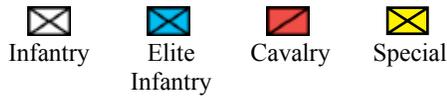


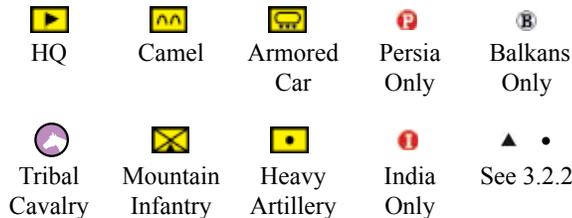
### ▶ 3.2 THE PLAYING PIECES

Note: This Player Aid Card repeats information found in section 3.2 of the Pursuit of Glory Rule Book, for easy reference during play.

#### COLOR-CODING OF UNITS



#### SPECIAL DESIGNATIONS



### 3.2.1 Combat Units

#### 3.2.1.1 Kinds of Combat Units

Units with NATO-style designations are *regular* combat units. Units with flags and numbers are *irregular* combat units. Units with colored circles are *tribes*.



#### 3.2.1.2 Ottoman Ethnicity of Units

Turkish (TU) and Turkish-Arab (TU-A) units are identical for most uses, except when organizing LCUs or implementing the effects of *ARAB DESERTION*. TU/TU-A units are one nationality and use TU RPs. However, new and rebuilt TU-A units can only be placed at Damascus or Baghdad, whereas TU units can only be placed at Constantinople, Erzincan, or Kayseri.

#### 3.2.1.3 Unique Regular Combat Units (with underscores beneath their ratings)

##### BRITAIN:

**BR Arab Northern Army (ANA):** A regular Arab combat unit that enters with the *ALLENBY* Event, appearing at Aqaba (if AP-controlled) or in the Eliminated/Replaceable Units Box (it can then be built using AP-Allied RPs).

**BR Dunsterforce:** May cross green connectors between spaces/Regions for only 4 MPs. May be rebuilt per normal rules, but also in AP-controlled Baghdad. Note: *This elite motorized force solidified British control of Persia after the Russian Revolution, arriving by sea to fight in Baku.*

**BR Indian Garrison:** Can never leave India. Can be rebuilt only in India (and this may be done even if India is CP-controlled).

**BR Persian Cordon Force:** Can operate in Persia, India, and Baluchistan only. Can rebuild in the three Persian Regions, India, or Baluchistan (and this may be done even if the Region is CP-controlled).

##### GERMANY:



**GE Alpenkorps:** Gives a +1 DRM when defending in a Mountain space or attacking into a Mountain space.



**GE Yildirim Units:** The first Yildirim unit in a stack does not count against stacking limits or as a nationality for Activation.



**GE Georgian Protectorate Unit:** This unit appears in Tiflis or Batum during Stage 4 of the Russian Revolution (see 16.4.5). It is placed by the *AP Player*; never moves, and can be attacked only by TU/TU-A units—but the Germans then cancel the Turkish alliance! It cannot stack with other units, can only defend in combat (with a CF of 1), and is always in supply. Note: *It can retreat after combat.*

In 1918, Germany declared Georgia a protectorate and stationed troops there. The German flag flew over Tiflis. In an effort to control Caucasia, the Turks actually attacked the Germans! Berlin threatened to cancel the German-Turkish alliance. The Turks left, and Tiflis was kept out of Ottoman hands.



**GE/BU XI Army:** Counts as BU and/or GE for all purposes. If destroyed, it is replaced by a GE or BU SCU from the Reserve Box (CP choice). If Bulgaria collapses, permanently eliminate this unit and replace it with a GE infantry SCU from the Reserve Box.



##### BULGARIA / AUSTRIA-HUNGARY:

**BU/AH Combined Infantry:** Counts as BU and/or AH for all purposes.



##### RUSSIA:

**RU Black Sea Division (Marines):** Once per game, this unit may make an amphibious assault (see 18.6.6). It may also retreat by sea.



**RU/SB Yugoslav Division:** Counts as RU and/or SB for all purposes. May SR to AP-controlled ports in Greece from the Reserve Box. May cooperate with BR, IN, or ANZ units. **Is not removed by the Russian Revolution.** Note: *This unit was manned by Serb POWs who had been members of the AH army.*



**RU 2/4 Special Brigades:** May SR to AP-controlled ports in Greece from the Reserve Box. May not cooperate with BR, IN, or ANZ units. Is removed by the Russian Revolution.



**PE/RU Persian Cossacks:** Is RU for all purposes. Is rebuilt in any Persian space/Region (except Arabistan). Takes RU or AP-Allied RPs. Is removed by the Russian Revolution.

##### OTHER:



**Transcaucasian Federation:** Appear during Stage 4 of the Russian Revolution (see 16.4.5) in AP-controlled spaces in Russia or Caucasia, are *always in supply* in those areas, and are eliminated if retreat out of those areas. ARM and GEO units can be rebuilt in AP-controlled Erevan and Tiflis (respectively) using AP-Allied RPs.



**Greek Corps of National Defense (CND):** This AP unit enters at an AP-controlled port or Beachhead on the Aegean or at neutral Salonika (without violating Greek neutrality). It takes BR or AP-Allied RPs and may be rebuilt on Lemnos or at an AP-controlled port in Greece.

### Cavalry, Camels, Armoured Cars:

If a player has one (or more) of these in combat and his opponent has none, he receives a +1 DRM (unless the combat involves a Beachhead).



### 3.2.1.4 Irregular units

Irregulars never count as a nationality for Activation. Attacks by irregulars (unless combined with a regular combat unit) cannot satisfy Mandatory Offensives (MOs). Irregulars are in supply in the areas listed below and cannot move or retreat out of those areas (if they do so, they are eliminated). They cannot SR. Unless moving with a regular combat unit, they can only take Partial Control of a space (see 11.2.2). Irregulars cannot place enemy units Out of Supply, but can place them in Limited Supply (see 11.2.2.2). They can besiege Forts and are never harmed by Severe Weather. Irregulars use any friendly RPs and are rebuilt on any vacant or friendly-controlled space in their supply area (see 17.1.1.2). *Note: (1) Irregulars may rebuild in contested Regions; (2) Arab Revolt irregulars can rebuild in The Hejaz, Aqaba, or Jiddah (see 17.1.8).*



**Arab Revolt (AP)\***  
Syria/Palestine/Hejaz



**Armenian Uprising (AP)**  
Anatolia/Caucasia/Russia



**Persian Uprising (CP)**  
Persia



**Persians (AP)**  
Persia



**Egyptian Rebellion**  
Egypt/Sudan



**Afghan Alliance**  
Afghanistan



**Indian Mutiny**  
India



**C Asian Rebellion**  
Central Asia

### 3.2.1.5 Tribes



Tribes which are not eliminated or not on the map are always on the Tribal Warfare Key. They begin the game there. One tribe (CP choice) is added to the map immediately for each point the Jihad Level rises. During the Revolution Phase's Tribal Warfare Check (see 16.3.2.c), add or subtract enough tribes to or from the map, so that the number of tribes on the map equals the Jihad Level.

- A tribe has a **Movement Range**—it can end its movement no more than one full move away from a space with that Tribe's color code (counting this distance as if enemy units were not present). Thus, the spaces with color-coded circles indicate the center of a tribe's activity, but are not the only spaces in which a tribe may move and

fight. (A tribe can attack a space beyond its Movement Range, but cannot Advance into such a space.)

- A tribe is always in supply if within its Movement Range. If forced to retreat beyond its Movement Range, the tribe is eliminated.
- Eliminated tribes are put in the Eliminated / Replaceable Units Box and may be rebuilt using any CP RP, *returning to the Tribal Warfare Key when rebuilt* (see 17.1.1.2).
- If a tribe is cavalry, it may confer the +1 DRM cavalry combat bonus.
- Tribes do *not* count towards besieging a Fort.

The following irregular unit rules also apply to tribes: (a) are never subject to Severe Weather; (b) do not count as a nationality for Activation; (c) if attacking without regular combat units cannot fulfill MOs; (d) can only exert Partial Control over a space and only while occupying it (see 11.2.2); (e) cannot place enemy units Out of Supply, but can place them in Limited Supply (see 11.2.2.2); (f) can never SR.

### 3.2.1.6 Summary of Unit Types

	<i>Regular Combat Units</i>	<i>Irregular Combat Units &amp; Tribes</i>
Counts as nationality for Activation costs?	Yes	No
May use Strategic Redeployment (SR)?	Yes	No
Can fulfill MO?	Yes	No
Can besiege Fort?	Yes	Irregulars—YES Tribes—NO
Affected by Severe Weather Checks?	Yes	No
Cut enemy supply?	Yes	No (cause Limited Supply)
Controls neutral or enemy space after leaving?	Yes	No

### 3.2.2 Unit Symbols of Special Significance

- This symbol indicates that the unit can never take Replacement Points (RPs). Once reduced, it remains reduced. Once eliminated, it is *permanently* eliminated.

▲ A unit with this symbol *can take RPs only so long as it remains on the map*. If eliminated, it is permanently eliminated. After *TURKISH WAR WEARINESS* is played, TU/TU-A units with this symbol can never take RPs. *Note: Such a unit could incorporate replacements, but could not rebuild once its core cadre was eliminated.*

□ Units with a rectangle around their movement rate are in supply only within a limited area (see the unit's description) and can *never* use *Strategic Redeployment*.

? This symbol in place of a Loss Factor indicates a unit that was able to fight against overwhelming odds. After each combat, prior to taking damage, roll a die to find the Loss Factor for this combat. If possible, damage must first be allocated to other units in the space (to prevent these units being used as "damage absorption sponges").

### 3.2.3 HEADQUARTERS AND HEAVY ARTILLERY

**HQs and Heavy Artillery must end Movement stacked with a friendly combat unit and can move into an enemy-controlled space only if accompanied by such a unit.** If all units stacked with an HQ or Heavy Artillery are eliminated, the HQ or Heavy Artillery is permanently eliminated. They do not count towards besieging. They can SR (for the SCU cost). They do not count toward stacking limits. Only one HQ may be in a space, but an HQ and Heavy Artillery may be in the same space.



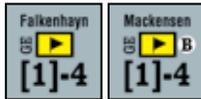
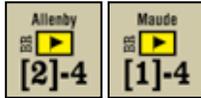
**3.2.3.1 HQs:** During Combat, if stacked with a unit of its nationality, an HQ gives a DRM equal to the number in square brackets (e.g., the full-strength Yudenich HQ gives a +1 DRM). This DRM applies whether the units are attacking or defending. An HQ may participate in only one attack in an Action Round. A player may withhold an HQ from an attack in which it could participate, but must commit the HQ when defending. HQs have no Combat Factor or Loss Factor and never absorb combat losses.

**HQs committed to Combat may receive a bonus or penalty for winning or losing.** *This is the only way HQs gain/lose steps (RPs can never repair HQs).* At the end of a combat:

- A winning HQ on its reduced side is flipped back to its full-strength side (the general receives support from the High Command). A full-strength HQ receives no bonus.
- A losing HQ loses 1 step (the general is disgraced). If already reduced, it is permanently eliminated.
- If the Combat is a tie, there is no effect on HQs.

#### Some HQs have a special effect:

- Allenby and Maude—May contribute a DRM when stacked with BR, IN, and/or ANZ units.
- Falkenhayn and Mackensen—CP units stacked with or adjacent to one of these HQs, activate as one nationality. These HQs do not have to be stacked with a GE unit in order to be used.
- Yudenich—*May* (if AP Player wishes) negate one space of retreat (caused by combat or event) when stacked with a RU unit.
- D'Esperey—AP units stacked with or adjacent to this HQ Activate as one nationality if the HQ is stacked with a FR unit.
- Army of Islam—When stacked with TU/TU-A units, if wins a Combat in a space with a tribal circle and/or if Advances After Combat into such a space, +1 Bonus TU RP (do not adjust the Max TU RP Marker).



**3.2.3.2 Heavy Artillery:** This unit functions as an HQ in Combat, but adds a DRM to attacks only. It flips after its first use and is permanently removed after its second use.

*This unit represents the heavy artillery the CP planned to convey to Ottoman regions via the Serbian/Bulgarian railroads after smashing Serbia. Its impact at Gallipoli was anticipated to be so severe that its impending arrival was a factor in the British decision to evacuate. Heavy artillery was also used in the CP invasion of Romania.*

### 3.2.4 MARKERS



**3.2.4.1 Russian VP Markers:** VP spaces captured by a RU unit(s) can postpone the Russian Revolution and should be marked with RU VP Markers. **This is very important.** Also mark VP spaces converted due to Attrition if *completely* behind Russian lines (cannot trace a friendly path to non-RU AP units or Supply Sources). Spaces captured by the Armenian Uprising unit or the PE/RU unit also count as RU VPs. Record the number of RU VPs on the General Records Track. RU VP spaces count towards the AP VP total. *Note: RU units may not 'steal' (convert) enemy VP spaces marked with an AP Control Marker.*

**3.2.4.2 Uprising Markers:** Uprising Markers indicate partisan activity. They *cannot move and do not change control of spaces.* Only one Uprising Marker can be in a space. *It may exist in a space with enemy units.* Soviet Uprisings are enemies of both the AP and CP Players.



- Uprising Markers never block supply, but cause enemies Limited Supply (see 11.2.2.2 and 14.1.7). A space in Limited Supply costs +1 OPS to Activate. Units in such spaces pay +1 SR point and double RPs to repair. This penalty is not cumulative if supply must be traced through more than one Uprising Marker.
- Units may enter a space containing an enemy Uprising Marker at no extra cost (for Movement or SR), with no effect on the Uprising Marker, but must end their Movement or SR in that space.
- An enemy unit in the Uprising Marker's space can immediately remove the Marker by Activating for Movement or Combat (with the +1 OPS penalty). That unit cannot move or attack, but other units in the space may. *Note: Uprisings are quelled through various means—pacification, deportation, cruelty. On this, the game is mute.*

**3.2.4.3 Beachhead Markers:** The AP player acquires Beachhead Markers by playing Invasion events (see 18.6), and AP units can only enter a Beachhead space if contains a Beachhead Marker. Once placed, a Beachhead Marker cannot be moved, but it can be permanently removed, either voluntarily by the AP Player or if a CP unit enters the space during Movement or Advance After Combat. Beachheads function as AP Ports.



Turkish heavy gun



First train to arrive at Beersheba

# IMPORTANT REMINDERS

## Russian Revolution (16.4)

When *PARVUS TO BERLIN* is played, three Markers are added to the Turn Track:

- Place the **Parvus Marker** on the current turn and place the **Revolution Marker** four turns ahead. These two Markers never move.  
*Note: The Revolution cannot begin before the Turn Marker reaches the Revolution Marker.*
- Place the **“Long Live the Czar!”** Marker ahead or behind of the Parvus Marker a number of turns equal to the net number of RU VPs already gained/lost (which should be recorded using the RU VP Marker on the General Records Track). This Marker is moved forward or back one turn each time a RU VP is gained or lost.



*Example: If the “Parvus to Berlin” Event is played on Turn 3, place the Parvus Marker in the Turn 3 box and the Revolution Marker in the Turn 7 box. If the AP player has already gained 6 RU VPs and lost 1 RU VP (for a net gain of 5 RU VPs), the Long Live the Czar! Marker would initially be placed in the Turn 8 box.*

The Revolution begins during the Revolution Phase if the “Long Live the Czar!” Marker is in the same or lower number turn as the Turn Marker and on/past the turn containing the Revolution Marker. EXCEPTION: The Revolution cannot begin if Russia controls Constantinople.

When the Revolution begins, move the Revolution Marker to Stage 1 of the Russian Revolution Track.

- Remove the Parvus Marker and the Long Live the Czar! Marker.
- During the Revolution Phase at the end of each turn after the Russian Revolution begins, advance the Revolution Marker to the next Stage of revolution. EXCEPTION: The Stages cannot advance if Russia controls Constantinople.

As the Revolution enters each Stage, the following occurs:

- Stage 1:** For the remainder of the game, do not record RU RPs or convert BR RPs to RU RPs. Also, Activation of a space containing a RU unit is +1 OPS for Combat (there is no penalty for Movement). If Romania is neutral, +2 VPs immediately (the *ROMANIA* card can no longer be played as an event). BR/IN/ANZ units can enter Neutral Persia and Azerbaijan without VP penalty.
- Stage 2:** Reduce all full-strength RU (and PE-RU) units one step (including RU SCUs in Reserve Box). Eliminate any RU LCUs in the Corps Assets Box. During Stages 2 and 3, any new RU units enter reduced.
- Stage 3:** RU units may conduct only one Attack during the entire next turn (but this may include RU units attacking from multiple spaces in a combined attack on a single space).
- Stage 4:** Remove all RU (and PE-RU) units. Exceptions: one RU cavalry Division (of the AP player’s choice) and the RU Yugoslav Division. The AP Player may place the GE Georgian Protectorate unit in unoccupied Tiflis or Batum. Place the five Transcaucasian Federation units (ARM and GEO) in any AP-controlled spaces in Russia and Caucasia, observing stacking limits. Place the three Soviet Uprising Markers in the spaces indicated on the markers. They are enemies of both



players. Permanently eliminate the GE IX Army (replace it with a GE Infantry SCU).

## Balkan Front Restrictions (18.4)

- AP units drawing supply solely through a Greek port may attack only one space in the Balkans per Action Round. More than one space may be Activated for Combat in support of this attack, but all attacking units must attack the same space. This restriction is lifted by *D’ESPEREY*. EXCEPTION: An AP Balkans MO permits a BR attack against a different space, should the AP desire. There is no restriction on Activation for Movement.
- CP units may only attack one space in Greece per Action Round. More than one space may be Activated for Combat in support of this attack, but all attacking units must attack the same defending space. This restriction is lifted when the *ROBERTSON* event is played. **Reminder:** BU and TU LCUs cannot enter swamps, making it harder to capture Salonika. Historically, CP units were under orders not to capture Salonika, but rather to allow the Allies to squander resources.
- After Serbia collapses, SB units may attack spaces only in Greece and Serbia until Belgrade is recaptured. If Belgrade is again AP-controlled, SB units may attack anywhere in the Balkans.
- Balkans Only units** (indicated by the B in a circle) can never move, attack, SR, be placed, rebuilt, or organized outside the Balkans (all the spaces in Europe west of and including Constantinople, including Lemnos).

## Jihad Revolts (16.3.1.1)

### Ways to Increase the Jihad Level (other than Event cards):

- CP captures a Jihad City (+1 Jihad)
- Successful Jihad Revolt (Afghan +1; Central Asia +1; Egypt +2; India +2) (See 16.3.3.5)
- Capture Beachhead Marker due to CP Advance After Combat (+2 Jihad)
- Capture Beachhead due to CP Movement (+1 Jihad)
- Place AP units Out of Supply by capturing a port inside the Ottoman Empire through which those units were tracing their sole line of supply. *Note: This is in addition to any Jihad benefit for destroying AP units Out of Supply* (+1 Jihad)
- Eliminate a RU, BR, IN, or ANZ regular combat unit OOS during Attrition Phase outside of the Balkans (+1 Jihad this turn, regardless of how many units are so eliminated)
- CP destroys in Combat (or forces to retreat by sea) the last AP unit drawing supply solely from a specific port in the Ottoman Empire (+2 Jihad)
- The AP player withdraws the last unit drawing supply through a specific Beachhead or Ottoman port (+1 Jihad)



Yemenite Chiefs invited by Jamal Pasha to visit the front