

5.9 1917 Scenario

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

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

5.9.2 The 1917 Victory Conditions are identical to 5.5.2

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

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

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

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

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

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

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

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

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

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

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

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

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

5.9.3.12 Place all other markers within easy reach.

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

NOTE: A unit in () is at reduced strength; set it up on its reverse side.

Central Powers Setup – 1917 Scenario

Austria-Hungary

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

Eastern Front

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

Balkan Front

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

Italian Front

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

Bulgaria

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

Germany

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

Western Front

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

Germany (continued)

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

Eastern Front

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

Balkan Front:

Skopje: 1 corps

Turkey

Permanently Eliminated/Removed: SN Corp
CP Elim/Repl box: 2 corps
Constantinople: 1 corps
Giresun: (1 corps), Trench 1
Sivas: 1 corps
Kharput: 1 corps
Diyarbakir: 1 corps
Aleppo: 1 corps
Mosul: 1 corps
Gaza: 2 corps, Trench 1
Bersheeba: 1 corps
Media: 1 corps

Allied Powers Setup – 1917

Belgium

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

Britian

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

Western Front

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

Balkan Front

Kavalla: 2 corps

Near East Front

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

France

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

Western Front

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

Balkan Front

Monastir: 1 corps
Salonika: 1 corps

Italy

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

Montenegro

Allied Elim/Repl Box: 1 corps

Romania

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

Russia:

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

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

Near East Front:

Trebizond: 1 corps, Fort Destroyed
Erzerum: 1 corps, Fort Destroyed
Erzingan: 1 corps
Van: 1 corps

Serbia

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

Neutral: Greece

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

Florina: 1 corps
Larisa: 1 corps
Athens: 1 corps

5.9.5 Initial Strategy Cards

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

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

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

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

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

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