it as long as it is still besieged when the SRing unit(s) leave.** (p7529)

Q. Can you attack a fortress if you are sitting on it? **A. Yes, but not from an adjacent space at the same time.** (p8507)

Q. An Italian army is besieging Trent. Can an army move up from Venice and stop in Trent and then have the army that was in Trent prior move out to Innsbruck? Can they do that in the same turn? **A. If you want another army to take over the siege of Trent it doesn't matter which army you move first - the result remains the same and both moves are legal. The only thing you can't do is move army A onto enemy fort, move army B through enemy fort, and then have Army A resume its move during the same round.** (p8879)

Q. A Russian army is besieging Breslau. Can a CP unit in Berlin trace supply to Breslau (it doesn't have anywhere else to trace it to)? **A. No – you can't trace supply to your own besieged fort.** (p8980)

16.0 War Status

Do changes in War Status occur during the action phase with the play of a card? **Yes.**

The shift to Limited War or Total War happens during the War Status Phase at the end of the turn but rules that refer to a War Status number (such as Zimmermann, Race to the Sea or OberOst) happen immediately. Can any cards be played for the War Status alone after their requirement is up? i.e. the Rape of Belgium Card after allies are at LW. **Rape of Belgium can't, but some can. OberOst and Falkenhayn come to mind. The original questioner may have also been thinking of Reichstag Truce (after TW), MEF (after Salonika) or Place of Execution(After H-L). For those the answer must be no, they can't be played as events in these circumstances.**

16.3 USA Entry

Q. How long does it take to get the USA lads in play?

When the conditions exist, play Zimmerman. Then, following game turn, play Over There. Then, the following game turn, a USA reinforcement card. Also, remember not to forget to eliminate the effects of U-Boat with the Convoy card (until you do, you cannot bring USA reinforcements into the game). You can then bring the lads in at any controlled port in France.

16.4 Russian Capitulation

Q. Situation: CP at war status 3. Race not been played. CP wants to move through (not end movement) the restricted port cities. AND he wants to drop CP control markers in the ports he moves through - in order to OOS the poor AP blokes in Brussels. Is this legal? If legal, can the CP player subsequently SR units to these spaces. **A. Yes, No** (7983)

Q. 16.4.9.1 New Rule: When Brest-Litovsk is played Russian units may not operate outside Russia, Germany, Turkey, Austria and Romania-any units outside those countries should be eliminated. Russian units after Brest-Litovsk may never move through or stack with Allied units (and vice versa). Russian units currently stacked with Allied units are eliminated (interned). [This prevents the Allied player from using Russian units after Brest-Litovsk to protect Allied units from attack.]

Q. Is the CP allowed to move through the Russian territory after capitulation? **A. No, of course they can still move thru spaces they controlled at time of capitulation.** (p8730)

17.0 Replacements

GENERAL

Clarification: A unit may not take replacements if can't trace a route to any space in the home country (or a port).

Q. Can corps be rebuilt into the reserve box when a capital is occupied? **Apart from the BE and Serbs, no.**

Q. Can you ever place a reinforcement in an enemy controlled space? **A. No, the enemy would object.** (p8509)

AUSTRIA

Q. The rules seem pretty clear that reinforcements can come on at either Vienna or Budapest, but replacement points cannot be used if an enemy unit occupies "Vienna or Budapest". **This is correct.**

BELGIUM

Q. Is it allowed to rebuild BE 1 into an undestroyed, unbesieged, Antwerp even if Antwerp is not in supply? **A. No** (p6550)

Q. I want to recreate the BE 1 Army using an Allied RP. Let's say the CP controls Brussels and Ostend, but the Allies still have Antwerp due to the undestroyed fort. Must the BE 1 be recreated in Antwerp and be immediately OOS, or can it be recreated in Calais? **My first thought is Antwerp (so you'd just wait) but I don't want the Germans ignoring the fort just to keep the BE army out of the game, so I'll allow Calais.**

BELGIUM/SERBIA

Q. 17.15 talks about recreated armies...I'm assuming that the belgian/serbs can only rebuild army units (army units being the army counters not corps) if they control their capitals or the cities of Salonika, Antwerp, Ostend, Brussels, Calais. Can they rebuild corps if they do not control these places...and can they replace army counters that are simply reduced if they do not control these places...particularly the Serbs since any space in Serbia is a supply area? **A.. Yes and Yes** (p8145)

SERBIA

Q. Can the Serbs rebuild IN BELGRADE when Nis is enemy controlled? **A. No** (p6636) (p8175)

Q. If the CP controls Belgrade and the AP has not played Salonika or Greek entry, the AP CAN NOT replace Serbian Armies. Even though the surviving Serb corps are in supply anywhere in Serbia, they still can't build back their dead armies because their capital and/or Salonika isn't available. Correct? **A. Yes** (p7103)

Q. The Serbs have been forced out of Belgrade. Since Greece is not in the game yet and Belgrade is in AH hands the Serbs cannot bring in any reinf, right?. **They can SR corps out of the reserve box and flipped reduced armies on the board, but they need to get either Belgrade or Salonika (under Allied control) to rebuild armies.**

Q. Belgrade is besieged. The Salonika and Greece events have not been played. Allied RP cannot be used to recreate a Serb army in another friendly controlled space in Serbia? The rules say that recreated armies are treated just like reinforcements. The rules on reinforcements say that armies may be brought in the country's capital or any friendly controlled supply source in that country. I assume that since the Serbs are in supply in all of Serbia that does not mean that all spaces in Serbia are considered supply sources. Serb armies can only be recreated in Belgrade and Salonika. Is this correct? **Yes.**

TURKEY

Q. Am I right that Ottoman Army reinforcements can only be entered in Constantinople. **A. Yes.** (p7141)

Strategy Cards - Overview

Trench Effects:

Q. Various cards (e.g. "**Royal Tank Corps**", "**Brusilov Offensive**") cancel trench effects. Do these permit flank attacks as well, or just cancel shifts? Can the defender still cancel retreats for an additional step loss (12.5.3)?
It depends on the card-note the difference in wording of RTC and Michel for example.

Q. Do those CC cards which cancel all trench effects really allow a flank attack? They aren't played until after the Attempt Flank Attack step. **Yes just play them before the flank roll. Originally I didn't have a specific segment for playing the cards-it was "play as they apply" basically, and perhaps we should have left it at that.** Can the defender still play CC's that require defense in a trench (e.g. "**Fortified Machineguns**")? **Yes.**

Q. Those CC cards that say "...cancel trench effects" allow you to attack and disallow your opponent to cancel retreat if you won a battle. Can you attempt a flank attack though? **A. Yes (p6641)**

Specific Nationalities

Q. Many combat cards specify nationalities. A few include the word "only". Does this mean that cards that do not have the word "only" may be applied to combats with more than one nationality, so long as at least one of them is the nationality specified? **Yes.**

Combat Cards

Q. Some CC cards say you get the DRM for only one combat. If you roll a six, have you used the DRM? Does the card last until it has an effect or just one-shot only despite what you roll? **Just the one shot. nice try though.**

Q. How are **Withdraw** and **Kemal** affected by a successful flank attempt?
This is the problem from having gone from "play CC cards as they apply" to a specific place in the combat sequence. I could argue these either way. Right now I'd give the advantage to the successful flanker and say no, you don't get the negated step or Kemal. (Though originally you would have played either card after the flank roll, so if the flank was successful you would simply not have played them -or at least Kemal. If players want to do it that way I won't object.)

Q. Are "**Backs to the Wall**", "**They Shall Not Pass**" and "**Withdraw**" all played before the battle rolls? **A. Yes (7303)**

Q. Are there limits to the number combat cards one can play in any action round, or even one turn?
A. No, you can play all that apply.

CP Strategy Cards

Q. Would there be any objections to officially adding "GE"* prior to the words "attack" to the following cards:?

Von Below: "Cancels all trench effects for 1 *attack against only IT unit(s)."

Place of Execution: "An *attack vs. FR fort space adds +2 drm."

Von Hutier: "Attacker fires first and cancels all trench effects for an *attack against RU unit(s)."

A. Fine with me (though that should not imply non-German units may not take part in addition). (p8753)

Wireless Intercepts #2.

Q. An Austrian unit stacked with a German corps executes a flank attack on a Russian unit in conjunction with another Austrian unit. Does this meet the requirements for Wireless intercepts? It has previously been ruled that combat cards can be used as long as any unit of a nationality was involved. However given the way the card reads, I'd say no - though AH or other CP units could be involved – the Germans would need the forces to conduct a flank attack on their own. **True. AH units can be involved-but the card calls for a German flank attack and a flank attack has a particular meaning. In this case, at least 1 GE army must be involved.**

Q. It has to be a GE Flank, but what exactly makes something a GE flank, does a GE army have to be involved and if so this could never be used on the NE map. **Yes, not in a space I can see – since GE armies can't enter or attack onto NE map.**

Q. Does at least one GE army (not a corp) have to be involved when using the **Wireless Intercept** is played? **A. Yes – you need just 1 GE army to use the card – plus, of course, the requirements for a flank attack must be met (ex: Austrian units in one space and Austrian units and a GE army in another).**

Sud Army #10.

Q. Is a stack including an AH army, an AH corps, and a GE corps a valid Sud Army? **No-the Sud army can have only 1 AH unit (and up to 2 GE corps).**

Q. AH armies are stacked with 1 GE corp. Is this a valid Sud Army? **A. No**, that would be a Sud "Group" (p8713)

Oberost #11.

May it be played after the fort restrictions have been lifted solely for the war status? Even after CP is at limited war? **Yes. Yes.**

Place of Execution #26.

Q. May it be played after H-L Take Command solely for the war status? **No.**

Q. Can **Place of Execution** be played as an event (for W.S. purposes) if all French forts were already destroyed? **A. Yes, but played as an event card and not as a combat card in conjunction with an operations card.** (p6340)

Q. Place of Execution specifies a "Fort space". Are spaces with destroyed or besieged forts eligible? **No.**

Q. Place of Execution can only be played as a CC in a GE attack against a FR fort, correct? If all FR forts are destroyed it becomes unplayable, correct? **It may still be played for War Status ONLY.**

Q. I'm at the Rhine. French forts are intact. Can the Place of Execution card be played as a null card in order to only advance war status **No**,

Tsar takes Command #28

Q. Are Russian VP spaces which are CP controlled, but currently OOS, be apart of the 3 required for the Tsar takes Command card to be played as an event? **A. Yes** (p5462)

11th Army #29.

Q. This card refers to "any Corps". Is Corps singular or plural? **Plural.**

Q. Can the 11th army event be played even though the 11th army has yet to make an appearance? **Yes.**

Q. Does the presence of other German units in the same space affect the effects? **Yes-the purpose of the card is two stack up to 2 CP corps with the GE 11th (only).**

Q. After 11th Army is played, GE 11 + AH c are as if of one nation, so are activated for 1 ops. Is a stack of the above plus another GE unit (Army/corps) still activated for 1 ops? **Yes.** Is a stack of the above plus another AH Army still activated for 1 ops? **No. (another AH-or BU or TU-Corps would be okay)**
Can the above stack cooperate with another one with only AH units to flank attack? **Yes.**

Q. The GE 11th army plus any combination of CP corps costs one to activate, but in order to cooperate with CP forces in another space it would need to contain the same nationality wouldn't it? So GE 11 & AH corps can cooperate with AH army, but GE 11 & BU corps could not. I am assuming that "activated as one nationality" implies one of the nationalities actually present. **Yes.**

Q. How about GE 11 & AH corps & TU corps cooperating with an AH army from one space and a Tu army in another? **Yes-let me know if it ever comes up.**

War In Africa #32.

Q. Is a reduced BR corps enough to cancel the VP? **Only if no full strength corps are available.**

Q. Can the corps be taken from the replaceable units pool? **No.**

Q. Can the AP player choose to remove a corps that is necessary to the siege of a fort? e.g. There are 2 BR corps in Beersheeba can one of them be removed? **Yes, though then it is no longer besieged.**

Walter Rathenau #33

Q. Rathenau generates 1 GE RP per turn even if the GE play no RP cards, correct? **Yes.**

Treaty of Brest-Litovsk #45.

Q. After Brest-Litovsk, can Russian units trace supply through Allied units? How about non-RU Allied controlled spaces? **Yes, too much of a bother to keep track of which are which.**

Q. After the Treaty of Brest-Litovsk is played, can the Soviets besiege an unoccupied fortress? Can they move into unoccupied CP areas? **Yes to both-if the CP is silly enough to let them.**

Q. Combined GE/TU or BU/TU stacks are prohibited from attacking Russians after Brest-Litovsk, correct? **Yes.**

Von Hutier #44.

Q. Can Von Hutier be used against a stack containing RU units, which also contains units of other nationalities? **Yes.**

Q. Does **Von Hutier and Von Below** require a German unit to be present? **A. Yes (p5488)**

Treaty of Brest Litovsk #45

Q. Playing the 1917 scenario - just played the **Treaty of BL**. Russian MO this turn. CP played treaty on phase 4. RU has not made MO yet - and now it can't since Treaty of BL prevents russian attacks. **A. No** Ru MO this turn (revolution has occurred) (p8835)

Q. After the Treaty of Brest-Litovsk, can British units trace supply through Russian units back to Basra? **A. No.** (p7399)

French Mutiny #47.

Clarification: FR Mutiny does not apply outside the Western Front (France/Belgium/Germany).

Q. Can French units after the French Mutiny is played attack freely (no VP loss) if a French mandated offensive isn't in effect? **Yes.**

Q. Assume a French MO. Do VPs go +1 if French do NOT make a MO? I know VPs go +1 if they make an attack w/o Yanks. **No-the penalty is for making an MO attack only (without US troops in EACH space with the French attacking AND participate in the attack) (max 1 VP per turn no matter how many attacks occur).**

Q. If played later in the turn after the French have already attacked to fulfill MO, would I still get the 1 VP? **No.**

Q. When does the **French Mutiny** take effect – I mean does it effect the current turn: Example: there is a French MO, AP does not fulfill the MO phase 1. Then CP plays FM event. Does the Mutiny now occur, with the penalty if the AP attacks? **A. Yes. Effect occurs immediately (and not retroactively)...and , yes, the AP would suffer the penalty if he then attacks. (p5287)**

Fall of the Tsar #52.

Q. The Germans had to have 3 RU VP to play "Tsar Takes Command", but that situation need not persist in order to play "Fall of the Tsar". **Quite correct.. In taking (if not holding) 3 VP the CP also create a huge refugee problem (which was another major factor in destabilizing the regime).**

Q. After play of "Fall of the Tsar" can the AP activate a space for combat, but only attack with 1 RU unit from that space (even if there are 2 or 3) and only pay 1 OPS? **No-you either have the OPS to activate all the units in a space for combat or you can't activate it for combat (regardless of how many actually attack) and in doing so, you "pay for" all the units –whether or not they participate in the attack.**

Bolshevik Revolution #53.

Clarification: You can play Bolshevik Revolution if you control all 7 spaces in European Russia under Q. Q. 16.4.6 number 2. You can also play it if taking Baku meets 16.4.6 number 1 (so Baku can be the one VP space more than when the Tsar Fell).

Q. Can you play Russian reinforcement cards as events post Revolution? **A. Yes.**

H-L Takes Command #54

Q. The Central Powers roll a German MO and then play "**H-L take Command**" in that turn. Do they have to conduct the MO? **A. No (p6020)**

Lloyd George #55

Q. Can it be played at all if Michel, Blucher or Peace Offensive have been previously played? **No.**

Q. British have the M.O. All German western front line positions are Trench 2. Germans play "**Lloyd George**." Does this mean the CP will automatically get the VP for the MO not being launched? In the same situation as above, may the the British play "**Landships**" and then "**Royal Tank Corp**" to attack the German Trench 2 and fulfill the M.O.? **A. Yes – CP gets the VP. No – RTC does not negate ALL trench effects. (p8835)**

AP Strategy Cards

General

Q. British Combat Cards. Can any/all of the following units use British CCs if they're attacking (and no fully "British" unit is attacking with them) ANA, AUS, CND, PT? **You need a BR unit.**

Withdraw #6.

Clarification: Withdrawal will always result in a step being saved be it an army or corps step.

Q. Can the German player advance full strength units after a battle in which the Allies play the Withdrawal card even if the British lose the battle? **Yes.**

Q. If the AP play Withdrawal against a successful CP flank attack, is the step loss saved before or after the AP makes its defense roll? **After.**

Q. If a result was rolled that would destroy a fort (it would first have to destroy the unit) is the fort restored or the unit? **The fort is still destroyed; the card says corps or army step, not fort step.**

Q. A stack of 1 French army and 2 corps is attacked. All units are full strength. The Allies play Withdrawal. The French take 3 losses. Is it legal for the French to take the 3 losses by flipping the army and then negating this damage through the Withdrawal card that saves one step loss. **No, if he can fulfill his losses through corps and thus save a corps step with the card he must play it that way. Only if losing an army step (and no corps steps) is the only way to fulfill the result may he cancel an army step through withdrawal.**

Q. **Withdraw Card** Situation: flipped (RU Army) on the board, no RU corps in reserve to replace it. CP attacks, RU player plays Withdraw. What effect (if any) does the Withdraw have if the CP score 2 LF (which would normally permanently eliminate the army)? **A. Withdraw with no elimination of the army.** (p9710) Q. What happens if the CP scores more than 2 LF? **A. Elimination of the army** (p9710)

Q. **Withdraw Card** Situation: The special situation covered by Rule 12.4.4.2, in this example two full strength RU Armies with no replacement corps in the box. Allies play Withdraw, CP scores 5 LF. According to Rule 12.4.4.2, one RU army must be permanently eliminated. Does Withdraw change anything? **A. No as Withdraw would be applied to the reduction of the replacement corps not the army.** (p9710)

Q. A single Russian army suffers 4 LF in a combat where "withdrawal" was played. Does the **Withdraw** card allow the Russian army to get back a full step? **A. Yes** (p5979)

Severe Weather #7

Q. **Severe Weather** Cards: If the defender wins the battle does this card stay up? **Yes.** If so, if the player who plays it attacks, does the defender gain the benefit? **No.**

Moltke #9.

Q. Do all GE units in a space have to be activated when this card is in play? **Yes.**

Entrench #12.

Q. When playing an **Entrench** card can you place a level 1 trench on top of another level 1 trench, for example Verdun, and therefore make Verdun's trench a level 2? **A. No** (p5219)

Italy 17

Q. Question about Italian entry. CP at TW, AP at LW. During turn 8 AP plays WS cards to reach 11. During War Status Phase of turn 8 AP War Commitment Level is moved to TW. Since we are still in the war status phase do we (as the IT card says) "Add 1 VP during the war status phase of each turn if unplayed after the Allied War Commitment Level is Total War" IMMEDIATELY -- during turn 8, the turn the allies were in LW and moved to TW? Or does the penalty begin with the next turn, when the Allies will begin the turn in TW? **A. Next turn** (p9360)

Air Superiority # 19

Q. Can ANA, AUS, CND or PT cannot use **Air Superiority** alone? **A. No** (p6102)

Great Retreat #27.

Q. The allies have played Great Retreat. When the Germans attack a space with units and a fort and the units elect to retreat without combat, can the Germans still attack the fort alone or do they just advance and besiege it? **I would allow them to attack the fort.**

Q. Does the attempted attack count as a MO? **Yes.**

Q. May the CP player use combat cards when the Allied player elects to use the **Great Retreat**? **A. No** (p8269)

Salonika #30.

General

Q. May the AUS, CND, & PT units be used for Salonika? **Not initially, but you could ship them in later.**

Q. When playing the Salonika card, does the first corps to land need to start in a port space or can three corps move in from the reserve box? **Any combination of ports or the reserve box.**

Q. Is it the intent that an inland BR c or FR c could be removed from the map and then placed per the Salonika card or did the card saying "from the map" mean "from an applicable port on the map" **Applicable port** (p6803)

MEF/Orient Army/ Allenby/

Q. Can Allenby be brought into London before the pipeline is played, and the French Orient Army brought into Paris before Salonika played? **A. Yes** (see rule 9.5.3.4)

Q. Can MEF be played as an event if Salonika has not been played, but the Greek entry event has been played? **A. No** (p8239)

Kavella

Q. Is Kavella like Albania and Persia – since Kavella's background color is tan, its default control is Allied (when Salonika is played)? **A. Yes** (p6769)

SRing

Clarification: If you use Salonika as an Event you can't do any other SRing that round, and you can't play a SR in the following round.

Q. Does Salonika also allows normal SR's (from another port to Salonika) in addition to its special capabilities (directly from the reserve)? **A. Yes**

Q. When playing the Salonika card, is it allowed to SR a FR c from Reserve to the Salonika space (using the card)when Paris is GE controlled? **A. No** (p6801)

Q. "Salonika"-when played as an event, it is clearly an "event"; not an "SR" AP card play. So, even though the card states "counts as an SR", you may **ONLY** SR the British and/or French corps (and no more than 3) to and from Salonika; **NOT** SR up to 4 (card is a 4/4) corps **INCLUDING** up to three British/ French. Correct? **A. Yes – an you can not SR the following round of the game turn.** (p6954)

Q. On the topic of Salonika, can the event be played without SRing in at least one corps? **A. Yes, however, the AP player then does not get the space.** (p8286)

Q. Is the intended sequence of these three of event: MEF, then Salonika, then Greece? **A. Yes, however, play of Greece does not effect subsequent play of MEF or Salonika.** (p8294)

MEF #31.

Q. MEF beachhead questions: (A) If the MEF is forced to retreat from its beachhead, am I right in thinking that it is permanently eliminated? (B) Can the CP advance onto the beachhead and is the beachhead eliminated (C) If MEF is eliminated and if CP can't (or don't) advance to the bridgehead, can British Corps subsequently be SR'ed to the beachhead? **A. Yes, yes, yes** (p6795)

Q. Rule 9.5.3.4 states that the N.E. armies can be brought on in the nations capital and that 'all specific entry restrictions on that army are ignored'. Does this mean that the MEF can come on in London AFTER Salonika has been played as an event? **A. No** (p6172)

Q. Does the MEF activation still cost 3 if it has a normal supply route? **No.**

Q. If the MEF advances one space from the beach head, is attacked, and must retreat two spaces is it eliminated for failure to retreat if it can only retreat one space back to the beach head? **Yes.**

Grand Fleet #33.

Q. Can the Grand Fleet be played as an Event if High Seas Fleet has been played on a previous turn (simply to get it out of the deck)? **No.**

Q. Can the 2/2 Grand Fleet card be played as an Event (to get it out of your deck) irrespective of the play of High Seas Fleet? **No.**

Mine Attack #36,

Can the Allied 'Mine Attack' card be used against any CP trench, even those in the Near East ? **Yes.**

Q. Can the Brits play **Royal Tank Corp and Mine Attack** on the same combat/ **A. Yes** (p6482)

Independent Air Force #37.

Q. Does the play of this card permanently remove the 1 GR RP/turn or is it a one time loss? **Permanently.**

They Shall Not Pass #39

Q. Does **They Shall Not Pass** does require a French unit to be present? **A. Yes** (p5488)

Sinai Pipeline #49.

Q. Can the AP player play Sinai Pipeline card if CP units occupy the Sinai space? **Yes, the card represents the devotion of resources to an advance from Egypt (like a number of other cards the event title is mostly chrome).**

Q. Can the effects of Pipeline ever be reversed? **A. No** (p5979)

Q. Can Allenby be brought into London before the pipeline is played, and the French Orient Army brought into Paris before Salonika played? **A. Yes** (see rule 9.5.3.4)

Royal Tank Corps#48.

"Royal Tank Corps" specifies a "clear" space. Do non-destroyed forts render a space "non-clear"? **No.**

Q. Would **Royal Tank Corp** allow a Brit attack against a Level 2 Trench in a Lloyd George turn? **A. No** (6482)

Everyone In the Battle #51.

Q. Does rule 12.1.9 apply? ("Units of different nations on the same side may participate in the same Combat only if one space contains units of all involved nationalities"). **12.1.9 still applies.**

Zimmerman Telegram #54.

Q. If the AP brings in the Greeks to raise the Combined War Status to 30, in the next action phase in the same turn he plays the Zimmerman Telegram which brings in the Americans. **It is legal the ZT is not considered a neutral entry card.**

Q. What is the best wargaming club? **A. Tough question, a reasonable person could argue First Minnesota – but I'm sure others might disagree.**

Expansion Set Cards

- Q. Is Allied MO fulfilled if **Alberich** cancels the attack? **A. Yes** (p6900)
- Q. For '**Achtung: Panzer**', does a clear space with a trench still count as a clear space? **A. Yes** (p7448)
- Q. Brits play **Backs to the Wall** and have two defending armies and the CRT result is a 5 loss. They want to stay in the hex. Does the card play not only allow them to ignore the required retreat, but also eliminate the required additional step loss? **A. Yes** (p8803)
- Q. Does the **Paris Taxis** event works like the Landwehr card, repairing a flipped unit in mid-season? **A. Yes** (p8648)
- Q. For '**Prince Max**', if this is played while the CP player holds 'H-L Take Command', I assume he must discard it. Does he get to draw a replacement card? **A. Yes, No.** (p7448)
- Q. Can you reduce CAU with **Russian Desertions**? << **A. Yes** (p6900)
- Q. Does the **Russian desertion** card only allows you to flip full-strength army or corps? ie. nothing can be removed from the board just reduced in strength **A. Yes** (7303)
- Q. Can I play '**Russian Desertions**' as an event before the 'Fall of the Tsar' event has occurred? **A. No**
- Q. Is **Stavka Timidity** a combat card, or event card ? If it is an event, is it a one-time event, or can it be repeated ? **A. Event card AND it can be reused** (a unique card!). (p7465)

Pre-War Options

- Q. If using "Moltke the Elder" from the Player's Guide is in effect, then is it the case that until Belgian neutrality is violated, there can be no attack or movement between Sedan and Koblenz and Sedan and Metz? **Yes** (p7068)
- Q. Question regarding Pre-War Variant: - if Italy joins the CP, presumably all the VP spaces in Italy become CP VP spaces? A suggestion for this particular one - the MEF could establish a beachhead adjacent to any coastal space in Italy. **A. Yes. And the suggestion is fine** (p7325)
- Q. If playing with the pre-war variants and Italy joins the CP, then it is possible for the CP to prevent the Allies from getting to Total War by not playing Guns of August (no Italy, no RoB). Is there any way for the Allies to get to total war in that situation? **A. Yes, allow the Allies to go to TW with the maximum WS they have to play.** (p8554)

Russian Cavalry

- Q. Are Russian Cavalry and Czech Legion considered RU reinforcements? **A. No** (p6900)
- Q. Can Russians use Cavalry corps or Czech Legion to replace their destroyed armies instead of using their normal corps? **A. No** (p7121) Can Czechs replace a RU army? **A. No** (p8601)
- Q. Can expansion set RU CAV corps replace eliminated RU armies from the reserve box? **A. No** (p8057)
- Q. Must two RU CAV c must be placed in Russia proper, that is not in the NE? **A. Yes** (p8827)
- Q. Can the RU CAV c or the RU CZ c from being moved or SR'ed down to the NE? **A. No** (p8827)
- Q. Can the Russian CAU army just march out of the NE through an AP controlled Constantinople? **A. Yes** (p5465)
- Q. Can I use the Russian cavalry card with Yudenitch **A. No, not in the NE anyway.** (p7449)

Poland

- Q. I've a question concerning the Polish Corps from the POG Upgrade kit. Can they be used as reserves for German armies? **A. Yes** (p8826)

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