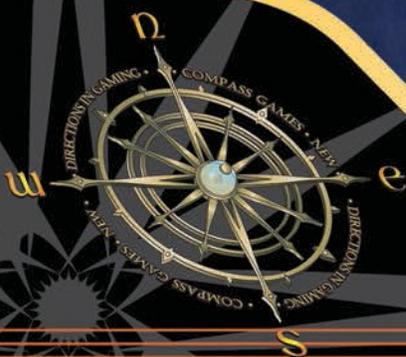


# BALANCE *of* POWERS

RULES & SCENARIOS

JOHN GORKOWSKI'S GAME OF  
WORLD WAR ONE ACROSS THE GLOBE

**Compass Games**  
*New Directions in Gaming*



15 Jun 2016

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## 1.0 GAME COMPONENTS

### 1.1 Rules

The rules explain Balance of Powers (BoP). Sections 1-3 define the game's parameters. Sections 4-10 explain how the game is actually played. Sections 11 and higher provide the particulars for specific scenarios. Parenthetical references appear throughout the text. Some refer to rule book sections related to the matter at hand, while others refer to particular map hexes. Players can reduce the rules at the expense of naval detail by using section 6.45 (half a page) in the place of sections 7 and 8 (several pages).

### 1.2 Maps and the Sea Chart

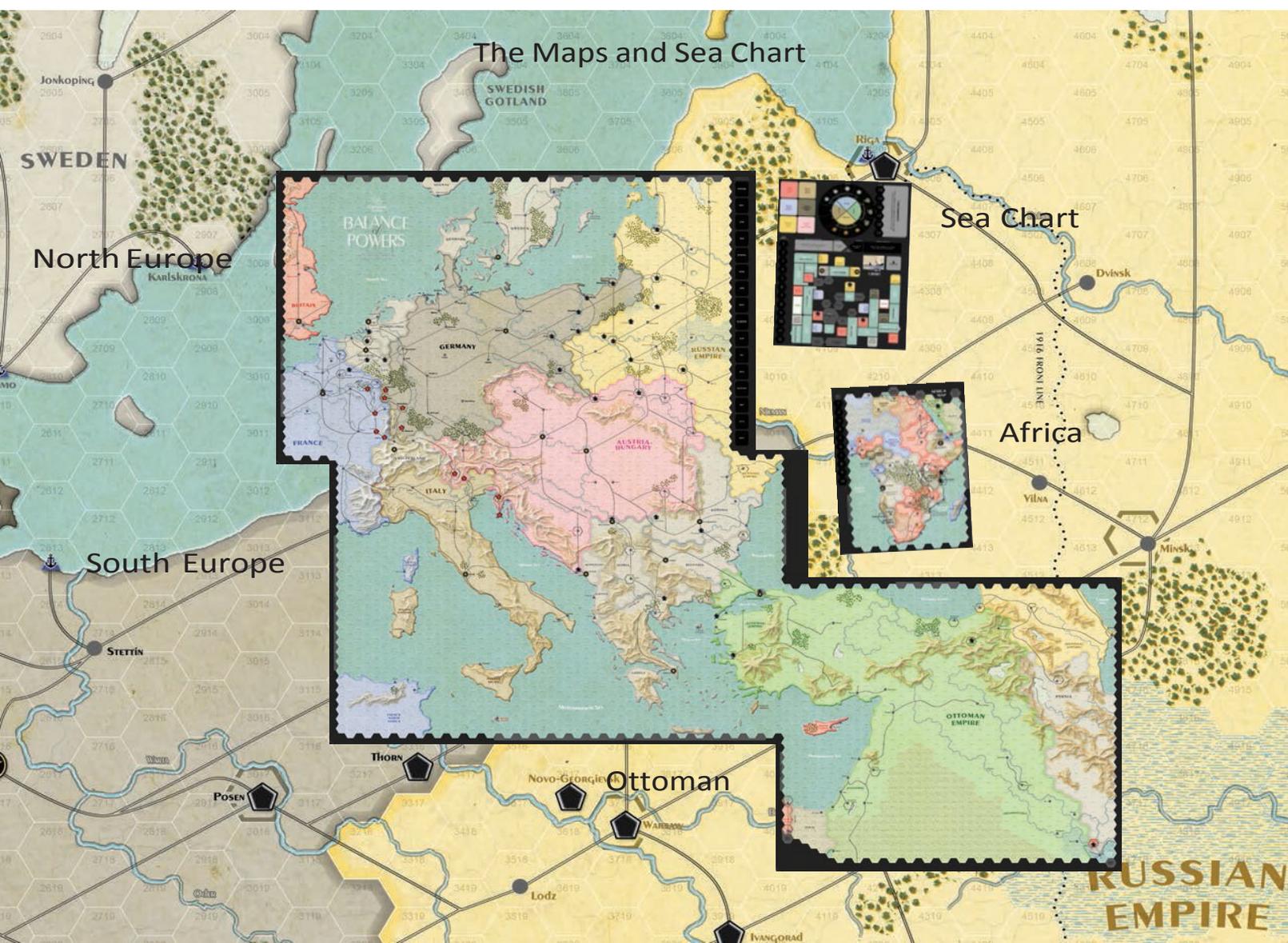
**1.2.1** BoP includes three large maps, one small map, and a chart. The three large map sheets: 1) North Europe, 2) South Europe, and 3) Ottoman, are each scaled at about 27 land miles (24 nautical miles) per hex. The large map sheets do NOT need to be physically joined to play the game, but they can be by aligning corresponding hex columns. The smaller Africa map, scaled at 250 miles per hex, stands alone. The chart sheet includes the Sea Chart, an abstract diagram of the world's oceans and key ports, as well as a circular calendar, fleet boxes and a concentrations box.

**1.2.2** The maps consist of hexes displaying a variety of features. Any amount of a terrain depiction in a land hex grants that hex the properties of that terrain. Broadly speaking, there are three types of hexes, all-land, all-water and coast which is both land and water. Land hexes display various types of terrain which affects combat, movement and stacking as summarized in the Terrain Effects Chart (see back cover) with the following abbreviations:

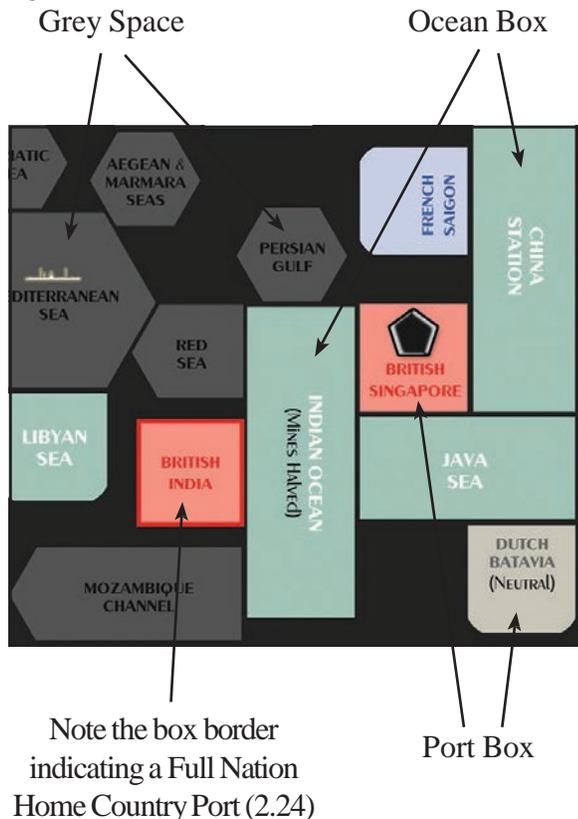
ARMP = All Remaining Movement Points,  
ID= Inherent Defense,  
NE= No Effect,  
MP=Movement Points,  
NMP=Naval Movement Points.

*Design Note: A few unusual map features may require explanation as follows. This game displays less of Russia than others because it does not cover the Russian Civil War or Germany's February/March 1918 land grab against negligible resistance. The breaks in the Ottoman Empire's rail lines are deliberate. Some ports went unnamed.*

**1.2.3** The Sea Chart, or "chart" for short, consists of **three kinds of spaces**. The light blue rectangles, sometimes with rounded corners or protrusions, with white printed names of bodies of water such as "Indian Ocean" are called **ocean boxes** and represent bodies of water that do not appear on any map. The dark grey,



elongated or truncated hexes with black print such as “Persian Gulf” are called **grey spaces** and represent bodies of water that do appear on a map and are therefore windows to a corresponding cluster of hexes on a map. The four-sided boxes (sometimes with rounded corners) of various colors that contain the names of land masses or cities are called **port boxes** and represent areas of land and water which do not appear on any map. Port boxes framed in bold such as U.S.A. and Japan are “Full Nation Home Country” ports (2.24). The Sea Chart and maps connect as indicated on map edge notes.



**1.24** Only naval units and Africa-designated (AF) land units (those with black print and no movement score) can be used on the Africa map. AF land units cannot leave the Africa map **except to enter an adjacent ocean box via naval transport**. AF land units that start outside of Africa (British IEF and WIR units) can move across the Sea Chart via naval transport to reach Africa, but cannot enter the European or Ottoman maps. Non-AF land units can only enter the Africa map as passengers on naval transport, and are eliminated if they debark on the Africa map.



**1.25** **INHERENT DEFENSE (ID)**: An otherwise empty coastal hex or port box subject to amphibious assault (7.7) or an otherwise empty hex subject to enemy movement/attack across a canal hex side is assumed to contain a virtual 1-0 (effectiveness-movement) land unit consisting of one step belonging to the side which controls the hex. This virtual unit is always in supply and never entrenched. This virtual unit must be defeated in land combat in order for phasing corps to enter the hex. If a real unit is present, then this virtual unit does NOT exist. The one exception is the Carolines port box which does NOT have a virtual unit and is therefore defenseless when vacant.

### 1.3 Pieces

The playing pieces are called counters; there are two types: markers and units.

#### 1.31 Markers

Markers represent conditions that affect units and also serve to track certain quantities. Some markers are placed in locations and/or on units during play as needed. Other markers are placed on the General Records Track (GRT) or other specific tracks to track time and certain values. There is no limit on the number of markers players may use; if you run out make more as needed.

	Africa Points		Breach 1
	Resource Points		Breach 2
	Demoralization		Breakthrough
	Control		Trench Battle
	Spoils		Reduced (fortress)
	Anti Submarine Warfare		Concentration
	Unrestricted Submarine Warfare		Fleet
	Landing		Infrastructure

#### 1.32 Units

Units are sub divided into three main groups: air, land and naval. Air units include aces, fighters and bombers (British brigade- equivalents). Land units included famous (or infamous) army leaders, corps, and fortresses. Naval units include famous navy leaders, different types of surface ship/mine and submarine/U-boat squadrons, and fortresses. Note that fortresses can be both land and naval units. Unit counters display game information with symbols, statistics, and color as indicated on the Unit Counter

Samples chart (1.34). Most units have their scores printed in white; black and yellow scores have special significance. A black number indicates that a unit is used on the Africa map while a yellow number (or bomb burst) signals something unusual (1.321, 5.31) about the score in question. Except for cavalry, flotilla, leaders, mines and tanks, each of a unit’s two sides has a different meaning. Always apply the mode and scores based on the side that is facing up for view. With one exception, units eliminated during play always return to their respective force pools (5.1) where they can be (re)procured (6.22) in order to reenter play via the usual muster (6.21) process. The exception is for fortresses (1.33); once ruined a fortress is permanently eliminated and cannot be repaired.

**1.321 Corps**

Except for leaders and fortresses, all other land units are “corps.” That includes: infantry and cavalry corps, Africa-designated land units (AF), flotilla, siege, and tank units. Corps are always in one of two modes: maneuver or entrenched. Corps can flip between modes per the entrenchment (9.6) rules. For corps, the bar on the reverse side signals that they are entrenched as does their reverse side movement score of 1. However, cavalry, flotilla, and tank corps do NOT have entrenched sides; they are always in maneuver mode. Infantry corps with their effectiveness score printed in yellow are considered to have a value of 4 when attacking in 1914; starting in January 1915, and at all times when defending, that score is a 3 as printed on the counter. Tanks have two effectiveness scores; the first (in yellow) applies when attacking the second when defending. Africa-designated corps (AF) lack a printed movement score; they show only an effectiveness score printed in black.

**1.322 Steps**

Air units and naval units (including fortresses) are NOT corps so they do not have modes and instead have “steps.” The distinction is important for stacking (2.6), major battles (2.7) and attrition (10.713). At full strength air and naval units (including fortresses) all have two steps. After suffering a step loss (damage) air and naval units are flipped; the bar on their reverse side signals that they are reduced. Because they are printed on the map, fortresses show reduction with a redux counter.

**1.323 Leaders**

Leader units “leaders” are neither corps nor steps. Leaders stack (2.6) and operate with other units of their same type (air, land or naval); leaders cannot operate alone. Same-type units in a leader’s hex are his “command.” A leader moves and fights (piggybacks) with his command according to the usual rules for those other units. Should a leader be alone in a hex, then immediately return him to the force pool. When a leader’s command is eligible to move, he can choose to return to the force pool where he could later be (re)procured (6.22) and returned to the map via muster (6.21) one month after procurement. Leaders can be eliminated through combat (6.32, 8.3, 10.74).

**1.33 Fortresses**

Fortresses are land and naval units printed on the maps and sea chart. There are two types: red or black. Red fortresses represent more modern construction that withstands bombardment (10.2) better than old black construction. Every fortress is always in one of the following conditions: intact, reduced or ruined. Fortress statistics vary according to condition as follows.

**Fortress Table**

	Condition		
	Intact	Reduced	Ruined
Effectiveness	3	2	NA
Movement	0		
Gunnery	3	NA	
Armor	9		
Step Strength	2	1	

**1.331** NA means not applicable and indicates that the fortress has completely lost that characteristic. Therefore, a reduced fortress cannot be attacked in naval combat and a ruined fortress has no effect whatsoever on combat, movement, or supply. **But a ruined fortress is still a population center.**

**1.332** Each fortress step is the equivalent of a land corps for combat odds and losses.

**1.333** A fortress (intact or reduced) belongs to its original owner until it is ruined at which point it no longer exists as a unit. Use “REDUX” counters to show that a fortress has been reduced. When a fortress is destroyed, mark it with a “RUIN” counter.

**1.334** A home country, interior fortress hex is one located in a home country (2.24) that does NOT have an international border along at least one of its hex sides **and is not marked with a RUIN counter.** For example, in France, Verdun (hex 0922) is an interior fortress while Belfort (hex 1127) is not. The fate of these fortresses can affect demoralization (2.91) and victory.

*Design Note: Unit sizes vary based on type and theater. While referred to as “corps” for all game purposes, AF, tank, and siege units are actually battalions of 500-1,000 men with 50-250 machines. True corps have 25,000 troops (infantry) or 8,000 mounted troopers (cavalry). Fortresses include about 12,000 men. Naval units represent squadrons of 4-12 vessels per unit (vessels per piece are: BB-4, CC-6, SS-12) with again as many “built-in” destroyers for surface ships. Air units include about 50 fighters or 12 bombers per step.*

1.34 Unit Counter Samples Chart

Front

Back

Air Units

Air Leader - "ACE"



Name

Fighters - 2 step



Machine Guns - Evasion - Radius



Damaged - 1 Step  
On air and naval units, the stripe signifies damage

Bombers - 2 step



Bombs - Evasion - Radius

Land Units

Army Leader



Attack - Defense

Infantry Corps  
Maneuver Mode



Additional Info  
Effectiveness - Movement



Entrench  
Mode  
(stripe)

Tank Corps



Unit ID  
Attack / Defense - Movement

Naval Units

Navy Leader



Ship Type

Surface Ship - 2 step



Unit ID  
Gunnery - Armor - Radius



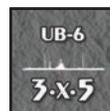
Damaged - 1 Step  
On air and naval units, the stripe signifies damage

Mines



Attack - Armor (X=none) - Radius

Submarine / U-boat



Gunnery - Armor - Radius

**Air Leader**



**Fighters**



**Bombers**



**Zeppelins**



**Land Leader**



**Cavalry**



**Infantry Corps - Major Power**



**Infantry Corps - Minor Power**



**Mountain Corps**



**Siege Corps**



**Tank Corps**



**Flotilla Corps**



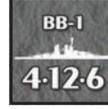
**Fortress**



**Naval Leader**



**BB = Dreadnoughts**



**BC = Battle Cruiser**



**CA = Cruiser, armored**



**CC = Cruisers, protected**



**CL = Cruisers, light**



**CD = Coastal Defense Ships**



**PD = Pre-Dreadnoughts**



**Mines**



**SS = Submarines**



**UB = U-boats**



**1.35 Unit Color**

All Minors:	National Flag
American (U.S.):	Olive
Austro-Hungarian:	Pink
British:	Red
French:	Blue
German:	Grey
Italian:	Brown
Ottoman:	Green
Russian:	Beige

### 1.36 Acronyms and Abbreviations

ABYS:	Abyssinia
ANZAC:	Australia and New Zealand
ARM:	Armenian
AFRQ:	Africa
BAV:	Bavarian
BEF:	British Expeditionary Force
BLGN:	Belgian
BLGRN:	Bulgarian
COL:	Colonial
CAUC:	Caucasus
EAMR:	East Africa Mounted Rifles
EEF:	Egyptian Expeditionary Force
FLKNHYN:	Falkenhayn
FPUB:	Force Publique
GD:	Guard
GEA:	German East Africa
GRNDR:	Grenadier
GRK:	Greek
GSW:	German Southwest Africa
IEF:	Indian Expeditionary Force
JPN:	Japan
KAM:	Kamerun
KAR:	Kings African Rifles
LOA:	Lawrence of Arabia
LSTRUM:	Landstrum
LUDNDRF:	Ludendorff
LW:	Landwehr: (W)est, (O)st, (R)eserve
MCKNSN:	Mackensen
MGYR:	Magyar
MRCN:	Moroccan
MEF:	Mediterranean Expeditionary Force
RAWLNSN:	Rawlinson
RCTC:	Royal Corps of Colonial Troops
RG:	Reserve Group
RICHTFN:	Richtofen
RMN:	Romanian
RS:	Reserve
SAFH:	South African Frontier Horse
SAH:	South African Horse
SAI:	South African Infantry
SAMR:	South African Mounted Rifles
SAS:	South African Siege Artillery
SAX:	Saxon
SCHNDR:	Schneider
SDTN:	Sudeten
SERBN:	Serbian
SIB:	Siberian
SLVN:	Slovene
TC:	Colonial Troops
TERR:	Territorials
TYRL:	Tyrol
TRKSTN:	Turkestan
UKRN:	Ukrainian
WAFF:	West Africa Field Force
WDF:	Western Desert Force
WIR:	West Indies Regiment

### 1.4 Dice

The term dice roll is abbreviated as 2d6 and means roll two six-sided dice to sum the dots normally. The term die roll is abbreviated 1d6 and means roll one die to read the dots. 3d6 means roll and sum three dice. A raw roll is what the dice show while a final roll is one that includes all modifiers.

## 2.0 FUNDAMENTAL CONCEPTS

### 2.1 Key Terms

**Adjacent:** Locations directly connected to each other (2.52).

**Africa-Designated Land Unit (AF):** Land units with black text which lack a printed movement score (1.24, 1.321).

**Africa Point:** A measure of imperial resources in Africa (2.43).

**All Remaining Movement Points (ARMP):** The cost of entering rugged or vast locations.

**Bargaining Chip:** A framed population center hex (1.22).

**Box:** A four-sided shape on the Sea Chart (1.23) that represents a body of water or port NOT portrayed on a map.

**Breakthrough:** A decisive (and elusive) combat result (10.73).

**Breach:** Partial penetration of a trench defense (10.59).

**Chronological Order of Battle (COB):** A comprehensive list of which units arrive to the game and when (13.0).

**Conquest:** A devastating consequence of losing your national capital (2.93).

**Control:** Refers to which side “owns” a location (2.53).

**Corps:** A land unit which is neither a leader nor a fortress (1.321).

**Crisis:** A nation’s demoralization limit at which it suffers adverse consequences (2.92).

**Demoralization:** A measure of declining national morale (2.91).

**Demoralization Die Roll (DDR):** A 1d6 die roll to determine if demoralization occurs (10.74).

**Final Net Modifier (FNM):** The sum of all modifiers to a land combat dice roll (10.5).

**Force:** A single unit or stack of units (2.61).

**Force Pool:** The mass of units which a nation can procure (5.11).

**Grey Space:** An elongated or truncated hex on the Sea Chart (1.23) that represents a body of water portrayed on a map.

**Home Country:** A location (2.24) where one can muster units, draw supply and suffer coastal raiding.

**Infrastructure:** Critical wartime construction (6.219), (6.227), (10.572).

**Location:** A map hex or Sea Chart box (2.51).

**Major Battle:** Any land combat (10.0) outside of Africa with at least two corps per side (2.7).

**Major Power:** Austria-Hungary, Britain, France, Germany, Italy, Ottoman Empire, Russia and U.S.A. (2.23)

**Marker:** A game piece that represents a condition affecting units (1.31).

**Minor Power:** Any nation that is not a major power (2.23).

**Mode:** A condition affecting a corps, either entrenched on one side or maneuver on the other (1.321).

**Ocean Box:** A light blue rectangle (possibly with rounded corners) on the Sea Chart (1.23) that represents a body of water which does not appear on any map.

**Population Center:** A capital, city, port or fortress on a map or the Sea Chart (1.22).

**Port Box:** A square or rectangle (possibly with rounded corners) on the Sea Chart (1.23) that contains the name of a body of land or city and represents a port that does not appear on a map.

**Radius:** A naval unit's "printed" radius score (7.1).

**Range:** Four times a naval unit's "printed" radius score (7.1); the number of naval movement points available to a naval unit during each GQ sub phase.

**Resource Point:** A measure of national resources used in Europe and the Ottoman Empire (2.4).

**Revolution:** A collapse of national authority which can follow a crisis (6.8).

**Scenario:** A specific game to be played (12.0).

**Sickness:** A condition that can destroy British-colored land units in Africa (6.513).

**Side:** Either the Central Powers or the Entente Powers (2.21).

**Step:** A fraction of an air, naval or fortress unit (1.322)

**Tactical Innovation (TI):** A measure of a side's progress toward military modernization (2.8).

**Trench Battle:** An attack against an entrenched defender without benefits of TI or a breakthrough (9.63)

**Unit:** A game piece that represents a real world combat formation (1.32).

## 2.2 Sides, Nations and Players

**2.21** A game of BoP includes two sides, the Central Powers (CP) and the Entente Powers (EP), as well as Neutrals all defined by the scenario (12.0) in play. Each side and the Neutrals consist of nations. The two sides, CP and EP, and all of their respective pieces are at war and "enemy" to each other. Nations on the same side, and their pieces, are "friendly" to each other. Neutral nations are not at war. Each nation always belongs to one side or is neutral.

**2.22** Neutral nations are neither friend nor enemy to either side. Except for Britain in the Great War scenario (12.9), a neutral's units are NOT set up at the start of play, but are instead set up when that neutral joins a side during play. A major power neutral does not collect Resource Points until it joins a side. However, neutrals do add units as per the order of battle so that when they do join a side they will have all units

accumulated to date in their force pool for set up as appropriate.

**2.23** There are two kinds of nations in BoP, major powers and minor powers. The major powers include: Austria-Hungary, Britain, France, Germany, Italy, the Ottoman Empire, Russia and the United States. All other nations are minor powers including: Abyssinia, Albania, Arabia, Belgium, Bulgaria, Denmark, Greece, Japan, Montenegro, Norway, Persia, Portugal, Romania, Serbia, Sinai, Sweden, and Switzerland.

**2.24** Home Country: On the European and Ottoman maps, hexes within a major or minor power are "home country" hexes of that power. On the Sea Chart, port boxes with an adjacent, overland link to home country hexes are also "home country" ports of that power. For example, Petrograd is a home country port for Russia and Bordeaux for France, but neither Scapa Flow nor Tsingtao are home country ports for their owners. Port boxes titled Australia, Canada, India, Japan and USA are "Full Nation" home country ports which essentially makes them home country locations immune to amphibious invasion (7.7).

**2.25** Colonies on the maps are controlled by the following nations, but are NOT home country hexes for those nations.

<u>Nation</u>	<u>Colonies</u>
Belgium	Belgian Kongo
Britain	Abidan, Aden, British: East Africa, Cyprus, Egypt, Malta, Nigeria, North Rhodesia, Sudan, South Africa
France	French: Dahomey, Equatorial Africa (FEA), Jibouti, Sahara
Germany	German: East Africa, Southwest Africa, Kamerun
Italy	Eritrea, Italian: Somaliland, Libya
Ottoman Empire	Ottoman Hejaz
Portugal	Portuguese: Angola, Mozambique

**2.26** Australia, Canada and India are treated as "British" for all purposes except that their units can also draw supply (3.0) from and must muster (6.21) in their respective Home Country boxes except as modified by scenario special rules

**2.27 PLAYERS:** Although solitaire play is easy, BoP was designed for two players and can accommodate as many as seven. When two people play, one controls the Central Powers and the other the Entente Powers. When more than two people play, simply assign each player one or more major powers as desired and play as the CP team versus the EP team. For continuity, the person who controls Russia should also control the United States. The nations on a side always take their turn together at the same time.

## 2.3 Scenarios

Scenarios are the "matches" one plays in BoP. To actually play the game, the players must select a scenario (12.0) and then follow the instructions on starting alliances, duration, special rules, the order of battle (OB), and victory conditions.

## 2.4 Resource Points (RP) & Africa Points (AP)

**2.41** Major Powers (2.23) collect and spend Resource Points (RP) (5.2) to make diplomacy die rolls (6.124), procure/repair (6.22) air, land and naval units, fund dreadnought (7.25) and rail moves (9.2), make land attacks (10.3), absorb certain losses in combat (10.711), and sustain attrition (10.713).

**2.42** Minor powers do not collect RPs. Instead, a major power can spend its RPs to support attacks and procurement for any minor on its side **which can trace a supply line (3.0) from its minor capital back to the major power's capital.** However, each non-neutral, unconquered minor power must “allocate” its capital to one of the major powers on its side for purposes of RP requisitioning (5.24). The powers on a side must determine which major gets the RP income for that minor's capital. In similar fashion, conquered minor's (2.93) yield one RP to their conqueror.

**2.43** In Africa, nations use Africa Points (AP) to fund attacks, construct/repair AF land (not air/naval) units, make rail moves, absorb certain combat losses, and make diplomacy die rolls for Abyssinia or Portugal.

**2.44** RP and AP are always expressed as a positive number or zero which can be tracked on the appropriate scale. When spending RP or AP, nations may not go below zero. Deficit spending is NOT possible. Once a nation reaches zero RP or AP, it cannot avail those actions which require RP/AP until it acquires more RP/AP.

## 2.5 Locations, Adjacency & Control

**2.51** The term “location” refers equally to a map hex, ocean box, port box, or Sea Chart grey space. When there is a need to distinguish between these, the rules will use the more specific terms, hex, box or grey space.

**2.52** Two locations are “adjacent” if physically touching (connected) or labeled on the map edge as transit points. For example, in France hex 0720 (Maubeuge) is adjacent to hex 0621 (St. Quentin) because they are physically touching as are the North Atlantic and Mid Atlantic Ocean boxes. In Russia, hexes 4201 through 5001 are all “adjacent” to the Petrograd port box because, per the map edge instructions, they lead to the Petrograd port box. Note: certain boxes and grey spaces on the Sea Chart (1.23) have their corners rounded so that they do NOT touch; such locations are NOT adjacent.

**2.521** For purposes of supply (3.121) and reserves (10.42) land units can only be considered adjacent to a location if they could march into it from their current location without crossing an all water or red bar hex side

**2.53** Land locations including all-land hexes, coastal hexes, and port boxes are subject to control. At the start of a scenario, with the exception of all-ocean hexes and ocean boxes, a nation controls all locations within its set up area. During play, a nation gains control of an enemy land location if and when it solely occupies that location with at least one **infantry or mountain**

**corps.** Should opposing sides occupy the same port box – only possible during amphibious assault (7.7) – then the side that was there first actually “controls” that port box. Should two or more nations on the same side simultaneously capture an enemy location then they must decide which one of them actually gains control. A location is considered friendly to all nations on the same side as the nation that controls it.

**2.531** Corps cannot change control of friendly/same-side locations. For example, if Britain and France are both EP powers then a British corps in a French-controlled hex of France does NOT change control of that hex to Britain. But, the British can treat that hex as friendly since it is controlled by a same-side power.

**2.532** If and when a side regains control of a formerly enemy controlled location within the boundaries of a friendly/same-side nation then that location reverts to the original owner. For example, if a British force liberates Lille from German control then Lille returns to French control.

**2.533** BoP provides control markers for each side with which to mark control when necessary to alleviate confusion. However, players do not need to meticulously mark every location.

## 2.6 Stacking & Forces

**2.61** Players can place more than one unit per location. A “stack” exists where more than one unit from the same side is present in the same location. **The term “force” applies equally to either a single unit or a stack of units.** A stacking limit is the maximum number of units allowed per location.

**2.62** At no time can a single location simultaneously contain more than: one infrastructure marker, one army leader, six corps, any number of steps (air/naval/fortress) and any number of air/navy leaders. In desert or marsh hexes which lack an infrastructure marker, rail road, or population center the corps limit falls to one vice the usual six while all other elements of the limit remain the same. Once these limits are reached, additional *friendly* units cannot enter that full location, even just to move through it. However, these limits do NOT prevent enemy units from indicating that they “intend” to enter a location to attack the current occupants (9.14). Any number of markers can occupy a location, but only one can be infrastructure.

**2.63** When opposing land units are in the same port box – only possible during amphibious assault – they should be kept in separate stacks. In that case, each stack is treated as a separate “location” within that port box.

**2.64** Surface ships and submarine units cannot come into a single stack. When surface units and submarines appear in the same location then they are considered to be separate forces.

**2.65** Units of different nationalities on the same side can stack together freely unless prohibited by scenario special rules.

**2.66** To alleviate the problem of tall stacks, players can place their units in the concentration or fleet boxes and then have the relevant markers represent those units on the map/chart. The concentration and fleet markers are freely interchangeable with the units they represent; there are no additional transition/

representation rules.

**2.67** Whenever a stack contains reduced strength, same nationality air units with the same machine gun, evasion and radius scores or reduced strength, same nationality naval units with the same gunnery, armor and radius scores those reduced units can, at the owning player’s discretion, immediately combine into a single, full strength unit. The “other” unit would then go back to the force pool. If performed during combat, such (re)combination must be done at the start of dog fights (6.32) or deployment (8.31). Breakdown of full strength units (de- combination) is NOT permitted.

**2.68** Players can freely inspect each other’s stacks at any time.

**2.7 Major & Minor Battles**

A major battle is a land combat outside of the Africa map in which each side has MORE than one corps (do not count steps) involved. In other words, at least two phasing corps must attack at least two defending corps to have a major battle. Of course, fortress steps can participate in the battle, but their presence is not counted toward the minimum corps amount necessary to qualify for a major battle. Any other arrangement is a “minor battle.” Major and minor battles drive the progress of Tactical Innovation (TI) (2.8), and Demoralization (2.9).

**2.8 Tactical Innovation (TI)**

**2.81** The CP and EP each have a Tactical Innovation (TI) rating ranging from 0 to 54+ which measures how far along each alliance is in solving the riddle of trench warfare and implementing modern tactics. Each scenario defines the at-start value for each side. Track that value with each side’s TI counter on the general records track.

**2.82** Whenever a major power conducts a land battle against an entrenched unit, it might earn a point of TI for its side depending on the original (before modification) attack dice roll. For a major battle, the attacker earns a point of TI on a roll <8. For a minor battle, the attacker earns a point of TI on a roll <6. One must ATTACK (rather than defend) to gain a point of TI.

**2.83** Starting with TI level 50, a side may gain TI benefits by rolling less than the target number for its current TI level. Make the TI die roll each time a side gains a point of TI at level 50 or higher and stop only when that side succeeds in getting TI benefits. Once TI benefits (2.84) are achieved, they apply to all nations on the side which achieved them. Sides which fail to obtain TI benefits by TI level 40 can roll again each time they gain a level after TI 40 with a roll of < 6; it’s never automatic.

TI Level	Roll < # To Achieve TI Benefits
50	2
51	3
52	4
53	5
54	6
>54	6

**2.84** TI benefits include:

- Exemption from having to entrench after attacking an entrenched defender (9.62),
- No limit on the number of moves/attacks per fortnight against the same entrenched location (9.63),
- Exemption from the usual penalty for attacking from a breach (10.591),
- Prohibition against the defender committing reserves (10.4),
- Prohibition against the defender invoking attrition (10.713).

*Design Note: TI benefits represent the effective coordination and implementation of all those tactical innovations developed during the war such as: creeping barrage, shock bombardments, storm trooper/infiltration tactics, trench radios, aerial artillery spotting, etc.*

**2.9 Demoralization, Crisis, and Conquest**

*Design Note: Demoralization measures declining national morale. As casualties mount, and news of defeats spreads, domestic unrest inspires labor strikes and anti-war demonstrations which reduce war time production and eventually lead to political crisis, possibly conquest, and maybe even revolution.*

**2.91 DEMORALIZATION:** Major Powers (2.23) track their demoralization with national demoralization markers on the General Records Track (GRT). See scenario instructions to determine where demoralization markers begin. As play proceeds, move the marker along the track as appropriate to record the current demoralization level. Once a major power hits its national demoralization limit it goes into crisis.

Certain events trigger demoralization. Accumulated demoralization will reduce seasonal income (5.36).

A major power might (pending a demoralization die roll, rule 10.74) incur one point of demoralization each time any one of the following events happens to that major power:

- It suffers an adverse results in the Crisis of July (11.5);
- One of its forces involved in a major battle (2.7) suffers a land combat table result which calls for a demoralization die roll (10.74);
- One of its land combat losses (even in a minor battle) is accounted for with attrition (10.713).

A major power will (no die roll required) incur one point of demoralization each time any one of the following events happens to that major power.

- One of its dreadnought units (BB) is destroyed by any means.
- One of its home-country (2.24), interior fortresses hexes (1.334) comes under enemy control.

**2.92 CRISIS:** Once a major power's demoralization marker has advanced to its national limit, as marked on its demoralization counter and noted on the GRT, move it from the GRT to the calendar month. That nation is in "crisis" for the remainder of the game unless and until it goes even further into "revolution." A nation in crisis suffers the following penalties. It continues to suffer seasonal RP losses for demoralization equal to its national limit, but no further demoralization is possible. RP losses from other sources (5.3) still occur as usual. The land units of a nation in crisis cannot choose attrition (10.713) in combat and they cannot make a land attack unless that attack includes at least one tank and/or they have air superiority over the defending location. The BB naval units (dreadnoughts) of a nation in crisis must make an immediate mandatory return to port (8.5) and stay there for the remainder of the game. Austria-Hungary, Germany and Russia can each suffer a revolution (6.8) starting with the second month after going into crisis.

**2.93 CONQUEST:** Both major and minor powers can suffer conquest. When a nation's capital location (either Budapest or Vienna for Austria-Hungary) and, if it has any, at least one of its home country (2.24) bargaining chip hexes are controlled by the enemy then that nation is conquered. However, conquest has no effect on a major power in revolution (6.8). A conquered nation immediately designates the capital of any single same-side major power as the host of its "shadow government." Conquered nations treat this new capital, and any associated home country bargaining chip hexes it has, as their own for all purposes; they can use them for supply (3.11) and muster (6.212) as if they were their own. A conquered nation remains in play on its original side with its usual force pool, and can even continue to use population centers and bargaining chips that it still controls in its home country for supply and muster. But, a conquered major power immediately advances its demoralization marker to its national limit (if it is not already there) and is thereby in crisis (2.92). The fortresses (1.33) of a conquered minor power – but not major power – are all immediately ruined. Conquered major powers use the "conquered" column for posting seasonal RP (5.21) with no further reductions from any source unless and until they go into revolution (6.8). A conquered minor's capital must be "attributed" to one of its conquering major powers for requisitioning (5.24). **When a minor's capital is controlled by a would-be conqueror who has yet to also take a required bargaining chip to complete the conquest then neither side gets the RP for that capital.** A side can undo most conquest penalties by recapturing a lost capital, but a newly "liberated" major power remains in crisis (2.92) for the remainder of the game.

**2.94** The German crisis level should be 11 rather than 10.

## 3.1 SUPPLY

Players may have to check supply at various times in order to: transfer RP (5.23), muster (6.21), start an air raid, patrol or change of base with air units (6.3), start a move (9.1, 9.2) or combat (10.1) with land units, and during the commissariat sub-phase (6.6). Certain units are always in supply as follows.

Always in supply:

- All naval units, including mines
- All units being carried by naval transport
- All Fortresses
- All Rebels (Lawrence, Dinar, Senussi, Sherif) anywhere within the nation or colony where they mustered (6.21).

All other air units and land corps must demonstrate supply when required to check.

### 3.1 Demonstrate Supply

Units must meet at least one of the following three conditions to demonstrate supply.

- 1) The unit is in or adjacent to a location containing a supply source.
- 2) The unit can trace a supply path over land and/or water locations back to a supply source.
- 3) Any one Ottoman corps can be "unconditionally" in supply.

**3.11** Capitals, home country (2.24) bargaining chips, Full Nation Home Country port boxes, and east edge rail hexes in Russia can all serve as supply sources for their associated nationalities unless under enemy control (2.53). Associated nationalities include units from the country where the source is located, the shadow governments of conquered nations that it hosts, minors allocated to it, and Commonwealth partners (ANZAC, Canada, IEF, etc.) for Britain. Additionally, AF units can also draw supply from any bargaining chip (1.22) hex which their side controls in Africa, even if it is not home country. **Capitals and home country bargaining chips temporarily lose their status as a supply source if and when they are surrounded by adjacent enemy units. That is, if every available adjacent hex is occupied by an enemy unit (including a surface naval unit for ocean hexes) then a capital or home country bargaining chip ceases to be a supply source until at least one adjacent hex is free of enemy units.**

*Some Examples:* While under Belgian control, Antwerp and Brussels can supply Belgian units, but no others. If Belgium were attributed to France, then Paris or any bargaining chip in France could also supply Belgian units in addition to a Belgian-controlled Antwerp. If Germany controls Antwerp or Brussels then those cities cannot supply anybody. ANZACs (British colored units) can draw supply from London (hex 0115), or British Australia, their Full Nation home country port box, but not from Port Said (hex 5765) since although red and a bargaining chip it is not home country, but rather in a colony. A plain British corps could draw supply from the India Home Country port box.

**3.12** Supply paths can be traced over land and/or water from a unit back to a source to demonstrate supply as follows.

**3.121** Overland, a supply path must begin in the tracing unit's location or in a location adjacent to the tracing unit's location. Each location along the path, including the beginning location, must be friendly controlled and contain at least one rail line, infrastructure marker, or population center. No location in the path can contain an enemy **land** unit. The entire path must form a contiguous chain of qualifying locations that reaches back to a location containing a supply source. Note, for supply purposes, it's the locations (hexes) – not the artwork in them – that must be contiguous. So, rail line art work in adjacent hexes does not need to “connect” to support a supply path as it must to support rail movement.

**3.122** Rivers and Canals: On the South Europe, Ottoman, and Africa maps, river and canal hex sides can be treated as rail lines for purposes of tracing supply. However, to use a given river hex side, the tracing side must control both hexes which form that hex side; in other words, one must control both sides of the river to trace supply along it **and neither of those hexes can contain an enemy unit**. And, in order for a tracing unit to use a river hex side as its initial “rail” hex, that unit must be in a hex which has that river along one of its hex sides.

**3.123** A supply path can enter or exit water at a friendly controlled port box, port hex, landing, or anchorage marker. In all cases, the location where a supply path enters the water must contain at least one friendly surface ship unit. The path is then traced over water locations (hexes or boxes). Hexes traversed

by a water supply line need not contain friendly naval units, but cannot contain enemy fortresses, mines or surface ship units. Note that submarines/U-boats do NOT block seaborne supply. Each box in a supply path, whether ocean or port, must contain at least one friendly surface naval unit. Boxes in the path can contain enemy land units, mines and surface naval units and still support the supply path IF the tracing side has more naval gunnery factors in each contested box than the sum of enemy gunnery and mine factors there. A supply path could be traced overland (3.121) and then enter the water and then back onto land as needed.

**3.13** One Ottoman corps can be declared “unconditionally” in supply each month. This declaration can be made at any time during a given month and then applies to the designated corps (only) for the remainder of that month. A different or the same corps can be chosen each month.

## 3.2 Consequences to Unsupplied Units

Air units, corps, and leaders suffer for lack of supply as follows. An unsupplied air unit cannot conduct an air raid or go on patrol. However, it can still return to base and dogfight (within its own hex) normally.

An unsupplied corps has its effectiveness and movement scores each reduced by 1 and cannot use railroad movement. During the commissariat phase, unsupplied corps must roll less than their effectiveness score on 1d6 to avoid elimination. If a leader's command is out of supply, then he has the option to immediately return to the force pool.

**3.121 Example:** The Supply Example graphic illustrates typical supply traces. Assume each side controls all hexes of its color. The German 2<sup>nd</sup> corps can start its trace in 3215 (an adjacent hex) and from there follow the rail line to 3016 before turning south to reach the home country bargaining chip – a supply source. The German 3<sup>rd</sup> corps starts its trace in its own hex and simply follows the rail line back to the source in 3017. If Thorn (hex 3316) contained a Russian unit then 3<sup>rd</sup> corps could not trace the path shown. The Russian 14<sup>th</sup> corps cannot trace supply because it cannot find a friendly rail line, infrastructure marker, or population center in its own or an adjacent hex with which

to start a trace. The Russian 15<sup>th</sup> corps starts its trace in the adjacent fortress and traces back to Warsaw. The Russian 16<sup>th</sup> corps starts its trace in Lomza, runs south to the rail line and then west to Warsaw. In all cases every hex of the trace must contain a rail line, infrastructure marker, or population center, but these features do not need to “connect.”



## 4.0 THE SEQUENCE OF PLAY

The Sequence of Play (SOP) describes in flow chart fashion how to actually play the game. Each game year includes four seasons each of which is broken down into three separate months. So a calendar year consists of a series of seasonal and monthly turns in the usual order: January, February, SPRING, March, April, May, SUMMER, June, July, August, AUTUMN, September, October, November, WINTER, December. Players can track the progress of time with appropriate markers on the map's calendar. All turns are subdivided into phases and sub-phases. Once all the sub-phases and phases within a turn are complete, that turn is over and play proceeds to the next turn.

### 4.1 Turn Structure

#### Turn Type

Phases

*Sub-phases*

#### SEASONAL TURN:

Force Pool Additions

Resource Tabulation

*Posting*

*Conversion*

*Transfer*

*Requisition*

Resource Reductions

*Air Raids*

*Submarine Warfare*

*Surface Raiders*

*Blockade*

*Stockholm*

*Demoralization*

#### MONTHLY TURN:

Diplomacy

Construction

*Muster*

*Procurement*

Aviation

*Patrol*

*Dogfights*

Admiralty

*General Quarters (GQ) I*

*General Quarters (GQ) II*

Campaign

*Weather*

*First Fortnight*

*Commissariat*

*Second Fortnight*

*Commissariat*

Aerodrome

Revolution

### 4.2 I go-U go Pattern

Most sub-phases consist of a CP half followed by an EP half. The CP conducts all of its actions for the sub-phase; then the EP conducts all of its actions for that same sub-phase. The side currently conducting its half of a sub-phase is "phasing" while the other side is "non-phasing." Once both sides have completed their respective halves of a sub-phase then play proceeds to the next sub-phase or phase as applicable. There are some exceptions. The usual pattern does not hold for submarine warfare, surface raiders, blockade and Stockholm because only one side can "phase" during those sub-phases. The British can voluntarily reverse the pattern during GQ II. And during Patrol the two sides alternate moving one unit at a time.

## 5.0 SEASONAL TURN SEQUENCE

Repeat this sequence every seasonal turn.

### 5.1 Force Pools Additions

**5.11** Each major power has a force pool of units awaiting procurement (6.22). Units enter the force pool in either of three ways: 1) per the instructions from the Order of Battle (OB) for the scenario in progress; or 2) after they are removed from the map/Sea Chart via destruction in combat, combination (2.67), or conversion (5.22); or 3) if they are a leader returned to the force pool voluntarily (1.323). The "force pool" is any convenient location in which to store these units.

**5.12** When setting up the game and as play proceeds use the calendar printed on the chart and the supplemental calendar on the North Europe map to show when and where future units arrive. Units placed on a seasonal turn arrive to the force pool during the force pool additions phase of that seasonal turn. Units placed on a month arrive to the map during the muster sub-phase of that month.

**5.13** Neutral powers do accrue units from the OB as planned, but they do not set them up on the map, or place them in their force pool, until they enter the war. When a neutral enters the war, set up its at-start units as well as any that have arrived via a monthly turn since the game began. Those that arrived via a seasonal turn would start in the force pool.

### 5.2 Resource Tabulation

Record a running tally of Resource Points (RP) totals on the General Records Track (GRT) with the corresponding markers for each nation. Africa Points (AP) can be tracked on the Africa Track or on the GRT per player preference.

#### 5.21 Posting

**5.211** Each major power on a side (not Neutrals) posts its nominal RP to the GRT. Use the "1<sup>st</sup> Season" column for each nation's first full seasonal turn at war. Use the "Other Seasons" column for all other seasons until conquered (2.93). Do not post for major powers that are neutral. Add new RPs to any remaining from previous turns. In this way, the RP tracks will always show cumulative totals.

## Nominal Resource Points

Nation	Resource Points		
	1st Season	Other Seasons	Conquered
Austria-Hungary	6	12	3
Britain	11	22	5
France	8	16	4
Germany	16	32	8
Italy	5	10	2
Ottoman Empire	4	8	2
Russia*	8	16	4
United States+	12	24	NA

\*Russia posts an additional 3 RP (for 1<sup>st</sup> and Other Seasons) while the Ottoman Empire is neutral or if the EP control both Gallipoli (hex 4946) and Constantinople (hex 5444).

+The United States posts 48 RP per season starting on the 8<sup>th</sup> season after it joins the EP.

**5.212** For Africa, Germany collects three AP and Britain six AP automatically each season. Britain, France, Italy, and the Ottoman Empire (But NOT Germany) may convert RP into AP for use in Africa.

## 5.22 Conversion

**5.221** Major powers can voluntarily convert fortresses and naval units, **except BB**, into RP and convert RP into AP. In all cases, the RP or AP generated are immediately added to the relevant nation's track. This conversion process is the only way to voluntarily reduce or eliminate units.

**5.222** Each season, any major power **except Russia** can voluntarily reduce one of its fortresses by one step to generate two RP.

**5.223** Each season, any major power can voluntarily reduce one of its non-BB naval units by one step (dreadnoughts cannot be voluntarily reduced) to generate the number of RP it would cost to procure that step.

**5.224** Britain, France, Italy and the Ottoman Empire can each convert up to two RP into AP at a 1 to 3 ratio. That is, each RP converts into three AP. Simply adjust the tracks as appropriate after the declaration.

## 5.23 Transfer

Each major power may transfer RPs to other major power recipients on its side according to the following constraints. To transfer RPs, a donor must be able to trace a supply line (3.0) from

its unconquered capital to the recipient's unconquered capital, shadow capital or, for Russia, to the Russian Archangel port box. In any given seasonal turn, a single donor can transfer no more than SIX RPs and a single recipient can receive no more than SIX RPs. In all cases, simply reduce the donor's RP track by the amount transferred to the recipient(s) and then immediately increase the recipient track(s) by that same amount.

## 5.24 Requisitioning

At this time, a major power receives additional RP as follows.

- +1 RP for every conquered, enemy, minor power (2.23) capital that it controls;
- +1 RP for every friendly minor capital allocated to it;
- +1 RP for every three population centers (1.22) (drop and ignore any remainder) it controls in the territory of an enemy major power on the North Europe or South Europe map sheet provided it also has at least one infantry corps in the major power's boundaries per point so extracted;
- +1 RP for every six population centers (drop and ignore any remainder) it controls in the territory of an enemy major power on the Ottoman map sheet provided it also has at least one infantry corps in the major power's boundaries per point so extracted.

## 5.3 Resource Reductions

A major power's RP, but not its AP, are subject to reduction for: air raids, submarine warfare, surface raiders, blockade, conquest of Stockholm, demoralization, and revolution during the Resource Reductions phase. Record losses on the RP track as they occur in order to keep a running tally throughout the game. Losses can never reduce an RP track to less than 0; ignore losses beyond that point. Note that coastal raiding (7.35) can also reduce RP, but it occurs later during the General Quarters sub-phases (6.43) as a consequence of naval movement.

*Design Note: Each RP represents about 100,000 tons of merchant shipping. The Germans estimated that if they could sink about 750,000 tons per month – 2,250,000 per season – then they could starve Britain into submission. That's the equivalent of 22.5 RP per season, just enough to bring Britain to 0 RP.*

## 5.31 Air Raids

**5.311** In-supply bombers can raid strategic targets at this time. A "strategic target" is any enemy controlled hex which contains a population center (1.22) and a rail line.

**5.312** The CP does all of its raids first. Conduct air raids one bomber unit at a time. A bomber can raid a strategic target hex to which it can trace a contiguous path of hexes – no greater in number than its radius score – from its own hex without entering a neutral hex. Note that there is no need to actually move the bomber counter, just illustrate the required path. Then roll 2d6 and modify as follows.

- +1 If the targeted hex is within the radius of an enemy fighter
- +1 If the bomber is a Zeppelin
- +1 If bomber has only one step

**5.313** If the final dice roll result is less than the last digit of the current year, then the bomber inflicts ONE RP loss on the targeted nation.

**5.314** After the raid, any one enemy fighter unit that has the just-raided strategic target in its radius can make one attack dice roll against the bomber. As usual, add the fighter's machine guns score to 2d6, if the final result exceeds the bomber's evasion score, then it suffers a hit.

### 5.32 Submarine Warfare

Submarine warfare enables Austria-Hungary and Germany to reduce Britain's RP. Note that submarine warfare is different from submarine combat (8.4).

**5.321** First, the CP must declare if Unrestricted Submarine Warfare (USW) applies this season. If it does, then place a USW marker on the calendar in the box for the current season. Once the year passes, move all USW markers from their seasonal slots to that year's box as a reminder that they were incurred during that year. USW increases the damage caused by U-boats (5.323), but drives U.S. entry (6.125), and eventually wanes (due to convoys).

**5.322** CP U-boats can conduct submarine warfare in three locations: 1) North Atlantic Ocean box, 2) Mid Atlantic Ocean box, and 3) the Mediterranean grey space. No more than six U-boat steps per location can participate in submarine warfare, ignore all those over six. Furthermore, U-boats in the Mediterranean grey space must be south of a line drawn through Bari (hex 3246) and Athens (hex 4452) to participate in submarine warfare.

**5.323** For each eligible location that contains at least one CP U-boat unit make one submarine warfare die roll with 1d6. Modify the die roll for each of the following which apply; however, never reduce the final roll to less than 0.

- 1 For the location that contains Lothar (Lothar von Arnauld de la Periere).
- 1 For the Mediterranean grey space
- +1 For the North Atlantic Ocean box

For USW:

- 1 During each of the first four seasons it applies
- 2 For the 5<sup>th</sup> season of USW
- 0 For every season AFTER the 5<sup>th</sup>

In the Mid Atlantic Ocean Box:

- 1 If Antwerp is a port (6.121) controlled by the CP.
- +1 if Germany does NOT control at least one port in Belgium, France or Netherlands.

If the final result is less than the number of U-boat steps (limit 6) in that box or grey space then Britain must immediately lose A NUMBER OF RP EQUAL TO THE DIFFERENCE between the final die roll result and the number of U-boats steps in that box or grey space. After resolving a submarine warfare die roll, the targeted side makes an anti-submarine warfare (5.324) dice roll.

**Examples:** Germany has two U-boat steps in the Mid Atlantic

ocean box, controls Ostend, Belgium, and has declared USW for the second time. Germany rolls a 2 on 1d6 and then applies -1 for USW to get a final roll of 1 which is one less than the number of U-boat steps present (two), and therefore inflicts 1 RP loss on Britain. Austria-Hungary (AH) has three, full strength U-boat units in hex 3348 - just south of the heel of Italy's boot. Therefore, AH has six U-boats steps south of the Athens-Bari line. USW is NOT in effect. AH rolls a 3 and applies a -1 for the Mediterranean to get a 2 and therefore inflicts a 4 RP loss on Britain. In both cases, after enduring Anti-Submarine Warfare (ASW), each U-boat force would immediately conduct a mandatory return to port (8.5).

*Design Note:* USW drove the EP (by then called "Allies") to use convoys which essentially negated its additional effectiveness hence the modifier of 0 for all seasons after the 5<sup>th</sup>.

### 5.324 Anti-Submarine Warfare (ASW)

*Design Note:* Of the 178 U-boats lost in combat during WWI, enemy mines sank 48, depth charges 30, ramming 20, gunfire 20, torpedoes (mostly from British subs) 18, friendly mines 9, unknown causes 19, and the remainder in handfuls to everything from aircraft bombs to nets. To avoid detailing swarms of destroyers and ubiquitous motorboats (which provided most of the charges, gunfire, and rams), and prevent the unrealistic deployment of WWI subs as sub hunters, everything except mines is abstracted into a single ASW dice roll.

(A) After a submarine warfare (5.323) die roll, or after a Stockholm die roll (5.35), or after all torpedo dice rolls in a single submarine combat (8.4), the targeted side rolls 3d6 for Anti-Submarine Warfare (ASW) even if the ASW number (see C below) is too low to permit success.

(B) If the final 3d6 roll result is less than the current ASW number on the ASW track, then inflict step losses on the phasing submarine/U-boat force that just triggered the ASW roll as follows. If the roll succeeded with "triples" (all three dice show the same number), then inflict THREE step losses on the submarine force. If the roll succeeded with "doubles," then inflict TWO step losses on the submarine force. If the roll was simply less than the ASW number, then inflict ONE step loss on the submarine force.

(C) The ASW number used by both sides is a function of how many ASW rolls were previously made by the EP against CP U-boats. The track starts at 0 and goes up to 12. Immediately AFTER each ASW roll made by the EP (not the CP), increase the ASW track by one point.

(D) After enduring an ASW dice roll, regardless of the result, the affected submarine/U-boat force MUST conduct a mandatory return to port (8.5).

### 5.33 Surface Raiders

For each ocean box (not gray space) that contains at least one German surface ship unit and is adjacent to at least one British port box the CP player rolls 2D6 one time. If the result of that dice roll sums to less than the highest printed German radius score in that ocean box at that time then Britain losses ONE RP.

Roll only once per ocean box regardless of how many Germans surface ships are present. Surface raiders do NOT need to return to port after raiding (they subsist on their prizes). For example, a German Light Cruiser (CL) with a radius score of 9 in the South Atlantic Box could inflict an RP loss on Britain by rolling less than 9 since that box is adjacent to British Gibraltar. That same CL in the Terra del Fuego box could not make a roll since Terra del Fuego is not adjacent to a British port box – note that Australia is adjacent to the South Pacific box only.

### 5.34 Blockade

**5.341** The EP can possibly blockade any or all of: Germany, Austria-Hungary, Italy and the Ottoman Empire. Each of those nations is subject to a “close” blockade. Alternatively, Germany and Austria-Hungary (only) are subject to a “distant” blockade.

**5.342** Close Blockade: The EP can demonstrate a close blockade against a given country by having at least one EP surface naval unit on or adjacent to each of that nation’s home country port hexes during the seasonal turn. The same unit can cover more than one port so long as it is adjacent to each.

**5.343** Distant Blockade: The EP can demonstrate a distant blockade of Austria-Hungary by having a contiguous, uninterrupted chain of surface ship units and/or mines from any hex of Italy to any hex of Albania during the seasonal turn. The EP can demonstrate a distant blockade of Germany by having at least two steps of surface ship units in each of the Mid Atlantic, and Norwegian Sea boxes on the Sea Chart during the seasonal turn.

**5.344** A blockade, whether close or distant, has the same affect. There is NO additional penalty to a nation that simultaneously suffers both types of blockade. A blockaded nation suffers the following RP losses each season.

Year	RP Production Per Season	
	Germany* or Austria-Hungary	Italy or Ottoman Empire
1914	1	0
1915	2	1
1916	4	2
1917	8	4
1918	16	8
1919	32	16

\*Increases losses for Germany by +2 if the Netherlands has been violated (6.11) by either side at any time.

*Design Note: Before the war, in anticipation of a blockade, the Germans planned to run contraband through the Netherlands which they described as a “windpipe” to the outside world. Much later, most of the gravel used to construct the Hindenburg Line came from Holland.*

### 5.35 Stockholm

The EP can attack shipments of Swedish iron ore bound for Germany without violating Swedish neutrality (6.11) under the following conditions: 1) the EP must control at least one port hex (a box does not count) in Russia on the North Europe map, 2) there must be at least **two** British submarine steps in the Stockholm port box, and 3) the EP must NOT control (2.53) the Stockholm port box. If the conditions are met, roll 1d6 with no modifiers. If the result is less than the number of British submarine steps in the Stockholm port box then Germany losses TWO RP. After the attack, the British subs involved are subject to ASW (5.324) and mandatory return to port (8.5). If the EP actually control (2.53) the Stockholm port box (a violation of Swedish neutrality 6.11) then the above process is not possible, but Germany automatically losses THREE RP.

### 5.36 Demoralization

During the resource reductions portion of each seasonal turn, a major power must reduce its RP by ONE for every point of demoralization (2.9) it has tracked. AP are NOT affected by demoralization.

## 6.0 MONTHLY TURN SEQUENCE

Repeat this sequence every monthly turn.

### 6.1 Diplomacy Phase

Players adjudicate the fate of neutrals during the diplomacy phase. With the exception of Britain in the Great War Scenario (12.9), Neutral units are NOT set up at the start of play. Instead, during the game when a neutral joins a side, the gaining side immediately sets up the former neutral’s units in the former neutral’s home country population centers, or population centers in its African possession for “AF” units, unless otherwise directed by scenario special rules. Neutrals always set up when violated (6.11). Otherwise, they set up according to the standard diplomacy rules (6.12) which allow players to simulate Great War diplomacy OR they set up according to the Optional Neutral Random Entry rule (6.13) which facilitates solitaire play; players must choose between 6.12 and 6.13 before play begins. When a neutral minor power does join a side, its capital must be “allocated” to one of that side’s major powers for purposes of RP requisitioning (5.24) and supply (3.0). The powers on a side must determine which major gets the RP income for that minor’s capital.

**6.11 Violations:** If a side intends during this month to move any unit into a land location or port of a neutral country, or colony of a neutral country, then it must declare that intent now unless said neutral is permissive (6.122) with respect to the side that intends to enter the land location/port. CP declares first. Without this declaration, a side cannot enter the subject neutral’s locations.

Upon the declaration, the declaring power has “violated” the neutral which immediately joins the side opposed to its violator and sets up its units in **maneuver mode**. A nation and/or side can declare any number of violations per month. Declare all violations before proceeding with 6.12 or 6.13.

## 6.12 The Standard Diplomacy Rules

**6.121 True Neutrals:** Arabia, Belgium, Denmark, Luxembourg, Norway, the Netherlands, Sinai, and Switzerland are “true neutrals” because they will enter the game only if violated. If both Belgium and the Netherlands are violated then Antwerp, Belgium (0917) becomes a port.

*Design Note: A few historical points deserve mention here. The complex territorial claims around the waters with access to Antwerp meant that full scale employment of that port by invaders would have violated Dutch as well as Belgian neutrality, hence the “port” is off limits unless both get violated. Denmark and Switzerland maintained neutrality through strength; although small each had a respectable military tailored to its environment. Sinai, of course, was not a proper nation but rather a mutually accepted “buffer” between British-controlled Egypt and the Ottoman Empire.*

**6.122 Permissive Neutrals:** Albania, Batavia, Greece, the Ottoman Empire, Persia, and South America are “permissive neutrals” because certain nationalities can enter their land locations and use their ports (6.41) without violating them. EP land movement (9.0) or port use by naval units in Albania, Greece and Persia is NOT a violation (6.11) and therefore does not require a declaration during the diplomacy phase and does not automatically push any of them into the CP; instead they remain neutral and their forces are not set up. Similarly, land movement or port use by CP units in the Ottoman Empire is not a violation and therefore does not require a declaration during the diplomacy phase and does NOT automatically push the Ottoman Empire into the EP; instead it remains neutral and its forces are not set up. Similarly, either side may freely enter the Batavia and South America port boxes; in fact, the British WIR infantry (an AF unit) musters (6.215) in the South American port box (simulating the British Caribbean). With the exception of the Batavia and South American port boxes, infantry/mountain corps that enter land locations of a permissive neutral gain control (2.53) of those locations. However, if a side wishes to actually take control of a permissive neutral’s capital or attack one of its fortresses then it must declare a violation of that neutral during the diplomacy phase and thereby forsake the benefits of permissiveness.

**6.123 Imperial Neutrals:** Britain, Japan and the Ottoman Empire are the “imperial neutrals” who, in addition to the usual rules for violations (6.11), will enter the war under the following circumstances.

Britain begins August, 1914, as a neutral, but joins the EP *immediately* when at least one of the following occurs:

- Germany declares a violation of Belgium and/or the Netherlands;
- A German land unit enters a hex within three hexes of Paris;
- Germany has more than three naval units simultaneously

at sea in locations more than six hexes away from German home country (2.24) port hexes (note: all Sea Chart boxes are > 6 hexes from German home country ports);

- Russia goes into crisis (2.92);
- Italy joins the CP.

Japan joins the EP one month after Britain does. The Ottoman Empire joins the CP one month after Japan joins the EP.

**6.124 Opportunistic Neutrals:** Players can entice Abyssinia, Bulgaria, Greece, Italy, and Romania, to join either side while Sweden might join the CP (treat any Sweden diplomacy die roll of less than 2 as 2 for no effect) and Portugal might join the EP (treat any Portugal diplomacy die roll of greater than 5 as 5 for no effect).

A) Starting in the March, 1915, diplomacy phase, each side has one chance per diplomacy phase to bring one opportunistic neutral onto its side with a diplomacy die roll (1d6) via the following procedure.

1. If the phasing side elects to court an opportunistic neutral this turn then it must pay 1 RP (or 1 AP for a neutral in Africa) and then identify that neutral from among the opportunistic group.
2. The phasing side then reveals how many qualifying Bargaining Chip hexes it will offer to the subject neutral. See Bargaining Chip (BC) Offer Criteria below.
3. The non-phasing side then reveals how many qualifying Bargaining Chip hexes it will counter-offer the subject neutral. See Bargaining Chip (BC) Offer Criteria below.
4. Roll 1d6 and modify per the Diplomacy Die Roll Modifiers.
5. Read the final modified die roll as follows.

### Die roll result:

- >5 The targeted neutral joins the CP
- 2-5 No effect, either side can roll for this neutral again in the future
- <2 The targeted neutral joins the EP

**Bargaining Chip (BC) Offer Criteria:** To offer a BC, it must meet the following criteria.

- It must be outside of, but within three hexes of (1 hex in Africa), the targeted neutral’s border.
- It must be in a nation or colony that is an enemy of the side making the offer, i.e. from the other side.
- It cannot already be marked with a “spoils” counter – from either side.

### Diplomacy Die Roll Modifiers

- +1 When rolling for Greece, Italy or Portugal if at least one British land unit has NOT moved (9.0) into or made a land attack (10.0) (including amphibious assault 7.7) against at least one home country hex (2.24) of a CP nation on the South Europe map.
- 1 When rolling for Greece, Italy or Portugal if at least one British land unit has moved into or made a land attack (including amphibious assault) against at least one home country hex of a CP nation on the South Europe map.

- +1 If the CP controls Paris or London.
- 1 If the EP controls Berlin.
- +1\* per BC offered by the CP
- 1\* per BC offered by the EP

\* Double these to +2 or -2 respectively if the offering side actually controls the BC hex or its capital.

B) If the diplomacy die roll actually pushes the targeted neutral onto a side, rather than getting a “No effect” result, then the gaining side must mark each of the Bargaining Chip hexes which it just offered to that former neutral with a “spoils” counter. The only effect of a spoils counter is to prevent a bargaining chip from being offered again, by either side, to any other opportunistic neutral in the future. A spoils counter does NOT affect control (2.53) or victory calculations in scenarios (12.0).

*Design Note: One might ask, why can't the EP re-gift a spoil successfully offered by the CP? The reason is that the EP would want to return that spoil back to its original owner – an EP power – and so would not give it to someone else.*

**For Example:** During the October 1915 alliance phase, the CP pays one RP and declares an attempt to bring Bulgaria on side. The CP offers Nish (hex 3939) and Skopje (hex 3942), both in EP Serbia. The EP counters by offering Adrianople (hex 5043) in CP Ottoman Empire. The “gift” of Adrianople (which the EP does not actually possess) affords a -1 modifier to the die roll. Since there is a German unit in Belgrade, the capital of Serbia, Nish and Skopje each provide a +2 to the roll for a total CP modifier of +4. Hence, the net modifier to the roll is +3. Note that Germany could still offer up Bargaining Chips in Serbia even if it were already conquered since nations remain on their original side even after conquest. Further note that neither side can offer up Bargaining Chip hexes in Greece or Romania since they are still neutral. If the CP does succeed in rolling a 3 or more – to get a final modified result over 5 – then Bulgaria will immediately join the CP and the CP must then mark Nish and Skopje with spoils counters. From that moment forward, neither side could ever again offer Nish or Skopje to another opportunistic neutral.

**6.125 United States:** The United States joins the EP during the diplomacy phase of the 2<sup>nd</sup> month of the season in which the FIFTH USW marker (5.321) is placed by the German (CP) player. Note that the U.S. will enter the war with 0 RP since it was still neutral during the resource tabulation phase of the seasonal turn in which it entered. The U.S. collects its 1<sup>st</sup> season income the seasonal turn AFTER it joins the EP.

*Design Note: Yes, officially, the U.S. was an “associated power,” but we label them EP to acknowledge the truth (regardless of semantics) and facilitate game play. Why would the Germans play the 5<sup>th</sup> USW counter if they know it will bring U.S. entry? Because playing that counter effectively deprives Britain of six RP right away, thanks to its impact on submarine warfare die rolls, and the U.S. can't supply an equivalent value in corps until five seasons later.*

### 6.13 Optional Neutral Random Entry Rule

For solitaire play, or just an easier game, employ this optional rule instead of 6.12 to adjudicate the fate of neutrals. Under this rule, violated neutrals (6.11) still join the side opposed to their invader. But, other neutrals either join a side or become true neutrals (6.121) according to the Neutrals Random Entry Table. For months which have an entry on the table, roll 1d6 and apply relevant modifiers to determine the indicated neutral's fate. Final results of less than 1 are read as 1 and those greater than 6 are read as 6. For months that have no entry (for example December, 1914) make no roll. Note that Britain will roll a second time in March, 1915, IF she becomes true neutral in August, 1914; that second roll is subject to the usual modifiers, even if they applied to the first roll.

#### Neutrals Random Entry Table

##### Modifiers

- +1 for Britain if Germany has NOT violated Belgium and/or the Netherlands.
- +2 for Britain if France has violated Belgium and/or the Netherlands.
- +3 for Japan if Britain is NOT an EP power.
- +4 for the United States if Germany never used USW (5.321).
- 1 for Greece, Italy, Portugal, and Sweden if Britain is currently a true neutral.
- 2 for Italy and Greece if Germany controls Paris or London.

Year / Month	Die Roll	Result
<b>1914</b>		
August	1-5	Britain joins the EP
	6	Britain becomes a true neutral (roll again in March, 1915)
September	1-5	Japan joins the EP
	6	Japan becomes a true neutral
November	1-5	Ottoman Empire joins the CP
	6	Ottoman Empire becomes a true neutral
<b>1915</b>		
March		Make this roll only if Britain rolled a final 6 or more in August, 1914
	1-4	Britain joins the EP
	5-6	Britain becomes a true neutral
May	1	Italy joins the CP
	2-5	Italy joins the EP
	6	Italy becomes a true neutral
October	1	Bulgaria joins the EP
	2-5	Bulgaria joins the CP
	6	Bulgaria becomes a true neutral

Year / Month	Die Roll	Result
November	1	Sweden joins the CP
	2-6	Sweden becomes a true neutral
<b>1916</b>		
March	1	Portugal joins the CP
	2-5	Portugal joins the EP
	6	Portugal becomes a true neutral
August	1	Romania joins the CP
	2-5	Romania joins the EP
	6	Romania becomes a true neutral
September	1	Abyssinia joins the CP
	2-5	Abyssinia becomes a true neutral
	6	Abyssinia joins the EP
<b>1917</b>		
April	1-5	United States joins the EP
	6	United States becomes a true neutral
June	1	Greece joins the CP
	2-5	Greece joins the EP
	6	Greece becomes a true neutral

## 6.2 Construction Phase

### 6.21 Muster

**6.211** During the muster sub phase, each side – CP first – places new units due to arrive on the map from the current month of the calendar. This process is called muster. All corps muster in maneuver mode. Units due to muster but unable to meet their muster requirements cannot arrive and are instead returned to the force pool. Place new arrivals according to the following requirements.

**6.212** Generally speaking, units muster in friendly-controlled (2.53), in-supply (3.0), population centers (1.22) or home country port boxes (2.24) of their home country (2.24). Shadow governments muster units in the capital or ports of their major power host. Leaders, ANZAC, Canadian, IEF, Japanese, U.S., WIR, Portuguese, AF units, rebels, the British Tigris flotilla, mines and infrastructure have their own requirements explained here.

**6.213** Leaders arrive in any land hex or port box which contains corps or steps of the placing power.

**6.214** ANZAC, Canadian, IEF (Indian), Japanese, and U.S. units arrive to their Full Nation Home Country Port Box (2.24) where they are assumed to be in friendly, supplied population centers, in port and/or on land as needed. However, Portuguese non-AF

units and U.S. air and tank units can muster in an unconquered France or Britain.

**6.215** AF corps arrive to friendly-controlled boxes or population centers per the AF Muster Chart below.

#### AF Muster Chart

AF Corps	Arrival Location
Abyssinian	Abyssinia
Belgian	Belgian Kongo
British	
Arab	Aden
EAMR	British East Africa
KAR	British East Africa or Nyasaland
SAFH, SAH, SAI, SAMR, SAS	British South Africa
WDF	British Egypt
WAFF	British Nigeria
WIR	South America Port Box (as the British Caribbean)
IEF	India port box
Sherif*	Ottoman Hejaz
French	French Equatorial Africa (FEA), or French Dahomey, or the Dakar Port Box
German	
GEA	German East Africa
GSW	German South West Africa
GKAM	German Kamerun
<b>TNGNYKA</b>	<b>8834, 8835, or 8935</b>
Italian	
RCTC	Eritrea or Libya
Ottoman	
Hejaz (7 <sup>th</sup> ) Corps	Ottoman Hejaz
Dinar*	British Sudan
Senussi*	Italian Libya
Portuguese	
Afriq	Portuguese Angola or Mozambique

**6.216** \*Rebels: The Lawrence cavalry corps (LOA) as well as the Sherif, Dinar, and Senussi AF corps are all rebels. These rebel corps can only muster in an ENEMY controlled hex that does not contain an enemy land unit. AF rebels arrive per their muster chart (6.215). The British LoA (Lawrence of Arabia) cavalry corps arrives on or adjacent to Aqaba (hex 6271).

**6.217** The British Tigris Flotilla can only muster in British-controlled Abidan (hex 9270).

**6.218** Mines arrive to the Mine Pool (a holding area on the Sea Chart) until placed (6.445).

**6.219** An infrastructure marker musters in any land hex – including a landing counter – that is controlled **or occupied** by the **side** which paid for that marker and from which one can trace a supply path back to the placing nation’s **supply source**. Note that once placed via muster an infrastructure counter cannot move, although it could be voluntarily removed (6.6) during the commissariat phase or consumed in combat (10.572). There can never be more than one infrastructure counter per location (hex or box).

*Design Note: Infrastructure markers represent pre-battle construction and stockpiling to facilitate combat logistics. The Voie Sacree (France’s lifeline into Verdun), the British water pipeline across Sinai, the saps dug by Russian troops on the eve of the Brusilov Offensive, as well as numerous rail lines laid by both side during the war serve as examples. Note that the sequence of play (CP always goes first in fortnights) means that the CP will have an opportunity to adjust his forces in response to the placement (muster) of an EP infrastructure marker while the EP will not be able to react to CP placement. This reflects the historical record on strategic surprise. The CP surprised the EP at Gorlice-Tarnow (1915), Verdun (1916), Caporetto (1917), and the Kaiserschlacht (1918) while the EP obtained surprise only during the Brusilov Offensive (1916) and maybe at Third Ypres (1917).*

## 6.22 Procurement & Repair

**6.221** Major Powers (2.23) at war can now use their RP and AP to procure units from their own force pools and the force pools of same-side minors as well as repair damaged air units, naval units, and fortresses, and buy infrastructure markers. Air and naval units procured from the force pool must be bought at full strength - two steps. A major power’s RP and AP can only be spent on units of its own nationality, and units of same-side minors who can trace a supply line from their capital to a supply source in the procuring major power’s home country. AP can only be spent on land units in Africa.

**6.222** Nations procure units at the following costs.

Units	Cost
Leaders	0
Once-per-year one Minor Power Corps	0
Infrastructure	1 per counter
Mines	1 per counter
Tanks	1 per corps
Cavalry, Infantry, Mountain, Siege, Flotilla	2 per corps
Fortress Repair	2 per step
Air Unit	1 per step

Submarines/U-boats	1 per step
Surface ships except BB	2 per step
BB naval units	3 per step

**6.223** Procured units muster (6.21) after some delay. Surface ship units muster one year after procurement. Submarines/U-boats muster six months after procurement. All other units and infrastructure markers muster the month after they are procured.

*For Example:* In March, the German player (unconquered) procures two infantry corps, two full strength U-boat units, and one full-strength CL (light cruiser) unit from his force pool. The cost will be: four RP for the two infantry corps, four RP for the two U-boats, and four RP for the one CL for a total of 12 RP. He then places the infantry corps on the April box of the calendar, the U-boats on the September box and the CL on the March box (to arrive the following year).

**6.224** A major power (2.23) can repair reduced fortresses and damaged air or naval units at the usual procurement costs. A ruined fortress cannot be repaired. To repair a fortress under a redux counter, pay the required RP cost and then immediately remove the redux counter. To repair an air unit, pay the required RP cost and then immediately flip the air to its full strength side. Naval units of all types can only be repaired if in one of their unconquered (2.93) home country (2.24) port locations. To repair a naval unit in a home country port location, pay the required RP cost and then roll 1d6. Place the naval unit at full strength on the turn track a number of months in the future equal to the die roll result; that’s when it reenters play via the usual muster process.

**6.225** When procuring infantry corps for use on the Europe and Ottoman maps (AF are exempt), a major power that procures more than one infantry corps in a month must spread its purchases across available effectiveness scores as evenly as possible. Therefore, a major power cannot purchase two corps with the same effectiveness score unless and until it has purchased one corps from each available effectiveness score. A major power cannot purchase three corps with the same effectiveness score unless and until it has purchased two corps from each available effectiveness score, so forth and so on. Lack of corps at certain effectiveness levels alleviates the need to meet this requirement at that level, i.e. if there are no “2s” then you can’t buy them and you can therefore buy another 0, 1 or a 3 in its place. There is no requirement to start procurement at the lowest level. So, you can start with a 3, but must procure a 4, 2, 1 and a 0, if they are available, before buying another 3, etc.

**6.226** When procuring/repairing fighter air units, a nation is restricted to those with the single highest machine gun score available in its force pool unless that score is 7. When that score is 7, a nation can also freely procure/repair 6s too, but at no other time can a nation procure/repair scores lower than the highest score available to it. For example, at some point, the British force pool will include fighters with a machine gun score of 2 and others with a machine gun score of 4. At that point, Britain can only procure/repair those with a score of 4. When fighters with a score of 6 enter the British force pool, the British can no longer

procure/repair 4s, but must procure/repair 6s. Throughout, the fighters with lower scores can remain in play, but if damaged or destroyed they cannot be “bought back.”

**6.227** Each side may procure one infrastructure marker per month paid for by any major power from that side.

**6.228** Every March monthly turn, each unconquered minor power can procure, at no cost, any one of its previously eliminated infantry corps.

### 6.3 Aviation Phase

During the aviation phase, players move and fight with fighters only; bombers play no role.

#### 6.31 Patrols

**6.311** Each side, CP first, alternates moving one, in-supply fighter unit at a time to any location (hex or box) within its radius or passing on that option. A fighter has one movement point per point of radius and pays one movement point to enter any hex, regardless of terrain and/or the presence of enemy units, but cannot enter neutral hexes. Fighters can enter port boxes from an adjacent map edge hex by spending all remaining movement points to do so. Fighters cannot patrol over ocean boxes. Fighters patrolling out from a port box would pay the cost of the on-map hexes they enter as usual.

**6.312** There are four movement restrictions during the patrols sub-phase: 1) a fighter must demonstrate supply before it starts its move, 2) a fighter can NOT leave a location which contains an enemy fighter, 3) a fighter can NOT pass through a neutral hex, and 4) each fighter can move only once. Other than that, a fighter can traverse any hex and/or conclude its patrol in any location regardless of terrain or the presence of enemy units.

**6.313** The Patrols sub-phase comes to an end when at least one of the following two events occurs: 1) Both sides pass in succession, or 2) Both sides have moved all available fighter units

#### 6.32 Dogfights

Players must resolve dogfights for each location that contains fighters of both sides. All the fighters in a single location will fight successive dogfights against each other until fighters of only one side, or neither side, remain. Players should then move on to the next contested location to resolve its dogfights. Continue the process until all contested locations contain fighters of only one side, or neither side.

**6.321** Begin by making any desired (re)combinations of eligible, reduced-strength fighters. Then pair each air leader (ace) present with a single fighter. The ace shares that fighter’s fate in the coming combat, i.e. if that fighter is destroyed then so is the ace.

**6.322** A dog fight is resolved in “tiers” based on machine gun scores. The highest machine gun scores fire in the first tier, the next highest fire in the 2<sup>nd</sup> tier, so fourth and so on until all tiers have fired. Identical scores fire simultaneously in the same tier. Units that refuse to fire at their place in the hierarchy forfeit their

shot, i.e. you cannot wait to fire until after lower machine gun scores have completed their shots. So all 7s fire, then all 6s fire, then all 5s fire, etc.

**6.323** To fire, a fighter (the shooter) selects an enemy fighter from any tier in the contested location as its target. However, no unit can be targeted more than once until all units have been targeted at least once unless the shooter has an ace. The shooter rolls 2d6 and adds his machine gun score. **If the shooter is a full strength unit (2 steps) and the target a reduced unit (1 step) then add another +1 to the roll.** If the final result of a fire dice roll exceeds the target’s evasion score then the target is hit. A fighter stacked with an ace gets a second shot immediately after the first at any target of its choice.

**6.324** Implement all results after every unit in a tier has fired. A hit flips an air unit over to its damaged side or destroys an already damaged unit. At the end of the current tier, after all units in that tier have fired, fighters *damaged in the current dogfight* must leave the dog fight location (abort) and return to any other friendly location that does not contain any enemy units or be destroyed. These aborting fighters can spend a number of movement points equal to their radius score, pay one movement point per hex entered, or ARMP for a box, and cannot enter a hex which contains an enemy fighter or only neutral land terrain.

**6.325** After implementing all the results generated within a tier, proceed to the next tier in sequence. Note, that it is possible for units with higher scores to damage, destroy and/or abort units with lower scores before those lower scores get their chance to fire.

**6.326** After all fighters of both sides have fired and/or been aborted a dog fight is complete. If opposing fighters still occupy the same location, then they must start and complete another dog fight. Repeat this process until only one side, or neither side, has fighters in the location.

**6.327** When only one side has fighters remaining then that side has “air superiority” over that location.

### 6.33 Air Superiority

Fighters on patrol that won (or never faced) dog fights remain in their destination location to assert air superiority (10.51) until the Aerodrome Phase. Fighters asserting air superiority do NOT interfere in any way with enemy supply or movement; however they can modify a reserves die roll (10.4), and are not themselves displaced by the subsequent movement of enemy land units into their location.

### 6.4 Admiralty Phase

*Design Note: If you find yourself asking, “What am I supposed to do with this big, expensive fleet, than the game has successfully recreated a core conundrum of WW I.”*

The standard admiralty rules (6.41-6.44) call on sections 7-8 to enable players to simulate naval operations. However, players who wish to curtail the naval simulation may instead use the Option Admiralty Rule 6.45 which dispenses with sections 7-8 for the sake of simplicity.

## 6.41 At Sea vs. In Port

Naval units sometimes need to distinguish between being “at sea” or “in port.” Naval units are at sea unless they occupy a friendly or permissive port hex or box and declare themselves in port when challenged to do so by the opposing side. A side can require enemy units to declare their at sea or in port status each time contact (8.1) occurs. Once a status is declared, it cannot be altered until another separate instance of contact occurs.

## 6.42 Naval Zone of Patrol (NZOP)

Each stack of surface ships or submarines on the North Europe, South Europe or Ottoman map radiates a Naval Zone of Patrol (NZOP) into the water portion of the six adjacent hexes that surround the stack. Fortresses, mines, and lone naval units do not radiate NZOP. NZOP never applies on the Africa map or Sea Chart.

## 6.43 General Quarters (GQ) sub-phases

Each Admiralty Phase has two GQ sub-phases, I and II. Each GQ sub-phase has a CP half followed by an EP half. However, at the beginning of GQ sub-phase II, the British (or EP) player can decide that he will move first, reversing the usual CP-EP order for a sub-phase. The phasing side conducts all of its naval movement (7.0) and any resulting naval combat (8.0) one force (2.61) at a time. Conduct all actions for a single phasing force, to include an interwoven series of moves and or combats, before conducting actions for any other phasing force. After a side has finished all desired moves and/or combats for all of its forces its sub-phase half ends and the other side’s half begins. After both sides complete their respective halves of GQ I, proceed to GQ II where the process repeats.

*Design Note: Britain’s ability to control the initiative in GQ II stems from cryptologists in Admiralty Room 40 who consistently read Germany’s coded message traffic.*

## 6.44 Mines

Mines are one-step, immobile surface naval units that fight via mine attacks instead of naval combat. No more than one mine counter from each side can occupy the same map hex, but up to two mine counters from each side can occupy the same ocean or port box.

*Design Note: Mines in a box do not represent an even distribution of mines across that body of water, but rather the selective placement of mines at key choke points within that area.*

**6.441** Naval units can enter a location that contains mines from their own side at no penalty.

**6.442** A mine automatically attacks EACH AND EVERY enemy Surface ship and U-boat/submarine in a force that meets at least one of the following conditions. Note that this means the non-phasing player will be “attacking” the phasing player with mines.

- The phasing force enters a location that contains at least one non-phasing mine counter; NZOP overlapping a mine hex will NOT by itself trigger mine attacks.

- The phasing force places a landing counter directed at a location which contains at least one non-phasing mine counter.

**6.443** Mine attacks vary depending on location. Mines attacking from a hex roll 1d6; if the die roll result is LESS than the mine’s attack score then inflict a hit on the target naval unit. Mines attacking from a Sea Chart box (ocean or port) roll 2d6; if the result is LESS than the sum total attacking mine scores in that box then inflict a hit on the target unit. Double all mine scores in the Gulf of Finland and half all mine scores in the Mid Atlantic, Mid Pacific and Indian Ocean boxes. In all cases, mines do NOT need “doubles” to kill an already damaged BB.

**6.444** Mines available at the start of a scenario are set up according to the instructions in the order of battle. Mines which arrive as reinforcements enter the force pool awaiting procurement. Once procured, mines go to the mine pool on the Sea Chart until placed.

**6.445 PLACEMENT:** A surface ship or submarine/U-boat that spends a number of naval movement points equal to THREE times its radius score in a single location can place one mine counter there after surviving any combat triggered by its movement. The owner simply selects any same nationality mine counter from the mine pool and places it in the subject location.

**6.446 CLEARANCE:** A surface ship (submarines cannot clear mines) that spends a number of naval movement points equal to THREE times its radius score in a single location can make one attempt to clear one mine counter from that location OR any one adjacent location during the current GQ sub-phase. Therefore, a unit on a map edge could attempt to clear a mine from an “adjacent” Sea Chart box. Attempts to clear friendly mines automatically succeed without harm to the clearing unit and return the mine counter to the original owner’s mine pool. Attempts to clear enemy mines require a die roll on the clearance table. Roll once per unit (not per force) attempting clearance. “Mine cleared” means move that mine back to the original owner’s force pool. Should the clearance attempt fail, other surface ships can attempt to clear the same mine counter in the same GQ sub-phase via the same procedure. Resolve mine clearance attempts before adjudicating contact with enemy naval units when both apply. **Units engaged in mine clearance cannot claim to be “in port”.**

### Clearance Table

Roll	Result
1	Mine cleared and clearing unit suffers one step loss
2	Mine cleared
3-6	No Effect, Mine Remains

## 6.45 Optional Admiralty Rule

**6.451** To simplify the game at the expense of naval detail, by mutual consent, player may wish to invoke the Optional Admiralty Rule before beginning a scenario. When using this rule, players can omit rules sections 6.41-6.44 as well as sections 7.0 and 8.0. There is no need to set up naval units. Instead,

during an abbreviated, monthly Admiralty phase, the EP – only – can perform naval transport, invasion and supply in “permitted hexes” which include all ocean and coastal hexes except those coastal hexes of Austria-Hungary, Denmark, Germany or the Sea of Marmara which is defined as any water hex within two hexes of 5245 and hex 5544. CP units have no naval capabilities.

**6.452 TRANSPORT:** Each month, the EP can move up to five corps and any number of air units over water via permitted hexes. Each unit so moved can make two moves of up to 24 movement points each. Each water hex entered on a European or Ottoman map costs one movement point while each one entered on the Africa map costs three. Entering a port box costs three movement points while entering an ocean box costs 18. These units can remain “at sea” indefinitely. However, units that move by sea can only return to land at a friendly port (2.5), permissive neutral port (6.122), or via a landing counter.

**6.453 INVASION:** During the admiralty phase, the EP can place one landing counter per calendar year in any permitted ocean or coastal hex. The landing counter serves as EP-controlled “land” in the subject location which is connected to an adjacent coastal hex to which it points. When making a land combat dice roll against any coastal hex except those of Denmark, Germany and the Sea of Marmara, the EP can always apply a +1 for siege artillery provided by naval gunfire.

**6.454 SUPPLY:** The EP can freely trace supply over water hexes/boxes without the usual need for a friendly surface ship (3.123) except in the Sea of Marmara. Assume that the British can trace an off-map sea supply line in order to transfer RPs to Russia.

## 6.5 Campaign Phase

Players resolve land movement (9.0) and combat (10.0) during the campaign phase.

### 6.51 Weather

**6.511** There are two types of weather in Balance of Powers, good or bad. Good weather is the default that applies unless otherwise noted and has no effect on play. Bad weather varies by month and location as marked on the calendar. From March through May inclusive the entire Africa map suffers bad weather due to rain. From June through August inclusive Ottoman map hexes numbered XX60 and higher suffer bad weather due to the heat. From November through February inclusive, the North & South Europe maps as well as Ottoman map hexes numbered XX59 and lower suffer bad weather due to snow.

**6.512** Locations affected by bad weather suffer several penalties. They have only one fortnight (6.53), the first. Corps that begin their second fortnight in a hex affected by bad weather forfeit that fortnight; they can neither move nor attack. Corps that begin their second fortnight in a good weather location cannot move or attack into a bad weather location during that fortnight. The phasing player must pay double the usual RP/AP expenditure when conducting a land attack (10.3) in a location affected by bad weather. Amphibious assault (7.7) is not possible during bad weather months on the North Europe or Africa maps. And the

British suffer sickness (6.513) during bad weather months on the Africa map.

**6.513 SICKNESS:** During the weather sub phase of March, April, and May, the CP (or German) player can select any one British-colored AF corps (including all sub types) on the Africa map for possible elimination due to sickness. Roll 1d6; if the result is LESS than the selected unit’s printed effectiveness score then immediately eliminate the selected unit, otherwise no effect.

*Design Note: Because Britain used far more non-native troops than the other nationalities, only she suffers sickness.*

### 6.52 Interior Lines

During *The Great War* scenario (12.9) the CP player may avail Interior Lines (IL) at this time. Starting in 1915, once per calendar year, the CP can invoke IL to enable the CP side to immediately conduct a single, full, out-of-sequence move (9.0) for each of its siege artillery corps. Each siege artillery corps can move as usual via marching or rail or both with all the usual costs and stipulations except that they can NOT enter enemy controlled locations. When the IL moves are complete, play proceeds to the 1<sup>st</sup> fortnight as usual and the just-moved siege artillery suffer no additional restrictions or limitations as a consequence of their IL moves.

### 6.53 Fortnights

A month usually consists of TWO fortnights; however, when “bad” weather applies, play only the first fortnight for that month in the affected location. Each fortnight is a sub-phase with a CP half followed by an EP half. A side is phasing during its half. The phasing side conducts all of its land movement (9.0) and any resulting land combat (10.0) one force (2.61) at a time. Conduct all actions for a single phasing force, to include an interwoven series of moves and/or combats, before conducting actions for any other phasing force. After a side has finished all desired moves and/or combats for all of its forces its fortnight half ends. Remove all trench battle (9.63) and breakthrough (10.73) counters at that time. Then the other side performs its fortnight half. Once both sides have completed their halves, a fortnight is complete. **Each side conducts a Commissariat Phase at the end of each of its fortnights.**

## 6.6 Commissariat Phase

**Each side conducts a Commissariat Phase at the end of each of its fortnights.** Check each corps (1.321) of the phasing side for supply (3.1) and perform voluntary removal of infrastructure markers. Make supply checks in order of printed effectiveness scores from lowest to highest. All scores of the same value check “simultaneously.” Any corps found to be out of supply must roll 1d6 and compare the result to its printed effectiveness score. If the result is LESS than the checking corps’ printed effectiveness score then it survives; otherwise destroy it. **Units checking while in their capital or a home country bargaining chip can apply a -1 modifier to their die roll.** A side may also voluntarily remove any number of infrastructure markers in locations it controls back to the force pool at this time.

## 6.7 Aerodrome Phase

**6.71** Return to Base: Each air unit not in friendly controlled location (i.e. a fighter still on patrol over an enemy hex/box or a bomber or fighter unit whose hex/box has been overrun by enemy land units) must now move to a friendly controlled location. Air units do NOT need to demonstrate supply to return to base. Air units returning to base have a number of movement points equal to their radius score.

**6.72** Change of Base: Any in-supply air unit, including one which just returned to base, may now move by spending a number of movement points equal to FOUR times its printed radius score.

**6.73** During base returns and changes, the following movement rules apply. The CP makes all of its returns and changes first followed by the EP. Air units pay one movement point per hex entered, regardless of terrain and/or the presence of enemy land or naval units, or all remaining movement points to enter an adjacent box. Air units cannot enter neutral locations or those which contain enemy air units. Their move must end in a friendly-controlled location; if not then the air unit in question is completely eliminated.

## 6.8 Revolution Phase

**6.81** Austria-Hungary, Germany and Russia can each suffer a revolution. Starting with the second month after it went into crisis (2.92), an affected nation from this group must roll 1d6 during the revolution phase. If the result of that roll is less than the number of months since its crisis started (as marked on the calendar), then that nation immediately goes into revolution. However, a roll of 6 never causes revolution. For example, if Russia goes into crisis in July 1917, then it would need the following die rolls in the months indicated to go into revolution: August 0 (impossible), September 1, October 2 or less, November 3 or less, December 4 or less, January, 1918 through the end of the game 5 or less each month.

**6.82** A nation in revolution suffers the following consequences.

- 1) Immediately reduce its RP track to 0 permanently; it never again posts RP from any source and cannot receive transfers or RP income of any kind.
- 2) For Austria-Hungary and Russia (NOT Germany) immediately remove all of its units from play except mines, ruin all fortresses, and then return six infantry corps, each with an effectiveness score of 2, to the nation's capital location unless that capital is enemy controlled. Austria-Hungary returns three infantry corps to Vienna and three to Budapest. Germany's units and fortresses remain intact, but given clause 1 they cannot be replaced when damaged or destroyed.

**6.83** A nation in revolution remains on its original side (CP or EP). Germany (only) can conduct one land attack per season at no cost in RP. When Russia goes into revolution, immediately take the 22<sup>nd</sup> (Finnish) corps from wherever it may be and place it in the Russian Helsinki port box where it becomes the sole unit of a newly created true neutral, minor power (Finland) with Helsinki as its capital.

*Design Note: In game terms, we keep the nation in revolution on a side for simplicity. It could revert to neutrality, but that would require additional rules to handle multiple transitions since the original enemy will likely occupy its territory anyway.*

## 7.0 NAVAL MOVEMENT

*Design Note: The presence of naval units in a hex or box represents sustained activity at the designated point, but not necessarily the continuous presence of all the ships in those units at that point. Most of the time, one can assume that about 1/3<sup>rd</sup> of the all the ships in a given unit are actually coming or going from their duty station and therefore not actually present on station.*

In general, during the GQ (6.43) sub-phases of the admiralty phase, phasing naval units can move individually or in stacks across water hexes on the maps as well as port and ocean boxes on the Sea Chart. The distance moved is a function of a naval unit's radius score. Non-phasing surface naval units can attempt to interrupt the movement of phasing surface naval units. A successful interrupt curtails the movement of an enemy surface force. At any point, either side can attempt a search to trigger naval combat. The presence of enemy air units or land corps (except at canals) does not affect naval unit movement, but enemy fortresses might. Complete the movement for one phasing force, including any combat triggered by that movement, before starting the movement of another phasing force.

### 7.1 Radius, Range, and Overage

**7.11** Each naval unit has a printed radius score. The radius score is the number of map hexes out to which a non-phasing surface naval unit could interrupt the movement of a phasing surface naval force which has run an overage. Note, on the Africa map each hex counts as three. The radius score X 4, also called "range," is the number of naval movement points (NMP) a phasing naval unit has available to spend on its own movement during a GQ sub-phase. When moving, the amount by which a phasing naval unit exceeds its printed radius score is called an "overage." The extent of a force's overage is determined by the slowest unit in that force.

### 7.12 Summary

Radius	=	score printed on unit
Range	=	FOUR times the radius score
Overage	=	Movement Points Spent – radius score

*Design Note: Range is 4X radius for several reasons. Radius measures how far ships can sail from a central point when patrolling in patterns such as concentric figure eights. Range on the other hand measures how far a ship could go in straight line with no interference from the enemy. Trial and error revealed that these figures generated historically accurate results.*

### 7.2 General Movement Rules

**7.21** Naval units can move individually or in stacks. Surface ships and submarines can never be a part of the same stack; they are always separate forces. A naval unit can enter an enemy occupied location at no additional cost and need not even stop unless required to do so by interruption (7.4) or contact, search and naval combat (8.0).

**7.22** Each naval unit begins its half of a GQ sub-phase with a number of naval movement points equal to its range. Naval units spend naval movement points to enter locations. A naval unit which cannot pay the cost of a given location cannot enter that location. Once a naval unit has spent a number of naval movement points equal to its range, or declined to do so, its move is complete.

**7.23** When moving, players must pay careful attention to the distinctions between maps and the Sea Chart. Naval units move across maps one hex at a time and across the Sea Chart one box at a time. Naval units can transfer from maps to boxes on the Sea Chart and vice versa as indicated at map edges and on the Sea Chart. In such cases, units pay the cost of the location they are entering.

**7.24** Coastal Defense (CD) ships have severe movement restrictions. On the Sea Chart, they can only enter port boxes and the Gulf of Finland. On a map, their radius score represents the maximum distance in hexes they can move away from a friendly home country coastal hex; in other words, they must always have a friendly home country coastal hex within their radius.

**7.25** A nation must pay one RP per month in which it moves at least one dreadnought (BB). Make this payment immediately before moving the first dreadnought. Pay only one RP regardless of how many dreadnoughts that nation moves this month. If a nation does not have an RP available then it cannot move any dreadnoughts.

### 7.3 Map Movement

**7.31** Naval units spend their movement points as they enter new hexes or cross map edges. Entering a hex on the North Europe, South Europe, or Ottoman map costs ONE naval movement point. Moving into a hex on the Africa map costs THREE naval movement points. Naval units moving onto a map hex from a Sea Chart box would pay either one or three naval movement points depending on which map they enter.

**7.32** Naval units can move only into hexes that contain at least some ocean or a canal and they cannot cross an all-land hex side in the process. Therefore, naval units can enter hexes that are all ocean, coastal hexes that show some combination of ocean and land, and the Kiel and Suez Canal hexes.

**7.33** Naval units moving in stacks are “charged” individually, so some may run out of movement points before others. Moving stacks can pick up new units and drop off elements of the stack in hexes that they enter. However, upon joining, each new unit in a stack is considered to have spent as many movement points as the stack spent to reach it. Each unit dropped off can move no further.

**7.34** Naval units can move into hexes occupied by enemy units. However, naval units cannot transit a canal hex side when either side of that canal hex side is enemy controlled. Instead, they

could move along a contested hex side and then later on exit out the same way they came in.

**7.35 COASTAL RAIDING:** While moving on a map, surface naval units can bombard enemy shores to destroy enemy RP. Each side (CP and EP) can declare one “coastal raid” per season (every three months). Make the declaration when a phasing surface naval unit with a gunnery score which is GREATER than one moves into a qualifying coastal hex. A qualifying coastal hex is one that contains an enemy unit or an enemy home country (2.24) population center (1.22). Upon entering such a hex, the phasing side makes its declaration and rolls 2d6. If the result is doubles and at the same time greater than the last digit of the current year then the targeted nation immediately loses one RP. Coastal raiding does NOT interfere in any way with the phasing unit’s movement, contact, search or naval combat all of which can continue as usual immediately after rolling for the raid.

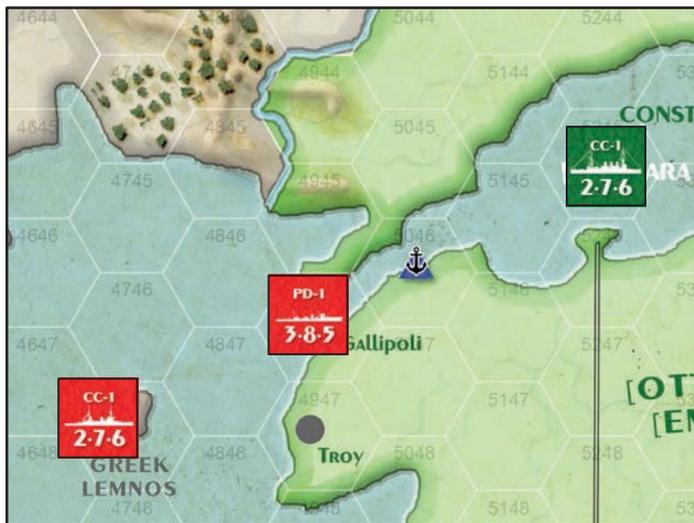
### 7.4 Interrupt

*Design Note: Interrupt represents the ability of screening and reconnaissance forces to track and deter enemy movement. It compensates for the players’ perfect knowledge of the game situation by unexpectedly curtailing movement as might happen when opposing forces first become aware of each other and so alter course, await instructions, chase phantoms, etc. By itself, interrupt does NOT trigger contact, search or combat; it just curtails enemy movement. Contact, search, and combat could occur with or without interrupt. The practical consequence of the interrupt rule is that units far from the enemy can move great distances in a single “go” while those close to the enemy will have their movement curtailed.*

**7.41** The non-phasing side can interrupt phasing surface naval movement on the maps, but not on the Sea Chart. If a phasing surface force runs an overage in an “unblocked” hex that is within the radius of a non-phasing surface unit then that non-phasing surface unit can attempt to interrupt the phasing surface force in that overage hex. Note that submarines/U-boats can NOT perform interrupt nor can they be interrupted.

**7.42** A given hex is unblocked if the non-phasing unit can trace a path of hexes of any course, but no greater in length than its radius score, to the targeted hex without passing THROUGH an all-land hex or a hex that contains a phasing surface naval unit, including a fortress or minefield.

*For Example:* An Ottoman cruiser (CC) with a radius score of 6 in the middle of the Sea of Marmara (hex 5245) projects a radius out to Lemnos Island (hex 4747) in the Aegean five hexes away. But, if a British surface naval unit occupied Gallipoli (hex 4946) then it would effectively “block” the ability of that Ottoman cruiser to interrupt movement beyond Gallipoli and around Lemnos. However, British movement into the Gallipoli hex itself could be interrupted by the Ottomans since tracing a path there would not require passing THROUGH a blocking hex, but rather merely going into it.



**7.43** A non-phasing unit can attempt any number of interrupts; but a phasing force is subject to only one interrupt attempt per hex it enters. Pause the phasing side’s movement while the non-phasing side considers and/or attempts an interrupt.

**7.44** Implement the consequences of “lump sum” naval movement point expenditures BEFORE attempting any interrupt they might trigger. For example, when clearing a minefield (6.456) a unit must pay THREE times its radius score in naval movement points and will therefore cross the interruption threshold very early in that expenditure. Still, resolve the minefield clearance first and then resolve the interrupt attempt so the interrupt will not impact the minefield clearance, but will instead follow it.

**7.45** To attempt an interrupt, the non-phasing side rolls 1d6. If the final result is LESS than the overage amount spent up to that point by the currently moving force then the entire moving force must stop and end its move even if some units in that force had not yet run an overage. However, the phasing side can still move other remaining so-far-unmoved naval forces as usual. Note that interruption by itself does not necessarily trigger contact, search or combat (8.0); it just stops the phasing force from moving further this GQ sub phase. In all cases, resolve contact, search and combat as usual.

**7.46** Subsequent interrupts can occur between different forces after the first in the same GQ sub-phase.

**7.5 Sea Chart Movement**

**7.51** Phasing naval units can enter a port box for THREE naval movement points or an ocean box for 18 naval movement points. Units can freely enter enemy port boxes, but are considered “at sea” therein. Units that begin their move in a Sea Chart box can move to an adjacent map edge hex for ONE (Europe) or THREE (Africa) naval movement points depending on which map they are entering.

**7.52** Naval units can enter two neutral port boxes, Batavia and South America, even if enemy naval units are present there. If opposing sides both occupy a neutral port box; each can avail the port to decline contact. A CP naval unit that begins its GQ

sub-phase in a neutral port box MUST leave that port box or be eliminated at the end of that GQ sub-phase.

**7.53 NO GO ZONES:** CP U-boats can never enter the U.S.A. port box, the South Atlantic Ocean box or the Indian Ocean box (those waters were beyond their operational range). Naval units cannot enter or remain in the White Sea box from November through February inclusive (it’s frozen). Naval units that start November GQ I in the White Sea box must leave or be destroyed. Note that these White Sea restrictions prevent the EP from tracing a seaborne supply line to Russian Archangel from November through February inclusive and therefore stop the transfer of RPs (5.23) along that route during that time.

**7.54** Naval units never move onto a grey space on the Sea Chart since each such grey space is in fact a “window” to a corresponding map area. Therefore, when a naval unit on the Sea Chart has cause to enter a grey space on the Sea Chart it should instead be immediately placed in a hex of a connected map edge. So, naval units will never be “on” a grey space of the Sea Chart. However, units on a map are simultaneously “in” the corresponding grey space of the Sea Chart which accounts for (covers) their map area.

**7.55** Naval units cannot move directly from one port box to another port box.

**7.6 Naval Transport**

**7.61** Surface ship units of any kind can transport air units and land corps as “passengers” with them as they move. Each surface ship step can carry one corps of regular land units, or three AF corps, or one step of air units. Passengers are temporarily incorporated into the surface ship transport, must abide by all naval movement rules, and lose all of their own functionality until they debark – i.e. air units cannot patrol from ships. Surface ships carrying units are referred to as “transports” regardless of their actual type.

*Design Note: In most cases, the surface ships aren’t actually carrying the troops rather they are escorting the transports which are not represented by pieces in this game.*

**7.62** Transports retain all their usual functionality.

**7.63** Nations are limited in the total number of land corps that their entire fleet can carry on the Sea Chart and any and all maps according to the following transport limits table. Every three AF corps count as one regular corps. Transports can carry any number of air steps.

Britain	5 regular corps per month
USA	5 regular corps per month
Japan	2 regular corps per month
Every other major power	1 regular corps every other month

Given the every-other-month limit for “other major” powers, they cannot end a GQ II sub phase with a passenger embarked at sea. If such a situation arises, the transporting force must immediately conduct a mandatory return to port (8.5). Britain, Japan, and the USA, on the other hand, can end a GQ II with passengers at sea.

**7.64 Transport Procedure:** A surface ship that begins its move for a given GQ sub-phase stacked with a friendly air/land unit in a location (hex or box) containing a port or landing can transport that unit. Land units can be picked up while in entrenched mode, but are always converted to maneuver mode – free of charge – once they become passengers. The unit stacks on top of the surface ship as it moves across the water. If losses reduce the number of steps in the transporting unit to a number less than that required to transport their passengers then other surface ships in the same force (2.61) can use their capacity to carry the passengers. If, however, an entire surface naval force has insufficient steps to carry those passengers stacked with it then excess corps/steps of the transporting side's choice must be eliminated.

*Design Note: The ability of other ships to “take on” passengers does not represent a hasty change of transport, but rather simulates the pack protecting the transports.*

**7.65 Disembarkation Procedure:** Passengers can offload in either GQ sub phase or the campaign phase. Air and land unit passengers can offload into a friendly controlled (2.5) or permissive neutral (6.122) port hex/box or friendly landing counter (7.71) during the GQ sub phase; and the transport could then continue moving elsewhere. Units disembarked into a port move normally thereafter, in the aviation or campaign phases as appropriate. Corps (only) can offload into any non-port coastal hex or an enemy controlled port hex/box during the campaign phase as amphibious assault (7.7). In this case, the transports must actually stop adjacent to the target hex, or in the target port box, place a landing counter (7.7), and stay there through the end of the current month.

## 7.7 Amphibious Invasion

**7.71** Corps stacked with surface naval units – an amphibious force - may conduct a land attack via amphibious invasion against any enemy controlled location except a Full Nation Home Country Port Box (2.24) during the campaign phase. But first, the attacker must place a landing counter during the admiralty phase. If the amphibious force is in a port box, then the amphibious force places the landing counter in that port box. If the amphibious force is in a map hex, then the amphibious force places the landing counter in its own hex and declares which adjacent coastal hex or port box it intends to assault during the campaign phase. In either case, placement is automatic and requires no additional naval movement points.

**7.72** Once placed, the landing counter functions as land connected to the declared target hex or port box. A landing counter remains so long as the placing side has at least one corps and one surface ship stacked together with the landing counter. If either half of the amphibious force is completely absent or eliminated then the landing counter is removed. If the landing counter is removed from a location for lack of a surface ship, then all same-side corps and any infrastructure marker in that location are eliminated.

**7.73** Placing a landing counter against Antwerp, Belgium is a violation (6.11) of Dutch (as well as Belgian) neutrality! This would require declaring a violation of the Netherlands (and

Belgium if it were neutral) during the diplomacy phase and then putting the Netherlands on the side opposed to the violator.

**7.74** The side which placed a landing counter can voluntarily remove it at any time. It must be removed, and may be flipped to its “anchorage” side, when the amphibious force captures the target location. The anchorage side of a landing counter can only be placed via a successful amphibious assault. An anchorage functions as a port for supply purposes (3.0) only! Therefore, naval units in an anchorage cannot decline enemy contact.

**7.75** A land unit conducting amphibious assault must spend ARMP top enter/attack the targeted coastal hex.

## 8.0 NAVAL COMBAT

Naval combat can occur as a result of a successful search after opposing forces come into contact and proceeds according to the Naval Combat Sequence outlined here.

<u>Naval Combat Sequence</u>	
Contact	
Search & Evasion	
Submarine Combat	Surface Combat
Torpedoes	Deploy
ASW	Surprise
Salvos	
Mandatory Return to Port	
OR	
Possible Further Movement and Combat	

### 8.1 Contact

As the phasing player moves his naval units, both sides should keep careful watch for contact. Contact occurs when opposing naval forces and/or their NZOPs occupy the same location. However, naval units in port (6.41) can always decline contact and thereby avoid a search that might trigger sea combat. Therefore, assuming neither side avails a port, contact can occur in four different ways.

- If two opposing naval units occupy the same hex.
- If two opposing naval units and/or stacks occupy the same box.
- If a naval unit from one side and a naval stack from the other side occupy adjacent hexes.
- If two opposing naval stacks, each of which radiates NZOP, are within two hexes of each other.

### 8.2 Search & Evasion

**8.21** When contact occurs, surface or submarine forces may search for opposing surface (only) forces. Note that no force, not even a submarine force, can search for an enemy submarine force, they cannot be found.

**8.22 Separation of Surface and Submarine actions:** Since it is possible for a single hex or box to contain surface and submarine units from the same side, each of these “separate” forces could search for the same enemy surface force separately. In that case, there could be two naval combats, one surface and one submarine, against the same enemy force. Resolve each combat separately.

**8.23** The phasing side gets to search first. To search, a naval force in contact with an enemy surface naval force declares that surface naval force to be its target (choose if more than one target force is available). Searches by or against a fortress (1.33) always succeed. In all other cases, the searching side rolls 1d6. Subtract the number of naval units in the searching force. If the final result of a search die roll is less than the total number of surface naval units in the targeted force, then the search succeeds and the targeted force has been found. Otherwise, the search fails. If both sides fail or decline their searches then proceed with naval movement as usual.

**8.24** A given pairing of opposing forces can search for each other only once each per GQ sub phase. Either force in the pair could conduct further searches, and be the target of additional searches, but not against each other. This restriction applies even if the composition of a given force changes through the loss or gain of units; it’s still the “same” for purposes of once-per-GQ-sub phase limit on pairings of opposing forces.

**8.25 EVASION:** When a search succeeds, units that were found (whether phasing or non-phasing) may try to evade. Phasing units conduct their evasion attempt first followed by non-phasing units. Only those units whose movement score exceeds the movement score of every unit in the enemy force that found them can try to evade. Roll 2d6 once for all units on a side attempting to evade. If the final result is less than an evading unit’s radius score then that unit avoids any combat triggered by the search it just evaded and must immediately conduct a mandatory return to port (8.5). Units which fail to evade participate in combat as usual.

**8.3 Surface Combat**

When surface ships successfully search for and find an enemy surface force which does not evade then conduct surface combat as follows.

**8.31 Deploy:** Each side must deploy for combat, phasing player first, by immediately and publicly allocating its surface ships and fortresses between a van and a main force on the Sea Combat Chart. The van can have any number of BC, CA, and CL. If none of those are present, then there can be no van. All BB, CC, CD, PD and fortresses must be in the main force. If none of those are present, then there is no main force. BC, CA, and CL not assigned to the van can join the main force, if there is one.

**Sea Combat Chart**



Navy leaders must also deploy by being placed atop a particular ship of their type. They share that ship’s fate; if it is destroyed, so are they.

**8.32 Surprise:** When a fortress is involved, neither side is surprised. In all other cases, each side rolls 1d6. A side whose die roll result is greater than the number of units in its van is surprised. **Units include surface ships and leaders with a van- eligible ship type (BC, CA, and CL).** If both sides are surprised, ignore the results and assume neither is surprised. When only one side is surprised, then that surprised side must apply a -1 to all gunnery dice rolls made by its main force.

**8.33 Salvos:** Opposing surface naval units fire at each other in two salvos, van and fleet in that order. During the van salvo, only surface ships of the two opposing vans fire at each other. During the fleet salvo, all opposing surface ships may fire at each other, however, surface ships in the enemy van cannot be targeted unless and until all surface ships in the enemy main force have been targeted at least once.

**8.331** Surface ships and fortresses fire in tiers defined by gunnery scores arranged in descending order. Units with the highest gunnery score occupy the top tier. The next highest score then makes the 2nd tier and so on. Units with identical gunnery scores fire simultaneously in the same tier so implement the hits inflicted during a tier at the end of that tier. Between tiers, however, firing is sequential so implement all results inflicted by a tier before proceeding to the next tier in sequence. Therefore, units with lower gunnery scores can be damaged or destroyed by units with higher gunnery scores before the lower scores have a chance to fire. Units that refuse to fire at their place in the hierarchy forfeit their shot, i.e. you cannot wait to fire until after lower gunnery scores have completed their shots. So, all 4s fire and implement their results, then all 3s fire and implement their results, etc.

**8.332** To fire, a surface ship or fortress selects any enemy surface ship or fortress engaged in the current salvo, even one in a lower tier, as its target. The firing surface ship or fortress rolls 2d6. **Modify the sum by adding the firing unit’s gunnery score and subtracting one for surprise if applicable.** If the final, modified result of a fire dice roll exceeds the target’s armor score then the target is hit. However, unless directed by a naval leader (8.334) no ship or fortress can target an already targeted unit for a second shot until all enemy units have been targeted at least once.

**8.333** A hit flips a full strength surface ship over to its damaged side or reduces a full strength fortress. Except for BB (dreadnoughts), an already damaged naval unit that is hit is destroyed. A damaged BB that is hit a second or subsequent time is destroyed if and only if that most recent fire dice roll was also doubles before any modification; otherwise that would-have-been hit is negated.

**8.334** If a side has a navy leader present who is paired with a ship of his type then that ship gets a second shot immediately after its first in each salvo. The second shot can be directed at the same target as the first or a different target.

**8.34** At the end of a surface combat, each side – CP first – must check for mandatory return to port (8.5) by rolling 1d6. If the result is less than the number of surface ship steps which that side lost in the just-finished combat, or is a 1, then all of that side's surviving surface ships from the just-finished combat must immediately conduct a mandatory return to port. Surface forces which do NOT roll less than the number of steps they lost, or a 1, may (at their option) conduct a mandatory return to port or they may, after all mandatory returns to port are complete, continue with regular movement if phasing or stay where they are if non-phasing. Such ships could even participate in additional naval combat in the same GQ sub-phase.

### 8.4 Submarine Combat

When submarines/U-boats successfully search for and find an enemy surface force which does not evade then conduct submarine combat.

**8.41** Each submarine/U-boat unit in a force attacks the surface ship of its choice with its torpedo score. Simply roll 2d6 for each attacking submarine/U-boat, add the shooter's torpedo score, and compare that sum to the target's armor score. If the final dice roll result exceeds the target's armor score then inflict a hit on the target unit. As usual, damaged BBs are hit if and only if the dice were doubles in addition to exceeding the armor score. Submarines/U-boats cannot target fortresses.

**8.42** After completing all torpedo attacks for a given submarine combat, make one ASW (5.324) roll against the entire submarine/U-boat force that just attacked even if it completely destroyed the target surface force. After that ASW roll, the submarines/U-boats involved must conduct a mandatory return to port.

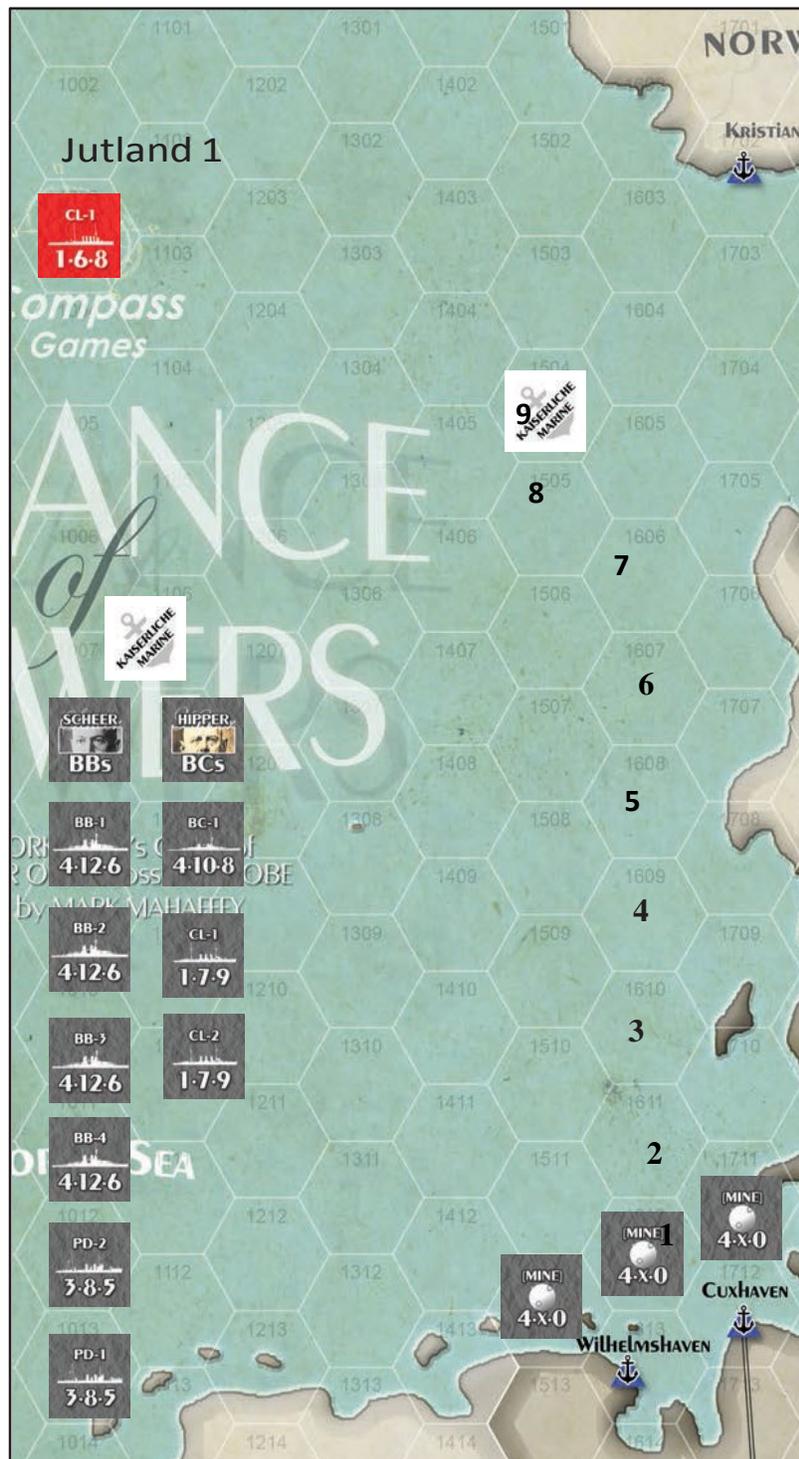
### 8.5 Mandatory Return to Port

To conduct a mandatory return to port, simply move the affected naval units to the nearest friendly port as measured in NMP from their current location regardless of their radius/range scores. Owner may choose when multiple ports are equidistant. For this rule, the Batavia and South America boxes count as "friendly" ports. Returning units can NOT initiate nor are they subject to interrupt (7.4) or search (8.2). Indeed, they pass directly through locations containing enemy surface ships and submarines without incident. However, returning units cannot enter hexes containing enemy fortresses and must suffer any mine attacks they may trigger as usual (6.44). Units required to return to port, but unable to do so are destroyed. Finally, units that perform a mandatory return to port can NOT leave that port until the following month; if forced to exit before then they are destroyed.

*Design Note: The ability to pass through enemy surface ships and submarines during a mandatory return to port reflects the very fluid nature of naval warfare and prevents the "snap shot" effect of counters on a map from generating an unrealistic aspect of positional warfare in naval operations.*

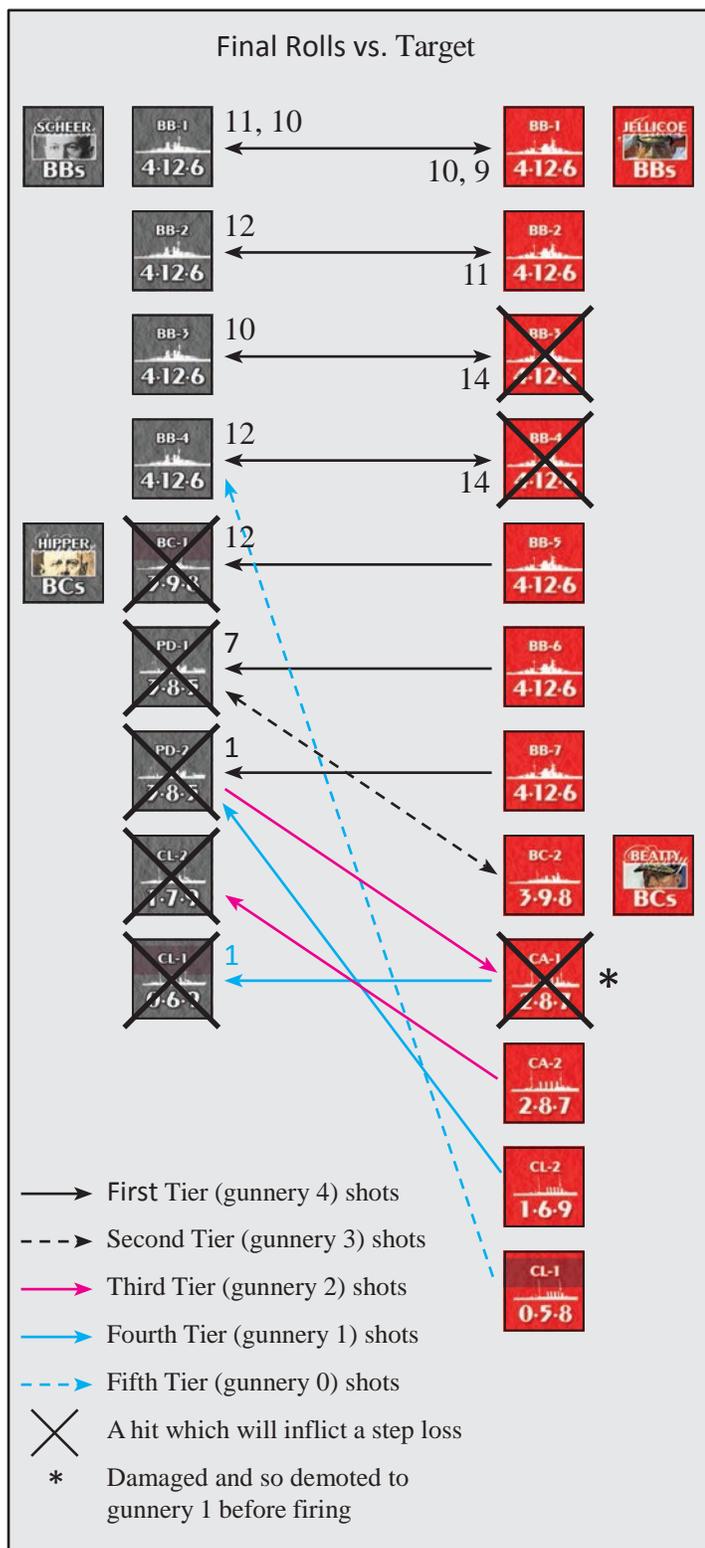
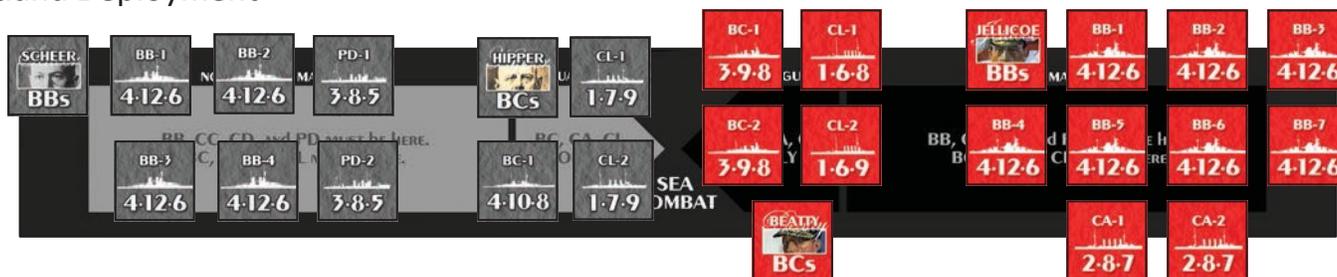
## 8.6 Possible Further Movement and Combat

Units which were not required to conduct a mandatory return to port and still have movement points remaining can continue naval movement as usual and even engage in further naval combat.





Jutland Deployment



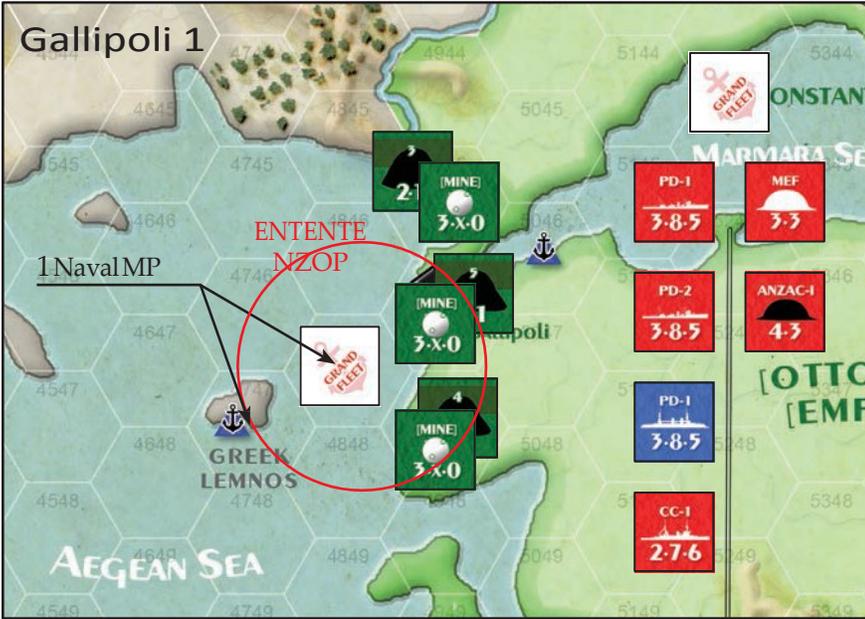
Next comes the fleet salvo in which all units can fire, but all units in the opposing main body must be targeted at least once before any unit in the van can be targeted. The dreadnoughts, with gunnery scores of 4, will all fire simultaneously in the first tier before any other ships. Subsequent tiers and their fires occur in descending order of gunnery scores. The breakdown of shots appears below.

So, after both salvos, each side sums its step losses. The Germans lost BC1 and CL1 while PD1, PD2 and CL2 suffered damage for a total of seven step losses. The British lost BC 1 while BB3, BB4, CA1, and CL1 all suffered damage for a total of six step losses. Each side, CP first, then rolls one die to see if it must return to port. The rolls are 3 and 4, each less than the number of steps lost, so each side MUST return to port. Referring back to Illustration Jutland 1, the Germans just retrace their steps to Cuxhaven while the entire British force sails north across the map edge into the Scapa Flow port box.

**8.8 Fortress and Mines Example, Gallipoli**

This example illustrates how an amphibious force could approach coastal defenses in preparation for amphibious assault. Assume that the Entente Powers occupied permissive (6.122) Greek Lemnos (hex 4747) some time ago. As illustrated in Gallipoli 1, during the current GQ I sub-phase, the entire amphibious force represented by the Grand Fleet counter pays one naval movement point to move from Lemnos to hex 4847.

As depicted, immediately after Grand Fleet enters hex 4847, the Entente NZOP (6.42) overlaps Gallipoli (hex 4946). That triggers contact (8.1) and therefore enables a search (8.2) by the EP which automatically succeeds in this case because a fortress (Gallipoli) is involved. So play immediately proceeds to surface naval combat (8.3). Neither side has BC, CA, or CL so there is no van, instead all units deploy (8.31) into their respective main forces. Since a fortress is present, there is no surprise (8.32). During salvos (8.33), the PDs and the fortress (1.33) all fire at the same time since each has a gunnery score of 3; the British CC fires last. Each Entente PD rolls 2d6 and adds +3 for gunnery to get: 9, 11, and 10. The 9 is not greater than the fortress armor of 9 (1.33) and therefore does no harm. The 11 however inflicts a hit which reduces the fortress (places a redux counter on it). The 3<sup>rd</sup> roll of 10 is superfluous since a reduced fortress has no armor or gunnery score and therefore no longer participates in surface naval combat. Before the fortress is reduced however, it fires back at the CC with 2d6 +3 to get a final 11 which damages the CC (flips it over). The Entente loss of one step is not enough to trigger mandatory return to port (8.5) so the naval combat ends with the Grand Fleet



still in 4847 and still eligible to spend its remaining movement points as depicted in Gallipoli 2.

With the fortress reduced (and therefore no longer a naval threat) the Entente PDs each pay three times their printed radius to continue moving as a group and clear the mines (6.446) in Gallipoli (hex 4946). Note that means the CC is NOT participating in the mine clearance and has in fact stopped moving in 4847. Further note that although the Grand Fleet has now exceeded its printed radius score and is therefore subject to interrupt (7.4) such an attempt by a Central Powers surface ship could NOT take place until after the mine clearance is resolved since the implications of “lump sum” expenditures are resolved before subsequent actions which they may trigger (7.44). In any case, there are no Central Powers ships on hand to conduct an interrupt. Both British PDs roll 4 and therefore fail to clear the Gallipoli minefield. The French PD, however, rolls a 1 to successfully clear the mine field, but also suffers a step loss in the process. After clearing the minefield, the Grand Fleet places a landing counter (7.71) in hex 4847, declares that Gallipoli (hex 4946) as the target, and then ends its naval move. Gallipoli 3 illustrates the situation at the start of GQ II.



GQ II passes without incident. During the first fortnight (6.53) of the campaign phase, ANZAC I and MEF will declare a move (9.0) from hex 4847, where they sit atop a landing counter, into Gallipoli, but then pause in hex 4847 for land combat (10.0) against the Ottoman 5<sup>th</sup> corps and reduced fortress in Gallipoli. As long as at least one Entente surface ship and corps remain in hex 4847 so will the landing counter which effectively functions as land connected to its declared target – Gallipoli (hex 4946) in this case. Therefore, a land attack against Troy in hex 4947 would require placing another landing counter. The Entente elected not to do so this time since that would have triggered the mines (6.442) in Troy.



## 9.0 LAND MOVEMENT

Each fortnight, a corps may spend a number of movement points equal to its printed movement score in order to move. Assume that AF corps (which lack a printed movement score) have only one movement point in maneuver mode, and zero when entrenched. In general, phasing corps can move individually or in stacks across land hexes on the maps as well as into port boxes on the Sea Chart. The presence of enemy air units or naval units does not affect corps movement. Complete the movement for one phasing force (2.61), including any combat (10.0) triggered by that movement, before starting the movement of another phasing force. There are two ways to move, marching and rail; they can both be used by a single force in the same fortnight.

### 9.1 Marching

**9.11** Corps march by indicating which adjacent location (hex or port box) they wish to enter, paying the required number of movement points, and then entering said location. This process continues until a corps has spent all available movement points, or does not wish to go further.

**9.12** Marching forces can pick up new corps which have not yet moved in hexes that they enter. New additions to a moving stack are assumed to have already spent as many movement points as the stack they join. Stacks can drop off corps at any point while corps with sufficient movement points remaining can continue onward. Corps dropped off from a stack immediately stop movement.

**9.13** Movement point costs and marching restrictions are noted on the Terrain Effects Chart (1.22). Marching corps cannot cross an all-ocean hex side or a solid red bar hex side. Only mountain corps can cross an alpine pass hex side, and the cost is All Remaining Movement Points (ARMP). Only flotilla corps can cross an all-lake hex side, and the cost is one Movement Point (MP). Marching into a forest, jungle, marsh or mountain hex costs ARMP unless entering a mountain along a pass hex side in which case the cost is one MP. Marching into any other hex costs one MP. Entering a port box costs ARMP. Note that the presence of a water obstacle within a hex (rather than the hex side) has no effect on corps. Thus, corps can occupy the Dardanelles, 4946 and 5046, and move and fight through these hexes without penalty because these are not ocean "hex sides."

**9.14** Phasing corps can indicate that they intend to march into a location occupied by enemy land unit(s) in order to initiate land combat (10.0) against those units. In this case, stacking limits (2.62) apply per side based on the location the marching units intend to enter. Pay the usual movement point cost for the location; there is no additional cost for the enemy presence. But, the marching corps do not actually enter the intended location until after they resolve land combat against the occupants. Cavalry corps cannot declare a move into a location which contains an entrenched enemy corps and therefore cannot attack entrenched defenders.

## 9.2 Railroad Movement

**9.21** A force (2.61) can declare railroad movement if: 1) it is in a railroad hex or a hex with an infrastructure marker, 2) it can demonstrate a valid supply path at the time of its declaration i.e. in its own hex before it actually moves, and 3) it spends one RP (or AP in Africa) to enable the move. Pay the RP/AP cost per force, not per corps in the force, from any nation with at least one corps in that force **which began the rail move**. A railroading force can pick up new units or **drop off old ones** without having to pay an additional RP. New arrivals are assumed to have already spent as many movement points as the force that picked them up spent to reach them.

**9.22** Corps using railroad movement must move through friendly, controlled, railroad or infrastructure hexes along the path of the railroad artwork without entering a hex containing an enemy land unit. Corps on rails can only traverse those hex sides which are crossed by rail road art work or are part of a hex containing an infrastructure marker. In other words, assume that an infrastructure marker connects directly to all rail road artwork in adjacent hexes. Corps using railroad movement are NOT required to spend ARMP upon entering forest/jungle, mountain or marsh.

**9.23** Railroad movement allows corps to move up to 18 hexes along friendly controlled rail line and/or infrastructure hexes per movement point spent. No corps can spend more than 3 movement points on railroad movement. Hence, the maximum distance one can move along rails in one fortnight is 54 hexes in Europe or 18 hexes in Africa. An entrenched corps in a rail or infrastructure hex can declare railroad movement; spend its one movement point to traverse 18 hexes (6 in Africa) and then end its move **in maneuver mode**.

**9.24 Limits:** Flotilla cannot use railroad movement. No corps can declare railroad movement during the first fortnight of August 1914. No corps can rail across the north edge of the Ottoman Empire Map. Nations have the following limits on the number of corps they can move via rail on the Europe or Ottoman maps in a single fortnight: Austria-Hungary 3, Britain 3, France 4, Germany 5, Italy 2, Ottoman Empire 1, Russia 4, United States 3. Minor powers corps moved by rail must be charged to a major power to which they can trace supply. There are no corps rail limits in Africa. **The total number of corps (of any nationality) in a rail moving force is limited by the rail capacity of the nation that paid the RP to move that force.**

### 9.3 Combining Rail and March Movement

**9.31** Corps can alternate between marching and railroad movement in the same fortnight in so far as their movement allowance permits. However, each time a force begins a railroad move, it must meet all requirements of 9.21 including spending (another) RP.

**9.32** It is possible for corps to rail adjacent to any enemy force and then spend its next available movement point to declare that it is marching into the enemy occupied hex to initiate combat.

## 9.4 Land Movement to/from Port Boxes

Corps can march and/or rail into a box from an adjacent map edge hex or landing counter by spending ARMP. If the port box is enemy occupied, then such a move triggers combat (10.0) with the port box as the defending location. To exit a box, a corps must pay the usual movement point cost for the board edge hex it enters.

## 9.5 Fresh Water Movement & Flotillas

Flotillas are corps (1.321) that “march” (9.1) with the following adjustments. A flotilla cannot be used on the North Europe map. On the South Europe and Ottoman maps, a flotilla must always be in a hex which has a river along at least one of its hex sides. A flotilla can move by “crossing” its river hex side (to be placed in the hex on the other side of that river) or by following a river’s course to enter new hexes which contain a hex side of the river they are following. The hex entered always costs only one MP regardless of terrain or how many “hex sides” define the flotilla’s path. AF flotillas must always be in a hex which contains an African lake. AF flotilla can “jump” to other lakes in their hex and then travel elsewhere on that other lake. For all other purposes, handle flotillas just like any other land-based corps: they must stop to resolve combat (10.0) when they enter an enemy occupied hex, they can pass adjacent to an enemy unit/fortress without penalty, they must trace supply (3.0), etc.

**For Example:** In Serbia a flotilla in hex 3936 could cross over to 3935 or 3836 or 4036 or move to 3837 or 4037, but could not go directly to 3937. From 4037 it could NOT go directly to 4038; it would have to first go to 4136 before it could proceed south into 4137 or back into 4037 where it could then go into 4038 since this time it would be following the river’s course.



## 9.6 Entrenching and Trenches

**9.61** A corps can entrench or un-entrench by spending ALL of its movement points in its starting location. Flip the corps over to the appropriate side and consider its move complete. Entrenched AF corps, with an assumed move of 0, and out-of-supply entrenched corps whose movement score of 1 would reduce to 0, are allowed to flip back to maneuver mode as their “move.” Note the cost for entrenching or un-entrenching is ALL MP and NOT ARMP; hence, during the fortnight in which it entrenches or un-entrenches a corps cannot enter a new location or initiate an attack (exceptions 7.64, 10.4).

**9.62** A corps in maneuver mode that attacks a hex which contains at least one entrenched defender will automatically and immediately entrench after that attack UNLESS the attacker’s side has TI (2.8) benefits before making the attack, and/or it achieves a breakthrough combat result (10.73). A corps in maneuver mode which successfully commits as reserves (10.4) will automatically and immediately entrench before the land combat dice roll. Corps that cannot entrench, such as tanks, remain in maneuver mode and retain all the usual maneuver mode options.

**9.63** Immediately after an attack against a location containing at least one entrenched corps, mark that defending location with a trench battle counter unless the attacker started that attack with TI (2.8) benefits or achieved a breakthrough during said attack (10.73). A location marked with a trench battle counter cannot be entered or attacked again during the current fortnight half even if it contains no units or only friendly units. At the end of each fortnight half, remove all trench battle counters. In effect, this rule means that an entrenched location can be attacked or entered only once per fortnight unless the attacker has TI or achieves a breakthrough.

*Design Note:* The once-per-fortnight half attack limit against entrenched locations reflects the set piece nature of WWI trench battles that prevailed before tactical innovation came full circle. For example, Britain’s attack on the Somme in July, 1916, covered a 21-mile front (about one hex), required one week of preliminary bombardment, followed by one day of actual fighting, and then a few more days to interpret the situation (disaster) before making subsequent decisions about further strategic action. Hence, adjacent, friendly forces had to stand clear for about 10 days before understanding what happened in the initial attack. By March 1918, however, the initial German assault sprang forward after only a few hours of artillery preparation and yielded verifiable results within a few days. So, once TI is achieved adjacent forces can “follow through” in the same fortnight.

## 10.0 LAND COMBAT

**10.1** Land combat occurs during a fortnight when a phasing force (2.61) pays at least one movement point to march into an enemy-occupied land location (9.14). When this happens, the phasing force does not actually enter the enemy location, but instead stays in its current location pending resolution of land combat.

**10.2** Land combat always occurs between one phasing force in a single “attacking location,” against one non-phasing force, in a single “defending location.” The phasing force is attacking while the non-phasing force is defending.

**10.3** Resolve land combat in the following order.

- 1) Check Supply
- 2) Bombard Fortifications
- 3) Spend a Resource Point (RP) or Africa Point (AP)
- 4) Defender commit reserves
- 5) Determine modifiers for:
  - a. Air Superiority,
  - b. Artillery,
  - c. Effectiveness,
  - d. Leadership,
  - e. Odds,
  - f. Terrain,
  - g. Trenches and Infrastructure,
  - h. Reserves,
  - i. Breaches.
- 6) Land Combat Dice Roll
- 7) Implement Result

### 10.1 Check Supply

Corps check supply from the location they currently occupy. So, an attacking force checks supply from the location it intends to leave (the attacking location), not from the defending location. Unsupplied corps lower their printed effectiveness and movement scores by one point each for the duration of the current combat.

### 10.2 Bombard Fortifications

**10.21** If the attacking force includes at least one siege artillery corps, and the defending force includes a fortress (1.33) then adjudicate bombardment as follows. If the defending force includes a black fortress then that fortress is immediately ruined (destroyed). If the defending force includes a red fortress then roll 1d6. If that die roll result is LESS than the total number of siege artillery corps in the attacking force then inflict a step loss on the red fortress; otherwise there is no effect on a red fortress.

**10.22** If this bombardment ruins a fortress and there are no other non-phasing corps in the hex then the attacker must immediately move into the hex – he already paid the required MP when he declared the attack – and can continue moving from there.

**10.23** Surface naval units and naval gunnery scores play no role in this portion of land combat.

*Design Note: Red fortifications represent the more modern constructions (Verdun) that withstood bombardment well while black fortifications are or older structures that literally cracked/ collapsed under fire (Liege) or even just “improved positions.”*

### 10.3 Spend RP or AP

At this point, if the attacker wishes to proceed he must spend RP (or AP in Africa) as follows. The usual cost to make a land attack dice roll is one RP or one AP; but that cost doubles to two RP or two AP when attacking locations affected by bad weather (6.512). However, each minor power can make one attack free of charge per calendar year (2.23) so long as it involves only that minor’s units while a revolutionary Germany (6.83) can make one attack free of charge per season. Any RP or AP must come from a major power with at least one corps in the phasing force. If the attacker spends the necessary RP or AP, then he must complete the attack (cannot abort).

### 10.4 Defender Commit Reserves

**10.41** At this point, an entrenched (9.6) defender may attempt to bring one additional corps of his choice from one adjacent location into the defending location to better his odds (10.55) and enhance his entrenchment modifier (10.58). This additional corps cannot already be stacked with a trench battle counter (9.63), but can be in either maneuver or entrenched mode. Committing reserves is NOT possible if the attacker is counter attacking a breach (10.592) or if the attacker has TI benefits (2.84).

**10.42** To commit a reserve, the defending side rolls 1d6 for one corps of his choice which is adjacent to the defending location and not already marked trench battle. Modify per the reserve die roll modifiers listed below. If the final result is less than the rolling corps’ effectiveness score, it immediately moves (free of any movement point charge) into the defending location to join the defense where it automatically entrenches if in maneuver mode. If the final result is greater than or equal to the rolling corps’ effectiveness score then the attempt fails and the defending location will not benefit from reserves for this combat. Even though only one corps can try to reinforce a given defending hex each fortnight half, qualifying defending corps can make a reserve die roll each time an attack is declared even if they failed on past rolls for previous attacks in that same fortnight half.

#### Reserve Die Roll Modifiers

- 1 if rolling for a corps in maneuver mode
- 1 if rolling for a corps which is not adjacent to any enemy corps at the time of the roll
- +1 if the attacker has air superiority (6.33, 10.51) over the defending location

*Design Note: This rule applies only when defending in trenches because only there did the defender have the relative advantage in speed represented by this out-of-sequence move. During most of WWI, prolonged preparatory bombardments alerted defenders to the attacker’s “point of main effort” and then slowed attackers by breaking the ground over which they had to advance. These circumstances changed when defending freshly captured ground (i.e. defending a breach against a counter attack) or when the attacker made good use of rapid, shock bombardments and combined arms (i.e. tactical innovation).*

### 10.5 Modifiers

Calculate modifiers for: air superiority, artillery, effectiveness, leadership, odds, terrain, trenches and infrastructure, reserves, and breaches and then sum them into a Final Net Modifier (FNM) which cannot exceed six points either positive or negative and will be used to modify the land combat dice roll (10.6). A positive FNM favors the attacker while a negative FNM favors the defender.

#### 10.51 Air Superiority

If one side has at least one air unit on patrol (6.33) in the defending location then that side modifies the dice roll by one point in its favor, i.e. +1 for the attacker or -1 for the defender.

#### 10.52 Artillery

For each attacking (not defending) siege-artillery corps, add +1 to the dice roll. A surface naval force (regardless of the number of units in that force) which includes at least one unit with a gunnery score of GREATER than one which is friendly to the attacker and in the defending location, or part of an amphibious force (7.7) attacking from a landing counter, counts as one siege artillery corps for this rule. All naval forces never count as more than a single siege artillery unit for this rule.

#### 10.53 Effectiveness

**10.531** Each side, attacker first, must now designate a single point unit whose effectiveness score will be used as the standard for that side in this combat. A unit committed to the battle as reserve (10.4) cannot be chosen as a point unit unless it is the only unit present for the defender. Subtract the effectiveness score of the defending point unit (a fortress or a corps) from the effectiveness score of the attacking point corps. The result is the effectiveness modifier for the coming combat.

*For example:* If an attacking force with effectiveness 3 initiates combat against a defending force with effectiveness 1 then the effectiveness modifier for the coming combat is  $3-1 = +2$ . If those score were reversed, attacking side 1 and defending 3, then the effectiveness modifier would be  $1-3 = -2$ .

**10.532** Yellow effectiveness scores have special significance. Infantry corps with their effectiveness score printed in yellow are considered to have a value of 4 when attacking in 1914; starting in January 1915, and at all times when defending, that score is a 3 as printed on the counter. Tanks have two effectiveness scores; the first (in yellow) applies when attacking the second when defending.

**10.533** Siege Artillery corps can never serve as an attacker's point unit and therefore cannot attack alone.

#### 10.54 Leadership

Each side now makes a command check for its leader by rolling one die. If a side's command check result is LESS than its leader's applicable value (attack or defense depending on the case) then modify the die roll by one point in that side's favor, +1 for attacker or -1 for defender. Both can apply and be mutually negating.

### 10.55 Odds

Compare the total number of corps in the attacking force to the total number of corps and fortress steps in the defending force to obtain an odds ratio of attacking corps to defending corps/fortress steps and reduce that ratio to its simplest form. As long as the ratio is in its simplest form, and both sides of the ratio are whole numbers, any ratio is possible. For example, from least to greatest, 1 to 3, 1 to 2, 2 to 3, 4 to 5, 1 to 1, 5 to 4, 3 to 2, 2 to 1, 3 to 1, etc, are all valid odds ratios. After determining the ratio, select the corresponding land combat dice roll modifier as follows.

Odds Ratio	=	Land Combat Dice Roll Modifier
1 to 2 or less	=	- 2
>1 to 2 thru < 3 to 1	=	0
3 to 1 thru < 5 to 1	=	+1
5 to 1 or more	=	+2

Notice that unlike in many other war games, the attacker can be outnumbered and not suffer a penalty until the odds are at least 1 to 2 against him. So an attack of two corps against three defending corps would fall into the range of ">1 to 2 thru < 3 to 1" and therefore have a modifier of 0.

#### 10.56 Terrain

**10.561 Coast:** Amphibious Invasions (7.7) suffer a penalty of -2, but the attacker can reduce that penalty to 0 if his force includes at least one surface naval unit with a gunnery score of GREATER than one.

**10.562 Mountains:** If the defender occupies a mountain hex, then apply a -2 terrain modifier to the dice roll. Alpine corps have their effectiveness score increased by one point when attacking into a mountain hex. These modifiers apply even if attacking along a pass hex side.

**10.563 Marsh:** If the defender occupies a marsh hex, then apply a -1 terrain modifier to the dice roll.

**10.564 Rivers/Canals:** Rivers/canals do not affect combat when the attacker is attacking from a breach (10.591) or counter attacking a breach (10.592). In all other cases, when attacking across a river hex side, apply a -1 to the combat dice roll.

#### 10.57 Trenches and Infrastructure

**10.571** If at least one defending corps is in entrenched mode, then apply an entrenchment modifier based on the entrenched defender's nationality. A force of mixed nationality could choose the most advantageous modifier.

Entrenchment Modifiers	
American, British, Bulgarian, French, German, Ottoman, Swiss	-2 (only -1 on the Africa map)
All others	-1 (only 0 on the Africa map)

**10.572** An attacking force stacked with an infrastructure marker can add +1 to the land combat dice roll if it and the defending force each include at least one entrenched unit unless attacking from marsh or desert. An infrastructure marker used in this way is removed back to the force pool immediately after the land combat dice roll it modifies.

### 10.58 Reserves

If the defender succeeded in committing reserves (10.4) then apply an additional -1 to the land combat dice roll.

### 10.59 Breaches

*Design Note: Breach counters and their modifiers account for the fundamental paradox of trench warfare; as one penetrates an enemy position progress becomes harder and the vulnerability to counterattack increases. This may seem counterintuitive to veterans of WWII gaming. For a thorough explanation see chapter 9, The Breaking of the Armies, in The First World War by John Keegan.*

A breach counter displays a number of arrows equal to its value and is placed per a Give Ground (10.72) combat result.

#### 10.591 Attacking from a Breach

Phasing corps are “attacking from a breach” if attacking from a location containing a breach counter which points at the defending location, i.e. attacking along the arrow(s). When attacking from a breach, the phasing side must subtract the current breach value from its land combat dice roll (unfavorable to the attacker) UNLESS the attacker as TI benefits (2.84).

#### 10.592 Counterattacking a Breach

Phasing corps are “counter attacking a breach” when attacking a location containing a breach counter that points at them, i.e. attacking head-on into the arrow(s). When counter attacking a breach, the phasing side adds the current breach value to its combat dice roll (favorable to the attacker).

#### 10.593 Other Angles

Attacks which are not in alignment with a breach arrow (10.591) or directly opposed to it (10.592) are not affected by it.

#### 10.594 Voluntary Removal

Corps stacked with a breach counter can voluntarily remove that breach counter by spending ALL of their movement points in their starting location, i.e. instead of moving to a new location. Entrenched AF corps, with an assumed move of 0, also have the option to remove a breach in this fashion. This is an all or nothing option; each corps in the force must pay the cost to remove the breach instead of moving to a new location.

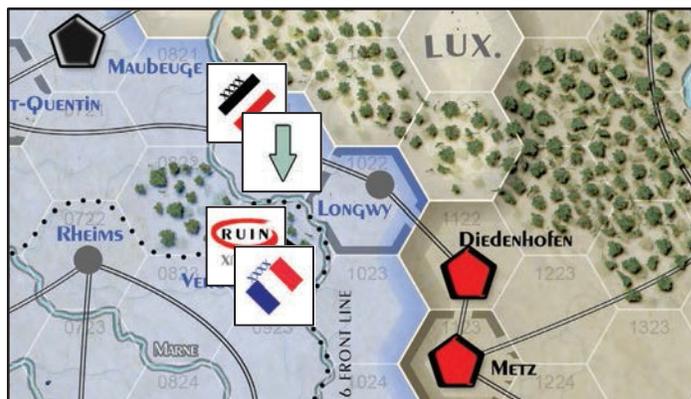
### 10.595 Mandatory Removal

A breach must be removed under either of the following conditions.

- 1) (absorbed) When one side simultaneously controls the location containing the breach counter and the location to which it points, remove the breach.
- 2) (diminished to < 1 or expanded to > 2) When a Give Ground combat result (10.72) diminishes a breach to less than factor 1 or expands it to greater than factor 2, remove that breach counter.

In all other cases, a breach remains and is NOT removed simply because the units in its hex were destroyed.

#### 10.596 Example



If the German force attacks the French force then the German force is attacking from a breach and would apply a -1 to the combat dice roll for that breach. If the French force attacks the German force then the French force is counterattacking a breach and would apply a +1 to the combat dice roll for that breach. Attacks in either direction between the German force and Longwy (hex 1022) would not be affected by the breach since they would not be in alignment with, or in direct opposition to, the breach arrow.

### 10.6 Land Combat Dice Roll

After the Final Net Modifier (FNM) (10.5) is determined make the land combat dice roll as follows.

**10.61** Roll 2d6 and apply the FNM. A positive FNM (favoring the attacker) will increase the dice roll result while a negative FNM (favoring the defender) will decrease it. Treat final dice roll results of less than 2 as 2 and those greater than 12 as 12. On the Land Combat Table, read across from that final dice roll result to get a combat result expressed as **attacker loss points/defender loss points** or “RP” possibly followed by: Give Ground (GG), Breakthrough (Bthru), and a Demoralization Die Roll (DDR). Each loss point is equivalent to one corps or one fortress step.

## 10.62 Land Combat Table

Dice	Result	Demoralization Die Roll
2	3/0	if <5 then attacker demoralized
3	3/RP	if <5 then attacker demoralized
4	2/1	NA
5	2/1	NA
6	1/RP	NA
7	1/1 in major: RP/RP in minor battle 2.7	NA
8	RP/1	NA
9	1/2 GG	NA
10	1/2 GG	if <6 then defender demoralized
11	1/3 GG	if <6 then defender demoralized
12	RP/3 Breakthrough	if <6 then defender demoralized

## 10.7 Implement Results

### 10.71 Loss Points and Attrition

**10.711** RP indicates that the affected force can claim 0 loss points IF it is in supply and a major power with at least one unit in the force immediately spends one Resource Point, or one Africa Point if the force is in Africa. Forces composed of units from more than one major power can choose which of the constituent major powers spends the necessary point. Note, a force consisting solely of minor power units cannot avail the RP/AP option since it has no points to spend. If a force cannot or will not avail the RP option, then it suffers 1 loss point. Note that a final land combat dice roll of 7 is read as 1/1 for major battles (2.7) and RP/RP for minor battles. All other “RP” results apply equally to major and minor battles.

**10.712** Inflict loss points as follows. Each side inflicts its first loss against its point unit; eliminate that corps or reduce that fortress. Losses after the first can be fulfilled by removing any other corps/fortress step in the force, or under certain circumstances by attrition (10.713). However, if one side cannot fulfill its second loss point – because it lacks a unit to take the loss or permit attrition – and the other side was favored by the Final Net Modifier (10.5) then that other side’s losses are reduced to 0; so immediately return that other side’s just eliminated RP or point unit to its pre-elimination location as if it were never lost. There is no additional penalty for failure to fulfill a third loss point. For example, if a force attacks with a positive FNM and rolls a final 9 to yield a 1/2 GG result, but the defender has only one unit and so cannot fulfill the second loss, then the attacker’s loss would be reduced from 1 to 0!

**10.713 ATTRITION:** A side (attacker or defender) may fulfill its second loss point (only) by immediately expending one RP and making a DDR (10.74) against <3 rather than actually removing a corps from the map if the following preconditions apply.

#### Attrition Preconditions

- The side electing attrition started the combat with at least two major power corps (not steps) from a nation which is not in crisis (2.92).
- The side electing attrition is in supply (3.0).
- The defender had at least one entrenched (10.57) corps.
- The attacker did NOT have TI benefits (2.84) when the attack was declared.

Note that all preconditions must apply regardless of which side elects attrition. *For Example:* If the defender did NOT have any entrenched corps in the battle then the attacker cannot choose attrition. The attrition option is NOT available in Africa. Attrition can be chosen in major AND minor (2.7) battles. An attrition-generated DDR applies with all the usual consequences and is in addition to any other DDR already called for by the land combat result.

*Design Note:* Attrition simulates feeding raw recruits into battle rather than accepting the defeat of badly hammered units. This practice enables one to “deny defeat” but risks national morale by sacrificing the young. In game terms, it’s cost effective right now, but could cost you more in the long run depending on how the DDR goes. Note that the application of attrition can prevent a breakthrough (10.73) by allowing the defender to keep a corps in the defending location by “charging” his 2<sup>nd</sup> loss.

### 10.72 Give Ground (GG)

After inflicting losses, players MUST implement GG results; they are not optional

**10.721** If the defender was completely destroyed, then continue the attacker’s movement and combat options as befits his remaining movement points (10.8) unless restricted by trench battle (9.63). If any defending units survived, what happens to them is a function of their mode even if all attacking units perished in the just finished combat. In all cases, resolve the fate of surviving defending units before continuing the attacker’s movement.

**10.722** All surviving, defending corps in maneuver mode must retreat 1-3 hexes if on the European/Ottoman maps, one hex on the Africa map, or remain in place if in a box. The defending side retreats its own corps up to the limit of the allowable distance (MPs are not involved when retreating) according to the following priorities. Retreating corps cannot enter enemy occupied hexes, cannot enter a hex adjacent to the force that attacked them, and cannot cross hex sides or enter hexes otherwise restricted by the normal rules of marching (9.1). However, retreating corps are not required to stop upon entering forest, mountain or marsh. Corps blocked from retreating by impassable terrain, enemy units, or stacking limits are eliminated.

**10.723** If at least one surviving, defending unit is an entrenched

corps or a fortress then the GG result diminishes, expands or creates a breach. Players cannot decline to place or modify a breach. Check for diminish, expand or create in that order (DEC) and apply only the first one that qualifies as follows.

**a) Diminish:** If the defending location already contains a breach counter pointing at the phasing corps that just attacked them then diminish that breach by replacing the existing breach counter with one of lesser value. A breach 2 would demote to a breach 1 while a breach 1 would be removed with no breach remaining.

**b) Expand:** If the attacking location already contains a breach counter pointing at the defending location, then expand the breach as follows. Replace an existing breach 1 counter with a breach 2 counter. Expand an already existing breach 2 counter by: eliminating all remaining defending units, removing the breach 2, and implementing a breakthrough (10.73). **When a Breach 2 elevates to a Breakthrough the intent is that un-entrenched defenders retreat, just like on a GG result. The difference is that any remaining entrenched defenders in the hex are destroyed. The defender may as well spend combat result casualties on them. Attackers are not forced to entrench and it doesn't count as a trench battle if a breakthrough is generated by an expansion of a breach.**

**c) Create:** If neither the defending nor attacking location already contains a breach counter which is pointing at the other location then create one. Place a breach 1 counter on the attacking location with its arrow pointing to the defending location. Note, either location could already contain a breach counter, but if it is not positioned such that it is pointing at the other location then it is not diminished or expanded, rather a new breach is created. A single hex can contain up to six breach counters, one per hex side, while a box could contain one breach per connection to another location.

**For Example:** Refer to illustration 10.596, if a French force in Longwy (hex 1022) attacked the German force and obtained a GG result it would NOT diminish the already existing breach 1 in the German hex, but would instead place a new breach 1 counter in Longwy pointing at the German force which would retain its breach 1 pointing at Verdun. A subsequent attack out of the Longwy hex in another direction could result in the placement of another breach counter (two in the same hex) pointing in another direction.

### 10.73 Breakthrough (Bthru)

**10.731** A final dice roll result of 12 or more (or the expansion of a 2 breach counter (10.723b)) achieves a breakthrough if the following conditions are met:

- All defending units were removed from the defending location (by elimination and/or retreat);
- The attacker was NOT counter attacking a breach (10.592).

A final dice roll of 12 that fails to meet the above criteria achieves a GG (10.72) result instead of a breakthrough.

**10.732** A breakthrough result allows surviving, maneuver-mode, attacking corps to ignore the usual requirement to immediately entrench after attacking an entrenched defender (9.62), and it allows other phasing units to ignore the usual once-per-fortnight-half move/attack limit against entrenched defenders (9.63) in the breakthrough location. Players should mark breakthrough locations with breakthrough counters rather than trench battle counters. Breakthrough counters are removed at the end of the current fortnight half.

*Design Note: The breakthrough result basically enables a side to employ TI benefits in specific instances before that side has actually achieves TI. This allows the German breakthrough at Gorlice-Tarnow (1915) while also giving the British and French that glimmer of hope to get through to “the green fields beyond.”*

### 10.74 Demoralization Die Roll (DDR)

Demoralization Die Rolls (DDR) can follow land combat table results (10.62), attrition (10.713), or events in the Crisis of July (11.5). The cause and necessary preconditions will differ in each case, but the process is always the same. To make a DDR, roll 1d6 and compare to the applicable DDR number; if the die roll result is LESS than the number then the affected major power immediately suffers one point of demoralization (2.9). DDR triggered by the Crisis of July varies according to the instructions in the relevant text. DDR results from the land combat table or attrition apply only to major powers (2.23) in major battles (2.7). If the side threatened by the DDR result is not a major power or if the land combat in question was not a major battle then there is no need to proceed with the DDR. In all other cases, roll the DDR versus the number provided by the land combat result or against < 3 for DDR caused by attrition. Additionally, the leader (if any) of a force which suffers a point of demoralization must immediately roll a 1d6 survival die roll; if the result is LESS than the DDR number that just caused demoralization than that leader is permanently removed from the game, otherwise he is unharmed.

### 10.8 Further Movement and Combat

**10.81** If the just-finished combat cleared the defending location of all defending units then the attacking force must complete the move it already paid for and occupy the defending location after which the attacking force can continue movement and combat with any movement points it has remaining. However, if the defending location was a landing counter (7.7) the attacker is not required to enter it.

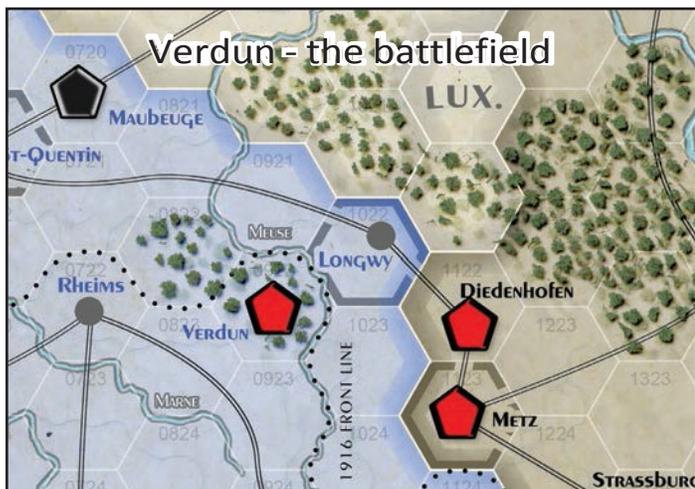
**10.82** If the defender was (or still is) entrenched and the attacked did not have TI benefits (2.8) at the start of the attack or achieve a breakthrough (10.73) then mark the battle hex with a “trench battle” counter which will prevent further movement and/or attacks into the hex for the remainder of this fortnight half (9.63).

**10.83** If the defender was not forced out of the defending location, then the attacker remains in the attacking location. The movement point(s) which the attacker expended to initiate the just finished combat are gone. But if the attacker has any movement points remaining he can spend them for further movement or attacks not prohibited by the restrictions of trench battle (9.63). Note that an attacker does NOT need a GG result (10.72) to continue movement and combat.

**10.84** In all cases, since the movement point cost to march into forest/jungle, mountain, marsh, or port box is ARMP a given force can conduct only one attack per fortnight half against one of those locations. After concluding that attack as usual, that force is then done moving and fighting for that fortnight half.

### 10.9 Land Combat Example, Verdun

The following example approximates the situation at Verdun starting in February, 1916.



Verdun 1 illustrates the opposing forces. The German concentration marker represents those units depicted beside the map.

The German force in 0921 declares a move into 0922 (Verdun) and so each corps in the German force pays one movement point – which is all they have in entrenched mode – for that move. But, the German force pauses in 0921 pending resolution of the land combat just triggered by its proposed move into 0922. Events proceed according to the standard land combat (10.0) sequence.

- 1) Check Supply: Since all units are on or adjacent to rail lines which lead back to their national capitals or home country bargaining chips they are all in supply.
- 2) Bombard Fortifications: Since the German force includes three siege artillery corps, they need to roll two or less on one die to inflict a step loss on Verdun's red fortress. If the fortress

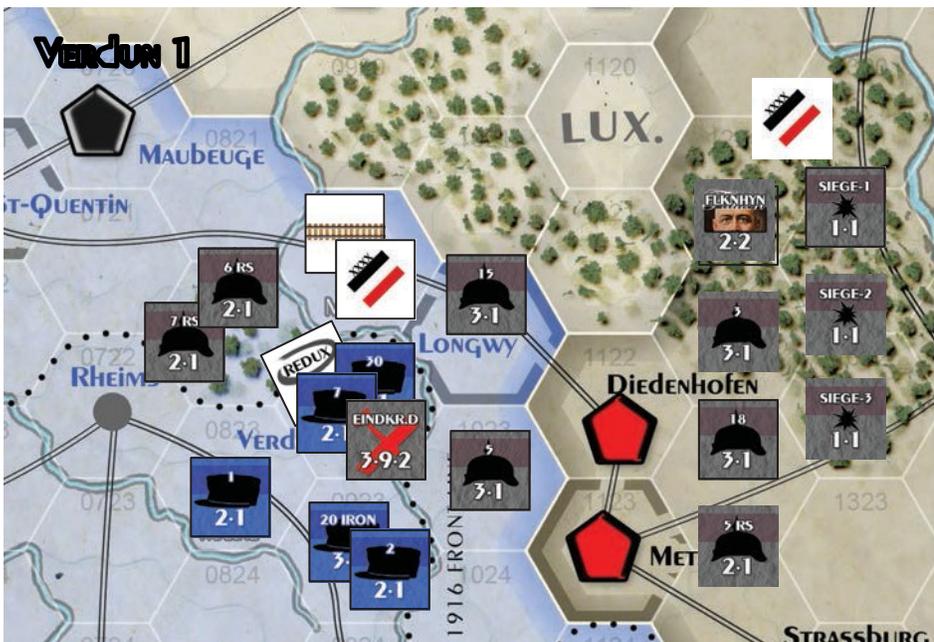
were black, destruction would be automatic. Anyway, the Germans roll a 4 so Verdun's fortifications – already reduced – withstand the initial bombardment.

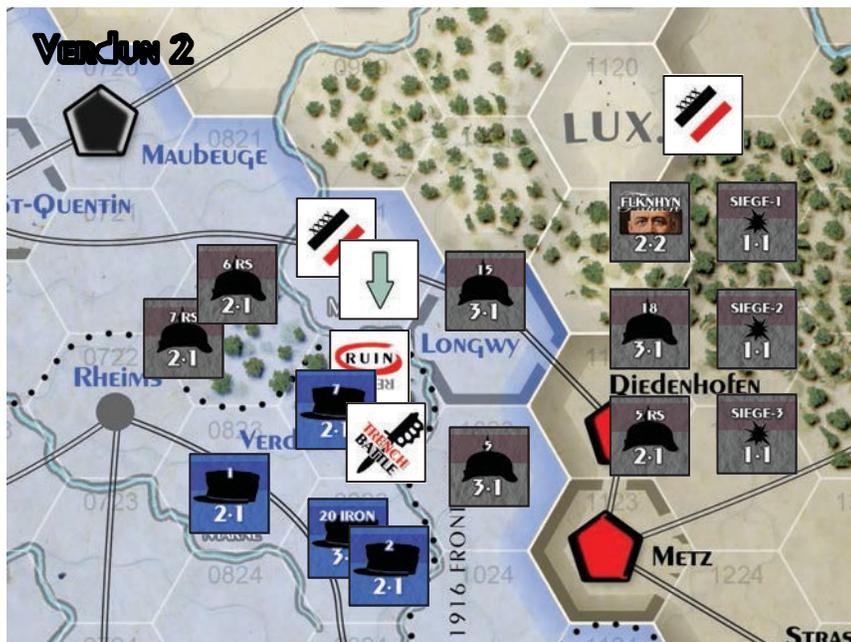
- 3) Spend a Resource Point (RP): The Germans pay **two RP's to fund the attack (winter)**.
- 4) Defender Commit Reserves: The French 20 corps tries to roll less than its effectiveness score of 3 on one die in order to slide into 0922 to join the defense. It adds +1 since the attacker has air superiority (6.33, 10.51) over the defending location. It fails with a final 4.
- 5) Determine modifiers for:
  - a. Air Superiority = +1 for the German fighter which defeated its opponent in an earlier dog fight.
  - b. Artillery = +3 for the three siege artillery corps.
  - c. Effectiveness = +1 for German 3<sup>rd</sup> corps (effect 3) versus French reduced fortress (effect 2).
  - d. Leadership = 0 because Falkenhayn failed his command check with a 3.
  - e. Odds = 0 Since six German Corps versus two French corps and a fortress step is 2:1.
  - f. Terrain = -1 for the river.
  - g. Trenches and Infrastructure = -2 (French Trench) +1 (German Infrastructure) = -1
  - h. Reserves = 0
  - i. Breaches = 0

Therefore, the Final Net Modifier (FNM) for the land combat dice roll will be +3.

- 6) Land Combat Dice Roll: The Germans roll an 8 and then add 3 to get a final 11.
- 7) Implement Result

From the Land Combat Table (10.62) we see that a final 11 yields a 1/3GG result with a DDR of <6. So, the Germans lose their point unit (the 3<sup>rd</sup> corps) and the French account for three loss points as follows. The French must inflict their first loss point on their point unit (the reduced fortress) by marking it with a ruin counter. To avoid losing the hex, the French player elects to fill his second loss with attrition (10.713) by burning one RP and incurring another DDR roll, this time at <3. The third loss point takes the 30<sup>th</sup> corps. The French then resolve two DDR rolls one at <6 and the other at <3. Rolls of 5 and 3 indicate that France failed the first and passed the second and so suffer one point of demoralization (2.9). Since they cited the infrastructure marker to get a +1 modifier, the Germans now remove it. Finally, the GG portion of the result enables the German player to place a breach 1 counter on hex 0921 pointing at hex 0922.





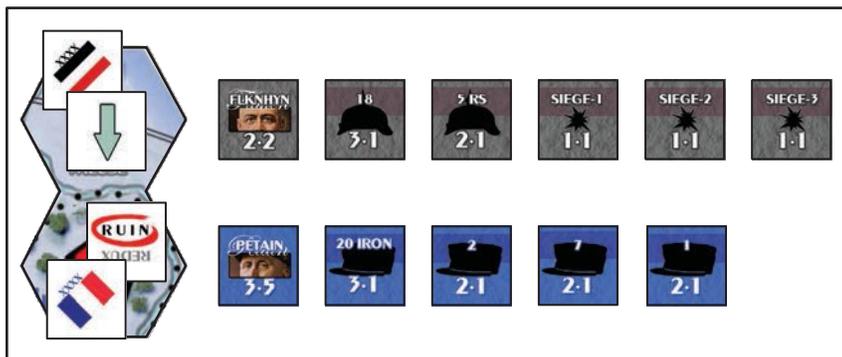
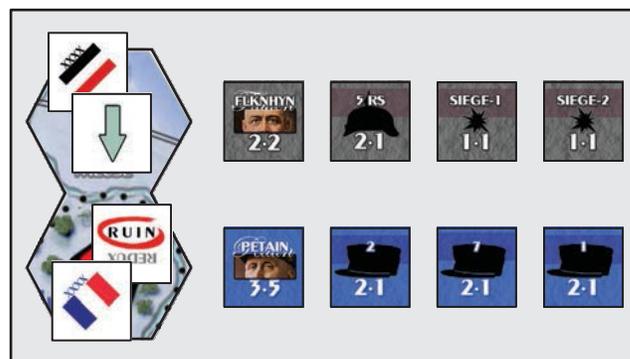
hexes. So Five German corps attack four French corps. The Germans have a +1 for air superiority, +3 for three siege artillery corps, but 0 for Falkenhayn who fails his leadership die roll. Petain makes his roll so the French get a -1 modifier for leadership. Since the opposing point units, German 18<sup>th</sup> and French 20<sup>th</sup>, are evenly matched neither side gets an advantage for effectiveness. Since the Germans are attacking from a breach the river will not be a factor. Because the French are entrenched (-2) and the Germans are attacking from a breach (-1) apply another -3 to the combat dice roll for entrenchments and breaches. Hence, the net land combat dice roll modifier will be 0. The Germans roll a 5 which yields a 2/1 result. For fear of risking demoralization, the German player decides not to select attrition (10.713) to fulfill his second loss point and instead removes his 18<sup>th</sup> corps and Siege 3. Once again the German player places a trench battle counter which he removes at the end of his half of the current fortnight.

Per Verdun 2, it's important to place a Trench Battle counter and note that the attack is over because the German attacked an entrenched defender (9.63) without TI benefits (2.84). Also, even if the German had rolled a final 12 to get a breakthrough (10.73), the attack would still be over with the same result because the French still have a corps in the defending location hence the breakthrough would demote to GG (10.731). The trench battle counter will be removed at the end of the German half of the current fortnight.

During the EP half of the current fortnight, the French move their 1, 2 and 20 corps into Verdun to bolster their defenses, but make no attack. Other French units, not depicted, then backfill hexes 0823 and 0923.

Play then moves to March. During the construction phase, the French player places the newly arrived Petain Leader on Verdun and then procures an infrastructure marker, a siege artillery corps, and an air unit; those procurements are placed on the April box of the calendar. During the first fortnight, the German 5<sup>th</sup> Reserve and 18<sup>th</sup> corps, along with their three siege artillery corps, attack from 0921 into Verdun with the benefit of air superiority.

During the French half of the first March fortnight, Petain considers a counterattack. The Germans would get -2 for entrenchment and possibly a -1 for reserves if that roll succeeds while the French would get +1 for counter attacking a breach 1. Both sides could roll for leadership. Since three corps would attack three corps there's no advantage for odds. For lack of an advantageous Final Net Modifier (FNM), Petain decides to keep his powder dry for now and hold until his newly procured infrastructure, siege artillery, and aircraft muster in April.



The Germans declare their attack by paying one MP to enter the Verdun hex, but then pause to resolve combat. The Germans pay one RP. The French decline to commit reserves from adjacent

### CREDITS

Designer: John Gorkowski  
 Developer: Gian Carlo Porciani  
 Game graphics: Mark Mahaffey  
 Box Design: Mark Mahaffey and Brien Miller  
 Play testers: Paul Aceto, Wendell Albright, Pete Gade, John Gorkowski, Jeff Newell, Phil Goyette, Stu and Malcom of the Kingstowne Gamers Brigade (KGB), Springfield VA.  
 VASSAL programmer: Michael Cashion  
 Map art by MARK MAHAFFEY  
 Production: Ken Dingley and Bill Thomas

## 11.0 SCENARIO STRUCTURE

### 11.1 Standard Format

Each scenario explicitly indicates which maps to use, which time frame to simulate, the starting alliances along with their initial allocations of Resource Points, Tactical Innovation, and Demoralization, victory conditions, how to set up, any special rules which apply, which forces to use and how to accrue additional RP or AP. Scenario defined rules always take precedence over those defined in the rule book (sections 1-10) in the event of conflict. In scenarios that use only one map, the Sea Chart boxes listed on the edge of that map are in play and accessible as usual. Just place units over the annotated map edge to demonstrate that they are in the applicable Sea Chart box.

### 11.2 Admiralty and Diplomacy Rules

Before setting up, players should determine if they will use the standard diplomacy (6.12) and admiralty (6.41-6.44) rules OR their alternatives (6.13 and 6.45).

### 11.3 Order of Set Up

EP always sets up first followed by the CP. At start, remember to set up only those units that belong to an alliance (CP or EP). With the exception of Britain in the Great War scenario (12.9), neutral nations are not set up at start but instead enter play per the diplomacy rules (6.1). The Chronological Order of Battle (CoB) illustrates the availability of units throughout the war. It appears at the end of this book (13.0). Draw from the CoB, or not, as instructed by the scenario in play.

In all cases, units listed under a month arrive to the map that month. Those listed under a season arrive to the force pool (for procurement) at the start of that season, except for leaders who always arrive to the map. The numbers following a unit type indicate which of those units – by unit ID number – to use and NOT the quantity. For example, “Infantry Corps: 4” means use the 4<sup>th</sup> infantry corps; it does NOT mean use four separate infantry corps. “Cavalry Corps: 1-3” means use the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> Cavalry Corps. “Infantry Corps: 6, 7, 10, 11 means use the four corps with those numbers,” etc.

### 11.4 Initial Location Control

At the start of a scenario, a side controls all of those land hexes/port boxes in which it is allowed to set up units, even if it chooses not to set units up in certain of those port boxes/land hexes. Nobody controls all-ocean hexes or ocean boxes.

### 11.5 The Crisis of July

The Crisis of July (CoJ) pre-game sequence enables players to “game” Europe’s descent into war in about 10 minutes before starting the Great War scenario (12.9). CoJ is a chronological, historical narrative of binary choices. Start at step 0 and work through steps 1, 2, 3, etc, in chronological order, skipping steps as instructed, until war breaks out. For CoJ purposes, consider Britain an EP power even though she is technically neutral at the start of the game. At the end of the CoJ process, one side will

be “guilty” and thereby lose a victory point, but also gain the opportunity to reroll any one land combat dice roll during the first fortnight of the game.

At each step of the CoJ narrative, the indicated nation/side must choose between the historical choice (H) (with the actual date in parenthesis) or the alternative (A). When a nation selects the H option, its side accumulates the War Guilt (WG) modifier noted and the CoJ process then proceeds to the next step in sequence. When a nation selects the A option, read the italicized text for flavor and then follow the subsequent instructions to: alter the game slightly, accumulate WG as noted, route players to another step, and/or roll on the Powder Keg Table (PKT). All WG modifiers are cumulative and must be combined into a single combined modifier before rolling on the WG table at the end of the CoJ process. Positive WG numbers imply Central Powers guilt while negative WG modifiers imply Entente Powers guilt.

If instructions direct a player to the Powder Keg Table (PKT) then make that roll immediately and do NOT return to the CoJ step sequence, but do determine war guilt after rolling on the PKT.

### The Crisis of July Sequence

1. **Gavrilo Princip** assassinates Archduke Franz Ferdinand and his wife in Sarajevo on June 28. Go to step 1.

2. **Austria-Hungary:**

H) Seek support from Germany WG+1 (July 4).

A) Immediately strike Serbia WG+0.

If A: *A punitive bombardment of fort Kalimegdan from river monitors along with a nasty cavalry raid satisfies public calls for justice and challenges Russian prestige, but those pin pricks inflict no real damage. So, nationalists throughout Eastern Europe conclude that the old Empires are vulnerable to revolution. Thus, revolutionary intrigues fester unless Russia takes action to defend its Balkan sphere of influence. Russia must now choose between skipping to step 5 or immediately rolling on the Powder Keg table.*

3. **Germany:**

H) Kaiser offers “full support” (carte blanche) to Austria-Hungary WG+2 (July 5).

A) Kaiser vacillates, WG+0.

If A: *Without German backing, Austria-Hungary treats the assassination as a legal matter and pursues criminal prosecutions. Other nationalists throughout Eastern Europe conclude that the old Empires are vulnerable to revolution. So, nationalist intrigues fester until they burst in the spring of 1915. Immediately roll on the Powder Keg Table.*

4. **Austria-Hungary:**

H) Send PM Tisza’s “note with time limit” to Serbia WG +0 (July 24).

A) Send Foreign Minister Berchtold’s ultimatum to Serbia WG+1.

If A: *Berchtold's more aggressive approach conveys demands to Serbia while French President Poincare is visiting Russia which facilitates Entente planning and accelerates the race to war.* If war starts in 1914, set up August forces as usual, but the game begins in July! Play July as a usual monthly turn except that it has only one fortnight; and only British, French and German land units can move during that fortnight. Starting in August, all nations on either side can move normally, including the use of rail. Go to step 4.

#### 5. France:

- H) Paris advises Serbia to accept the terms of the note WG+0 (July 24).
- A) Paris advises Serbia to reject the terms of the note WG-1.

If A: *Since Triple Alliance-Italy, pro German-Greece, and pro-German Bulgaria surround Serbia there's little France can do to back up its calls for resistance.* But France does advance loans to Russia which therefore starts the game with three extra RP. Proceed to step 5.

#### 6. Russia:

- H) The Tsar declares, "a period preparatory to war," WG-1 (July 25).
- A) The Tsar vacillates, WG+0.

If A: *Abandoned by its protector, Serbia acquiesces to most, but not all, of Austria-Hungary's demands. Russia loses face. The Austrians are left wrangling with Serbian officials about how to implement their supervision of the judicial process.* Make a DDR (10.74) if less than 3 then Russia immediately incurs one point of demoralization. Also roll on the Powder Keg Table.

#### 7. Britain:

- H) Foreign Minister Sir Edward Grey Proposes a Four Power Conference WG+0 (July 26).
- A) Sir Edward Grey warns Germany of British support for France in case of war WG+1.

If A: *Grey's overt support for France shocks Germany, which had discounted the possibility of British intervention; however, his unilateral action throws Parliament into turmoil.* The British must immediately roll a DDR (10.74) if less than 3 then Britain immediately suffers one point of demoralization. Go to step 7.

#### 8. Germany:

- H) Foreign Minister Gottlieb von Jagow suggests direct Austro-Russian talks, but does nothing to encourage the Austrians WG+0 (July 26).
- A) FM Gottlieb presses the Austrians to talk to the Russians (WG-1).

If A: *Gottlieb's sudden risk aversion disheartens the Austrians.* Make a DDR (10.74) if less than 3 then Austria-Hungary immediately incurs one point of demoralization. Proceed to step 8.

#### 9. Austria-Hungary:

- H) Austria-Hungary declares war on Serbia WG+1 (July 28).
- A) Austria-Hungary continues deliberations WG-1.

If A: *Austria-Hungary's failure to take decisive action (a month after the assassination) lets the immediate crisis pass, but also emboldens nationalists throughout Eastern Europe.* Immediately roll on the Powder Keg Table.

#### 10. Russia:

- H) Foreign Minister Sazanov advises Tsar to initiate General Mobilization WG-1 (July 29).
- A) FM Sazanov counsels watchful waiting. WG+0

If A: *Russia's failure to take decisive action to defend Serbia results in a localized Austro-Serb conflict that ends in stalemate and reduces Russia's influence.* Make a DDR (10.74) if less than 3 then Russia immediately incurs one point of demoralization. Roll on the Powder Keg Table, but ignore any result that indicates Sweden starts in the CP. Sweden will start as a true neutral.

#### 11. Germany:

- H) The Kaiser telegrams the Tsar to "smooth over difficulties," WG-1 (July 29).
- A) The Kaiser makes no effort to avert war WG+1.

If A: *The Kaiser's lack of effort to contain the conflict virtually ensures German guilt.* Go to step 11.

#### 12. Russia:

- H) Tsar continues General Mobilization WG-1 (July 30).
- A) Tsar halts General Mobilization WG+1.

If A: *The Tsar's vacillation frustrates his advisors and bungles the mobilization without stopping the war.* Russia begins the game with three RP less than usual. Go to step 12.

#### 13. Germany:

- H) Chief of the General Staff, Moltke the Younger, writes to his Austrian counterpart, "Austria-Hungary must be preserved. Mobilize at once against Russia. Germany will mobilize." WG+2, (July 30).
- A) Moltke defers to civilian authorities WG-1.

If A: *Moltke breaks with militarism to give peace a chance, but Chancellor Bethmann Holweg pushes the military option anyway.* Go to step 13.

#### 14. France:

- H) Refuse German ultimatum to cease mobilization, WG-1, (July 31).
- A) Halt mobilization, WG+2

If A: *The German Army mobilizes before the French.* During the first fortnight of the game, all German land attacks against

French units get an additional +1 land combat dice roll modifier and French land units cannot move except to retreat as required. Go to step 14.

**15. Germany:**

- H) Full mobilization and declaration of war against Russia, WG+1, (Aug 1).
- A) Partial mobilization and no declaration of war, WG-2.

If A: *Germany's 11<sup>th</sup> hour caution reduces war guilt, but invites Berlin's nightmare scenario.* German corps can NOT move during the first fortnight of the game, must still follow the usual set up requirements including at least nine corps adjacent to Liege and no more than six east of hex column 25XX, but are exempt from the usual Schlieffen Plan scenario special rule requirements. France begins as an opportunistic neutral (6.124) that can be courted immediately rather than having to wait until March, 1915. If using optional neutral entry (6.13) then France and Britain each roll separately but at the same time and with the same chance as Japan (in September, 1914) but with no modifiers. Regardless of which diplomacy rules are used, if Britain has not joined the EP by the end of September, 1914, then Sweden joins the CP during the diplomacy phase of October, 1914. Go to step 15.

**16. Roll on the War Guilt Table:**

Set up and proceed per the instruction in scenario 12.9 "The Great War" as modified by the Crisis of July to fight World War I.

**Powder Keg Table (PKT)**

*Design Note: The Powder Keg Table (PKT) assumes that cooler heads prevailed during the summer of 1914. So Europe averted war, but the underlying tensions between nationalism and empire remained unresolved. Nationalists everywhere saw what happened and noted (yet again) the imperial preference for redrawing maps and issuing statements. So this rule assumes nationalists act decisively in the spring of 1915, and inadvertently trigger the very same cascade of great power mobilizations that led to WWI.*

When using the PKT, the war always starts in May, 1915, with the following adjustments. Serbia and Montenegro are both neutral. The PKT will determine if either Italy or Romania will begin as an Entente Power or Courland (represented by Libau) will begin as a Central Power. Otherwise, set up all forces as usual for August, 1914, per the scenario instructions with any modifications called for by the PKT. All monthly reinforcements from the OB due to have arrived before May, 1915, instead arrive in June, 1915. All seasonal reinforcements due to have arrived from the OB before summer, 1915, start in the force pool ready for procurement. If using the optional neutral entry rule (6.13) then any neutrals that should have rolled before May, 1915, are instead rolled for in May, 1915. And, Serbia and Montenegro (as a unit) assume Romania's table. Russia's "Other Seasons" RP income is 19 instead of 16 due to economic reforms completed in late 1914/early 1915. During the first fortnight of May, 1915 only British, French and German land units can move. All units of all nations can move freely, including the use of rail, starting with the 2<sup>nd</sup>

fortnight of the game. Otherwise, play proceeds as usual.

**Powder Keg Table**

Die Roll	Result
1-2	<i>Courland's ethnic Germans rebel against Russia and appeal to the German Empire for help. St. Petersburg changes its name to Petrograd and mobilizes to crush the rebellion. Sweden fears Russian aggression. Germany mobilizes. WWI begins in May, 1915.</i> During set up, no Russian units may be placed on or adjacent to Libau (hex 3706), and the German Landwehr Ost (LWO) corps must be placed there. Roll 1d6 to determine Sweden's at- start posture; if less than 3 then Sweden sets up and starts in the CP, otherwise she is true neutral as usual.
3-4	<i>Ethnic Italians and sympathetic Slovenes or Croats, perhaps supplied by Rome, rebel against Vienna and appeal to Italy for help. The Austro-Hungarians mobilize to suppress the rebellion. That triggers a Russian mobilization and starts the domino effect across Europe. WWI begins in May, 1915.</i> During set up, no Austro-Hungarian units can set up in Fiume or Zara. Italy starts in the Entente and its 30 <sup>th</sup> Corps (a 1-2 infantry unit) must set up in Fiume or Zara.
5-6	<i>Romanian conspirators assassinate another Austro-Hungarian noble in a bid to liberate Transylvania. Austro-Hungary mobilizes to punish Romania. Russia comes to her rescue triggering a cascade of mobilizations across the continent. WWI begins in May, 1915.</i> Romania starts in the EP.

**War Guilt**

After completing any PKT die roll called for by the CoJ, or finishing the CoJ sequence without a PKT roll, the players (as a group) must make one dice roll (2d6) on the War Guilt Table (WGT) to determine which side bears the guilt for starting the conflict. Modify the roll with the total, net WG modifier. If, per the War Guilt Table, one side is found guilty, then the not guilty side immediately earns one victory point. If neither side is guilty then neither side earns that victory point.

**War Guilt Table**

Modified Dice Roll (2d6)	Guilt
<7	Entente Powers guilty, award one VP to CP
7	Neither side guilty, no VP award for war guilt
>7	Central Powers guilty, award one VP to EP

*Design Note: Choosing the historical (H) sequence of events in the CoJ will yield a final net WG modifier of +2 and therefore about a 77% chance of CP (German) guilt.*

**War Guilt Reroll:** The guilty side does accrue one advantage as a result of its more aggressive stance and timely preparations for war. At any time during the first fortnight of the game, the guilty side can insist on a reroll of any one land combat dice roll one time. The reroll takes precedence over the original roll and cannot be reversed or undone; it stands.

## 12.0 SCENARIOS

### 12.1 Before the Leaves Fall

Replay the opening (mobile) months of WWI in two hours on one map with land units only in this face-paced, introductory scenario.

**Map:** North Europe

**Duration:** August 1914 through October 1914 inclusive

**Starting Alliances and Tracks:**

	RP	TI	Demoralization
CP:		0	
Austria-Hungary	3		0
Germany	8		0
EP:		0	
France	4		0
Russia	5		0

**Victory:** Determine victory at game end based on control (2.53) of Berlin and Paris or bargaining chips (1.22) as follows. If one side controls both Berlin and Paris then that side wins. If neither side controls both Berlin and Paris then determine a winner based on the total number of bargaining chips a side controls. If the CP controls MORE than 13 bargaining chips then it wins. If the EP controls MORE than six bargaining chips then it wins. Otherwise, the game is a draw.

#### Set Up

France, Russia, Austria-Hungary and Germany set up those units listed under August, 1914, from the Order of Battle provided in this scenario. Except as noted below, corps may set up anywhere in their home country and must be in maneuver mode.

For the French, the Alpine and the 19<sup>th</sup> corps both set up in Dijon (hex 0827), while all other corps must set up in France within two hexes of the German border. Each French hex adjacent to the German border must contain at least two French corps.

At least nine German corps must set up in Germany adjacent to Liege (hex 1119). No more than six German corps can set up east of hex column 25XX (the hex column that contains Berlin).

Austro-Hungarian corps cannot set up in or adjacent to Rava Rus-

ka (hex 4321), Brody (hex 4522), or Tarnopol (hex 4624).

All Russian corps must set up in populations centers (1.22) on or east of hex column 37XX (the hex column that contains Warsaw). GD 1 (the Guards) must start in the Petrograd port box.

**Optional Set Up:** Instead of the aforementioned set up rules, players can choose an optional set up as follows. Use the same order of battle, but players secretly pre-record set up locations for their corps by writing down hex numbers and/or port box names. Corps must set up in their home country in maneuver mode, but are otherwise exempt from all the usual protocols. The opposing sides set up simultaneously according to their pre written instructions and each side can check the record to verify corps placement corresponds to the written instructions. After set up, Do NOT apply the Schlieffen Plan or Plan XVII special rules; so there are no first fortnight movement or attack requirements and the associated penalties do not apply. DO apply mobilization limits. Otherwise play proceeds normally.

#### Special Rules

**Sea Control:** Use the optional admiralty rule 6.45.

**Britain:** If Britain joins the EP (6.123 or 6.13), then immediately place British cavalry corps 1 and British infantry corps 1 and 2 in any French port hex and British infantry corps 3 in any hex of Britain. Britain starts with 5 RP, TI 0 and Demoralization 0. British corps cannot stack with French corps.

**Mobilization Limits:** To reflect the varying speeds of mobilization, during the first fortnight of August 1914, only the British, French and German corps can move and nobody can use rail movement.

**Plan XVII:** During the first fortnight of August 1914, at least four French corps must enter and/or attack at least two separate hexes in either Germany and/or Luxembourg which are adjacent to France. Should France fail to do this, then the CP player can completely destroy any four French corps of his choice at the start of second CP fortnight in August 1914.

**Schlieffen Plan:** During August 1914, the Germans must attack or enter Liege and at least nine German corps must enter Belgium or the EP wins the game.

**War Guilt Reroll:** Although this scenario does not use the Crisis of July (11.5), the CP does get the option (usually afforded to the guilty side by that rule) to reroll any one land combat dice roll of its choice during the first fortnight of the game.

#### Order of Battle & Resource Points

Use the Order of Battle listed here. If Britain joins the EP, then in addition to those forces that muster on the North Europe map, assume that the IEF A arrives to any French port at the start of October. Each side collects its nominal, seasonal RP income as usual (5.21).

1914	
August	
Austria-Hungary	Leader: CONRAD
	Cavalry Corps: 1-3
	Infantry Corps: 1-17 (exc. 4, 7, 8, 13, 15, 16)
Belgium	Infantry Corps: 1-3
Britain	Cavalry Corps: 1
	Infantry Corps: 1-3
Denmark	Infantry Corps: 1
France	Cavalry Corps: CAV, SORDET
	Infantry Corps: 1-21, ALPINE, COL, RG 1, RG 2, RG 3
Germany	Leaders: KLUCK
	Cavalry Corps: 1-4
	Infantry Corps: 1-11, 13-18, 20, 21, 1 RS, 3RS-10RS, 13RS, 14RS, 17RS, 18RS, 21RS, GUARD, GDRS, 1 BAV, 2 BAV, 3 BAV, BAV RS, 1 SAX, 2 SAX, SAX RS, Ersatz, LWW, LWO
	SIEGE 1
Netherlands	Infantry Corps: 1-3
Russia	Leaders: SAMSONOV
	Cavalry Corps: GD, 1, 2, 3
	Infantry Corps: GD 1(Petrograd box), GRNDR, 1-17, 19-21, 23, 24
Switzerland	Infantry Corps 1-3
September	
Austria-Hungary	Infantry Corps: LSTRUM, 4, 7
Britain	Infantry Corps: 4
France	Leader: JOFFRE
	Infantry Corps: TERR
Germany	Leaders: LUDNDRF
Russia:	Infantry Corps: 18, 22, 25-27, CAUC 3, SIB 3, TRKSTN 1

October	
Britain	Infantry Corps: IEF A
Germany	Infantry Corps: 22RS-27RS
Russia	Infantry Corps: CAUC 2, SIB 1, SIB 2, SIB 5

## 12.2 Fire in the East

Replay Russia 1915, in two hours with one map, air and land units only in this preview of blitzkrieg.

**Map:** North Europe

**Duration:** May 1915 through October 1915 inclusive

**Starting Alliances and Tracks:**

	RP	TI	Demoralization
CP:		6	
Austria-Hungary	2		2
Germany	4		1
EP:		6	
Russia	1		3

**Victory:** At game end, a side wins if its demoralization total is less than 9 and the enemy's is greater than 9.

### Set Up

Units can set up in either mode, maneuver or entrenched. CP units can set up in any hexes ON or west of the start line. Russian units can set up in any hexes east of the start line. However, no-body can set up in Romania.

### Special Rules

**Start Line:** The start line runs from hex 4727 to 4627 to 4428 to 3624 to 3619 to 3518 to 3515 to 4112 to 4111 to 3810. Use CP control markers to mark the start line for set up, and then remove before play begins.

**German Naval Gunfire:** When CP units make a land combat dice roll against any coastal hex they can apply a +1 for siege artillery from naval gunfire.

**Adjustments:** Always skip the diplomacy (6.1) and revolution (6.8) phases. Neither side can enter Belgium, France or violate neutrals. In addition to all the usual supply rules, Austro-Hungarian units can trace supply to any south edge rail hex. The fortress of Przemysl (hex 4023) is a ruin. All other fortresses are at full

strength.

### Order of Battle and Resource Points

Instead of rule 5.21, each country collects seasonal RP income as follows: Austria-Hungary 5, Germany 17, and Russia 21. Note that the Russian total includes assumed assistance from Britain and France. There are no losses for blockade (5.34) or submarine warfare (5.32).

Each nation has the following forces. **However, the Russians must set aside six units whose effectiveness scores total to at least eleven.** These “previously eliminated units” do not set up, but they are available for procurement. All other units, Austro-Hungarian, German, and Russian set up on the map before play begins.

Austria-Hungary	Leader: CONRAD
	Cavalry Corps: 1-2
	Infantry Corps: 1-2, 4-7, 9-14, 16, 18-22
Germany	Leaders: MCKNSN
	Cavalry Corps: 1-4
	Infantry Corps: 2 BAV RS, 3, 6, 10, 11, 17, 20, 26RS, 38RS-41RS, GUARD, LWO
	SIEGE 1-2
	One infrastructure marker
Russia	Leaders: ALEKSEYEV
	Cavalry Corps: 1-4, GD
	Infantry Corps: 1-33, GRNDR, GD1, GD2, TRKSTN 1, TRKSTN 2, SIB1-SIB5
	Air Units: ILYAM

Once the game begins, units arrive per the CoB (13.0) starting with the summer 1915 turn as normal. However, the Germans receive no air units and during the muster sub phase of September, 1915, they must remove MCKNSN, the 3<sup>rd</sup> Infantry Corps, and one Siege unit from the game.

## 12.3 Storm of Steel

This recreation of the titanic battles that defined WWI uses one map, air, land and possibly surface naval units for a two hour grudge match.

**Map:** North Europe, Sea Chart boxes are in play per 11.1

**Duration:** February 1916 through November 1916 inclusive

### Starting Alliances and Tracks:

	RP	TI	Demoralization
CP:		15	
Austria-Hungary	4		3
Germany	10		2
EP:		12	
Belgium	NA		NA
Britain	6		2
France	5		2
Russia	5		12

**Victory:** At game end, each side gains one victory point for each bargaining chip (1.22) and home country, interior fortress (1.334) in the enemy set up area that it controls as well as one victory for each enemy dreadnought (BB) destroyed. A hex that contains both a bargaining chip and an interior fortress counts for two victory points.

### Set Up

All corps except cavalry must set up entrenched. The 1916 front line is marked on the map. CP units can set up in any hexes of Germany, as well as any hexes of Belgium and France east of the 1916 front line, and any hexes of Austria-Hungary and Russia west of the 1916 front line. EP units can set up in any hexes of Britain, hexes of Belgium and France west of the 1916 front line, and hexes of Austria-Hungary and Russia east of the 1916 front line. All originally Belgian, French and Russian fortresses within the CP set up area and Przemyśl in Austria-Hungary are marked ruin. All French and black German fortresses under friendly control are marked reduced. If used, naval units must set up in home country ports and mines in coastal/ocean hexes within three hexes of a friendly land hex.

### Special Rules

**Adjustments:** Always skip the diplomacy (6.1) and revolution (6.8) phases. Neither side can violate neutrals. British ANZAC and Canadian units can muster (6.21) in any population center in Britain, but the ANZAC unit has a three turn delay vice the usual one turn delay. The ASW track starts at seven.

**Strategic Warfare:** During each seasonal turn, nations suffer RP losses as follows. Germany and Austria-Hungary each lose four RP to blockade (5.34) while Britain loses four RP to submarine warfare (5.32).

**Order of Battle and Resource Points**

Each nation begins with the forces listed here. However, from among the units listed, each major power, except Russia, must remove at least four corps whose effectiveness scores total to at least seven. These “previously eliminated units” do not set up, but they are available for procurement. Russia must remove at least 12 infantry corps with at least 21 total points of effectiveness, and also place all of her cavalry among the “previously eliminated units.” After removing the required number of corps to the pile of previously eliminated units, go ahead and set up the remainder on the map before play begins. Each side collects its nominal, seasonal RP income as usual (5.21). Britain and/or France can transfer RP to Russia (5.23) without the need to trace a supply line (which is assumed to exist beyond the playing area).

Austria-Hungary	Leader: CONRAD
	Cavalry Corps: 1-2
	Infantry Corps: 1-2, 4-7, 9-14, 16, 18-22, LSTRUM
	Four Mines
Belgium	Infantry Corps: 1-3
Britain	Leaders: BEATTY, HAIG
	Cavalry Corps: 1
	Infantry Corps: 1-8, 10-11, ANZAC I, CANADA
	Naval Units: BB1-7, BC1, BC2, CA1-7, CL1-3, Six Mines
	Air Units: FB5
	One Infrastructure marker
France	Leader: JOFFRE
	Infantry Corps: 1-21, 25, 30-33, COL, RG 1, RG 2, RG 3, ALPINE, COL II, TERR
	Air Units: MS3
Germany	Leaders: FLKNHYN, LUDNDRF, HIPPER
	Cavalry Corps: 1-4
	Infantry Corps: 1-2, 4-20, 21, 1RS, 3RS, 5RS-9RS, 13RS-15RS, 17Rs, 18Rs, 21RS-27RS, 38RS-41RS, GUARD, GDRS, 1 BAV, 2 BAV, 3 BAV, BAVRS, 2 BAVRS, 1 SAX, 2 SAX, SAX RS, ALPEN, ERSATZ, LWW, LWO, LWR, NAVAL

	SIEGE 1-3
	Naval Units: BB1-4, BC1, CD1, PD1-6, CA1-2, CC1-5, CL1-4, Eight Mines
	Air Units: ZEPPELIN, EINDKR, EINDKR D
	Two infrastructure markers
Russia	Leaders: ALEKSEYEV
	Cavalry Corps: 1-4, GD
	Infantry Corps: 1-43, GRNDR, GD1, GD2, TRKSTN 1, TRKSTAN 2, SIB 1-5
	Naval Units: PD1, CA1, CA2, CC1, Four Mines
	Air Units: Ilay M
	One infrastructure marker

Once the game begins, units arrive per the CoB (13.0) starting with the spring 1916 turn as normal.

**12.4 Kaiserschlacht**

This recreation of 1918 in western Europe uses one map, air, and land units for a two-hour recreation of Germany’s Spring Offensives.

**Map:** North Europe

**Duration:** Spring seasonal turn, 1918, through November, 1918, inclusive

**Starting Alliances and Tracks**

	RP	TI	Demoralization
CP:		38*	
Germany	2		7
EP:		35	
Belgium	NA		NA
Britain	2		5
France	2		7 in crisis
Portugal	NA		NA
United States	12		0

\*The CP has already achieved TI benefits (2.84) at game start.

**Victory:** The Germans win if they control Berlin and Paris, or Berlin and any two bargaining chips (1.22) in France at game end. Otherwise, the EP wins.

### Set Up

Corps can set up entrenched or in maneuver mode. Even though this scenario starts in 1918, use the 1916 front line marked on the map. CP units can set up in any hexes of Germany, as well as any hexes of Belgium and France east of the 1916 front line except hexes 0520 and 0521. EP units can set up in any hexes of Britain, hexes of Belgium and France west of the 1916 front line as well as in hexes 0520 and 0521. All Belgian, and French fortresses within the CP set up area are marked ruin. All other fortresses are at full strength with two steps each.

### Special Rules

**Sea Control:** Use the optional admiralty rule 6.45.

**The East:** Units may not enter any hex of Austria-Hungary or Russia. Each season, Germany gets four RP (from Russia) added to its seasonal income.

**Strategic Warfare:** During each seasonal turn, Germany loses 16 RP to blockade while Britain losses four RP to submarine warfare.

**ANZAC, Canadian and U.S. Muster:** U.S. units muster (6.21) at any British or French controlled population center (1.22) one turn after procurement. The U.S. entered the war in spring of 1917, four seasons before this scenario begins. So Pershing and the U.S. 1<sup>st</sup> Corps begin set up on the map and the spring 1918 seasonal turn is the 4<sup>th</sup> season after U.S. entry. British ANZAC and Canadian units can muster (6.21) in any population center in Britain, but the ANZACs have a three turn delay vice the usual one turn delay.

### Order of Battle and Resource Points

Each nation begins with the forces listed here. However, from among the units listed, each major power, must remove at least four corps whose effectiveness scores total to at least seven. These “previously eliminated units” do NOT set up, but they are available for procurement. After removing the required number of corps to the pile of previously eliminated units, go ahead and set up the remainder on the map before play begins. Each side collects its nominal, seasonal RP income as usual (5.21) starting with the spring, 1918, seasonal turn, modified for the East and Strategic Warfare per the scenario special rules.

Belgium	Infantry Corps: 1-3
Britain	Leaders: HAIG, MANNOCK
	Cavalry Corps: 1,2
	Infantry Corps: 1-11, 13, 15-17, 19, ANZAC I, ANZAC II, CANADA, RESERVE
	SIEGE 1, 2
	Tanks: MkIV
	Air Units: CAMEL, F2B
	One Infrastructure marker
France	Leader: JOFFRE, FONCK
	Infantry Corps: 1-21, 25, 30-36, 38, COL, COL II, ALPINE, TERR
	SIEGE 1, 2
	Tanks: SCHNDR
	Air Units: S-XIII
Germany	Leaders: LUDNDRF, RICHTFN, HUTIER
	Infantry Corps: 1-2, 4-20, 21, 23, 1RS, 3RS, 5RS-9RS, 12RS-15RS, 17RS, 18RS, 21RS-27RS, 39RS, GUARD, GDRS, 1 BAV, 2 BAV, 3 BAV, BAV RS, 1 SAX, 2 SAX, SAXRS, ALPEN, LWV, NAVAL, any one Austro-Hungarian with effectiveness 2
	SIEGE 1-4
	Tanks: A7V
	Air Units: ZEPPELIN, GOTHA, DR1JG1, DR1JG2, DR1JG3
	Two infrastructure markers
Portugal	Infantry Corps: EXP PRT
United States	Leader: PERSHING
	Infantry Corps: 1

Once the game begins, units arrive per the CoB (13.0) starting with the spring 1918 turn which is also the 4<sup>th</sup> seasonal turn after U.S. entry.

## 12.5 The South Slavs

This scenario recreates the early war struggle for Italy, the Balkans and the Dardanelles in four hours with air, land and possibly naval units on one map.

**Map:** South Europe, Sea Chart boxes are in play per 11.1

**Duration:** September, 1914, through November, 1916, inclusive

### Starting Alliances and Tracks:

	RP	TI	Demoralization
CP:		0	
Austria-Hungary	5		0
Germany	0		0
EP:		0	
Britain	0		0
France	4		0
Russia	0		0
Serbia, Montenegro	0		NA

**Victory:** The CP win at game end if they control at least 10 bargaining chips (1.22); otherwise the EP win.

**Playing Time:** 3 hours

### Set Up

From the order of battle provided in this scenario, set up all units listed under August, 1914. Corps must set up in maneuver mode in their home country. If used, naval units must set up in home country ports and mines in coastal/ocean hexes within three hexes of a friendly land hex.

### Special Rules

**Muster and Supply:** In addition to the usual supply sources (3.11), add the following. British & French units can muster (6.21) in and trace supply (3.0) to Malta and/or Marseilles. German units can muster in and trace supply to any rail hex in Austria-Hungary along the north map edge.

**Diplomacy:** Britain joins the EP in August, 1914, and the Ottoman Empire joins the CP in November, 1914. For all other nations, use the diplomacy (6.1) rules –standard or optional. Even though it’s not on the map, the EP can offer Czernowitz to Romania as a bargaining chip if using the standard diplomacy rules. If/when Romania joins a side, immediately place the Russian 4<sup>th</sup> Siberian infantry corps (SIB 4) in Kishinev.

## Order of Battle and Resource Points

Bulgaria, Italy, Greece, and Romania start the game as neutral, but can join one side or the other via the diplomacy (6.1) rules. If either joins a side, then deploy forces as listed in the CoB (13.0). All other nations use the scenario OB listed here, NOT the CoB.

In addition to those RP listed in the OB, nations collect seasonal RP income as follows. After it joins a side, Italy collects its RP as usual (5.21). Other major powers do NOT follow (5.21), instead starting with the first seasonal turn during which it has at least one corps on the map, each other major power collects a base income of 5 RP per season except France which collects only 2 RP per season. So, Austria-Hungary collects 5RP per season starting with the winter, 1914, turn while Germany collects 5RP starting in spring, 1915 turn. Do NOT conduct resource reductions for submarine warfare (5.32) or blockade (5.34).

1914	
August	
Austria-Hungary	Infantry Corps: 8, 13, 15 and 16
	Danube Flotilla
	Naval Units: BB1, PD1- PD3, CA1, CC1, UB1, Two Mines
France	Infantry Corps: ALPINE
	Naval Units: BB1, PD1-4, CA1-4, CC1, SS1, SS2, Two Mines
Montenegro	Infantry Corps: SANJAK
Serbia	Leader: PUTNIK
	Infantry Corps: 1-4
November	
Ottoman Empire	Leader: KEMAL
	Infantry Corps: 1-6
	Naval Units: CC1, PD1, Three Mines
Winter	
Austria-Hungary	Infantry Corps: 17, RAYON
	Naval Units: UB2
1915	
January	
Austria-Hungary	Infantry Corps: LSTRUM
Britain	3 Resource Points (RP)

	Infantry Corps: ANZAC I, MEF
	Naval Units: BB1, CC1-4, PD1-4, SS1
Spring	
Austria-Hungary	Infantry Corps: 3, 19, 22
	Cavalry Corps: 3
	Naval Units: Two Mines
Britain	Infantry Corps: 9
Germany	Infantry Corps: ALPEN
Ottoman	Infantry Corps: 14-17
	Naval Units: Mine
May	
Austria-Hungary	Naval Units: CL1
French	
	Naval Units: BB2
Autumn	
Britain	Infantry Corps: 12
September	
German	Leader: MCKNSN
	Infantry Corps: 3, 4RS, 10RS
	SEIGE 1
French	Infantry Corps: L'ORIENT
1916	
Spring	
Austria-Hungary	Naval Units: Two Mines
Ottoman	Naval Units: Mine
June	
Germany	Leader: FLKNHYN
Russia	Russia gains a -2 modifier (Czernowitz) to all diplomacy die rolls for Romania

## 12.6 The Price of Admiralty

Refight the battle of Jutland with naval units only in this one hour recreation of Mahan's vision.

**Map:** North Europe, Sea Chart boxes are in play per 11.1

**Duration:** May 1916

### Starting Alliances and Tracks

	RP
CP: Germany	2
EP: Britain	2

**Victory:** There are two paths to victory calculated at game end. One, Germany wins if it has more than one BB (Dreadnought) in the Norwegian Sea box. Two, if Germany does not have more than one BB in the Norwegian Sea box at game end then the side that lost the greater number of gunnery points (via reduction or elimination of naval units) loses the scenario.

### Set Up

Set up only those units provided in the order of battle for this scenario. Mines must set up in coastal/ocean hexes within three hexes of a friendly land hex. All other naval units must start in a friendly home country port hex; additionally, British units may set up in the Scapa Flow port box. The ASW track starts at 8.

### Order of Battle and Resource Points

Britain	Naval Units:
	BB: 1, 2, 3, 4, 5, 6, 7
	BC: 1, 2
	CA: 1, 2
	CL: 1, 2
	SS: 1
	Mines: four mine counters
	Leaders: BEATTY, JELICOE
Germany	Naval Units:
	BB: 1, 2, 3, 4
	BC: 1
	PD: 1, 2
	CL: 1, 2

	U-boat 1, 2
	Mines: six mine counters
	Leaders: HIPPER, SCHEER

Neither side accrues any additional RP during the scenario.

## 12.7 Asian Treasure House

This one map, land units only scenario covers the four year fight for the Middle East in about three hours.

**Map:** Ottoman Empire

**Duration:** November 1914 through November 1918 inclusive

**Starting Alliances and Tracks:**

	RP	TI	Demoralization
CP:		0	
Ottoman Empire	3		0
Germany	0		0
EP:		0	
Britain	1		0
Russia	1		0

**Victory:** At game end, the side which controls the greater number of bargaining chips (1.22) wins.

### Set Up

From the order of battle provided in this scenario, set up all units listed under November, 1914, in maneuver mode in their home country. British units can treat Egypt and Abidan as home country (2.24). Note that Sinai is a true neutral (6.121) between British Egypt and the Ottoman Empire.

### Special Rules

**Sea Control:** Use the optional admiralty rule 6.45.

**Muster and Supply:** In addition to the usual supply sources (3.11) add the following. British units can muster (6.21) in and trace supply (3.0) to Abidan, Port Said, and/or Suez. German units can muster in and trace supply to Damascus.

**Tactical Innovation:** Both sides automatically achieve TI benefits (2.84) starting in March 1918.

## Order of Battle and Resource Points

Use only the units listed here. Disregard the usual income rules (5.21). Instead, the Ottoman Empire collects 3 RP and each other major power collects 2 RP per season during which it has at least one corps on the map. Nations also collect RP as listed in the OB. There are *no reductions* for blockades (5.34) or submarine warfare (5.32). However, Russia collects her last income in the summer of 1917, none after that.

1914	
November	
Britain	Infantry Corps: IEF D
Ottoman	Cavalry Corps: 1
	Infantry Corps: 8-13
	Flotilla: TIGRIS
	One infrastructure marker
Russia	Infantry Corps: ARM, CAUC1-CAUC3
December	
Britain	Infantry Corps: ANZAC I
1915	
Spring	
Ottoman	Infantry Corps: 18
Britain	Remove: ANZAC I
Autumn	
Britain	Infantry Corps: IEF A (Historical Note: this represents the "Tigris" corps)
	Cavalry Corps: IEF E
	Flotilla: TIGRIS
Russia	Infantry Corps: CAUC4-CAUC6
Winter	
Britain	Infantry Corps: EEF
1916	
Spring	
Britain	Cavalry Corps: 2
Autumn	
Ottoman	Leader: SANDERS

	Infantry Corps: CAUC1
<b>1917</b>	
<b>Spring</b>	
Britain	3 RP
	Leader: ALLENBY
	Cavalry Corps: LOA
	Infantry Corps: ANZAC I
Ottoman	Infantry Corps: CAUC 2
<b>Summer</b>	
Germany	2 RP
	Infantry Corps: ASIEN
<b>1918</b>	
<b>Spring</b>	
British	Air Units: CAMEL ANZ
	Tanks: MkIV
Ottoman	Infantry Corps: ISLAM

## 12.8 Africa

This scenario covers the entire war in Africa in about three hours.

**Map:** Africa, Sea Chart boxes are in play per 11.1

**Duration:** August, 1914, through November, 1918, inclusive

**Starting Alliances and Tracks:**

	AP
CP: Germany	0
EP: Britain	0
Belgium	0
France	0

**Tactical Innovation and Demoralization:** Both are NA in Africa.

**Victory:** At game end, the CP wins if it controls more than one bargaining chip (1.22).

## Set Up

From the order of battle provided in this scenario, set up all units listed under August, 1914. AF corps set up in maneuver mode in their usual muster locations (6.215) except that the British Arab corps can set up in British East Africa and the British WIR unit can set up in any EP-controlled port. Naval units must set up in friendly ports.

## Special Rules

**Diplomacy:** Note that contrary to the usual rules, Britain and Belgium begin the scenario in the EP. The Ottoman Empire automatically joins the CP in November, 1914. Italy automatically joins the EP in May, 1915. Use either the standard (6.12) or optional (6.13) diplomacy rules to determine the fate of Abyssinia and Portugal and assume that the EP invades a home country hex of a CP nation on the South Europe map in April 1915.

**Sea Control:** Use naval units. However, naval transport is limited as follows. Germany may transport one AF corps once per game. The EP may transport up to nine AF corps per season.

**Muster and Supply:** Except for IEF and WIR, AF units muster as usual (6.215). For initial set up, or when due to arrive as reinforcements, place IEF, WIR and naval units in any friendly port hex.

**Ottoman Constraints:** The Ottoman 7<sup>th</sup> Corps must always remain on or adjacent to Medina, hex 9027. Therefore, it cannot enter British Egypt or British Sudan.

## Order of Battle and Africa Points

Use only the units listed here. Each season, Britain collects 6 AP and Germany 3 AP. Once per game, the British can double their income to 12 AP for a single season and the French, Italians and the Ottomans can each collect 6 AP during any one season of their choice.

<b>1914</b>	
<b>August</b>	
Abyssinia	AF corps: NGS, RAS
Belgium	AF corps: FPUB
Britain	AF corps: ARAB, EAMR, SAFH, SAMR, KAR 1, WAFF, WIR
	Naval Units: CC1
France	AF corps: SENEGAL, TC
	Naval Units: CC1
Germany	AF corps: GEA 1-2, GSW 1-2, KAM 1
	Flotilla: TNGNYKA

Ottoman	AF corps: 7
Portugal	AF corps: AFRIQ
	Naval Units: CC1
<b>September</b>	
Germany	Leaders: VORBECK
	Naval Units: CL1
<b>October</b>	
Britain	AF corps: SAI 1, IEF B, IEF C
	Naval Units: CC2-4
Germany	AF corps: GEA 3-4, GSW 3, KAM 2
<b>Winter</b>	
Britain	AF corps: SAH, SAS
	Flotilla: VICTORIA
<b>1915</b>	
<b>Spring</b>	
Britain	AF corps: SAI 2
Germany	AF corps: GEA 5
<b>April</b>	
Britain	Naval Units: PD1, CA1-2
<b>Winter</b>	
Britain	Leader: SMUTS
<b>1916</b>	
<b>Spring</b>	
Belgium	AF: corps: ASKARI
Britain	AF corps: SHERIF, WDF
Italy	AF corps: RCTC
Ottoman	AF corps: DINAR, SENUSSI
<b>1917</b>	
<b>Spring</b>	
Britain	AF corps: KAR 2

## 12.9 The Great War

This is it! Refight the entire First World War in the air, on land and at sea in this 24 hour scenario that employs every game piece and all three maps.

**Maps:** North Europe, South Europe, Ottoman, Africa, Sea Chart

**Duration:** Variable: Play from August, 1914, through August, 1918. As the last act of August, 1918, - after the revolution phase (6.8) is complete - the EP can decide to end the game immediately and determine victory or extend for another full season. If the game is extended, play the autumn seasonal turn and each of its three months and then as the last act of November repeat the extension decision procedure so that the EP can again choose to end the game or extend for second season. If the game is extended through the winter, then repeat extension decision procedure one last time as the last act of February, 1919. Hence, one season at a time, the EP could extend the game a total of three seasons up through May, 1919; but no further.

*Design Note:* Since the EP can make a preliminary VP calculation at any time, it will only need to extend the game if it has not already won. But, each such extension ups the ante by requiring a “bigger” win in the future.

### Starting Alliances and Tracks:

	RP	TI	Demoralization
CP:		0	
Austria-Hungary	3		0
Germany	8		0
EP:		0	
France	4		0
Russia	5		0
Serbia, Montenegro	NA	NA	NA
NEUTRAL:			
Britain	5	0	0

**Victory:** At game end, the EP win if they have MORE than 12 Victory Points (VP); otherwise the CP win. The EP tally VP at game end as follows.

- Gain one VP if the CP was guilty in the Crisis of July (11.5).
- Gain one VP for each bargaining chip (1.22) hex controlled by the EP on the North and South Europe maps.
- Gain one VP for every full multiple of six bargaining chips controlled by the EP on the Ottoman/Africa maps and the Sea Chart (Tsingtao). A side must control six to get a point, ignore fractions of six.

- Gain two VP if Germany suffered a revolution (6.8).
- Gain two VP if Austria-Hungary suffered a revolution (6.8).
- Lose two VP if Russia suffered a revolution (6.8).
- Lose one VP for each season played after summer 1918, maximum of three.

## Set Up

From the Chronological Order of Battle (13.0), set up all units listed under August, 1914, for Britain, France, Russia, Serbia & Montenegro, Austria-Hungary and Germany. Note this is the one occasion when a neutral's units (Britain) should be set up before that neutral actually joins a side; Britain should set up with the EP. Except as noted below, corps may set up anywhere in their home country and must be in maneuver mode.

For the French, except for the Alpine and the 19<sup>th</sup> corps, all corps must set up in France within two hexes of the German border. Each French hex adjacent to the German border must contain at least two French corps. The French Alpine sets up adjacent the Italian border and the French 19<sup>th</sup> Corps in French North Africa.

At least nine German corps must set up in Germany adjacent to Liege (hex 1119). No more than six German corps can set up east of hex column 25XX (the hex column that contains Berlin). Note that the Tsingtao port box is NOT a home country location for Germany; so German corps cannot set up there.

Austro-Hungarian corps cannot set up in or adjacent to Rava Ruska (hex 4321), Brody (hex 4522), or Tarnopol (hex 4624).

All Russian corps must set up in populations centers (1.22) on or east of hex column 37XX (the hex column that contains Warsaw). GD 1 (the Guards) must start in the Petrograd port box.

AF corps set up in their usual muster locations (6.215) except that the British Arab unit can set up in British East Africa.

Except for cruisers (BC, CA, CC, CL) and mines, all naval units must set up in home country ports. Cruisers can set up anywhere on a map or within a friendly port box on the chart. Mines can be placed in coastal/ocean hexes within three hexes of home country land hexes or in friendly port boxes. Russian mines can be placed in the Gulf of Finland box.

**Optional Set Up:** Instead of the aforementioned set up rules, players can choose an optional set up as follows. Use the same order of battle, but players secretly pre-record set up locations for their corps by writing down hex numbers and/or port box names. Corps must set up in their home country in maneuver mode, but are otherwise exempt from all the usual protocols. The opposing sides set up simultaneously according to their pre written instructions and each side can check the record to verify corps placement corresponds to the written instructions. Naval forces set up as usual on the map. After set up, Do NOT apply the Schlieffen Plan or Plan XVII special rules; so there are no first fortnight movement or attack requirements and the associated penalties do not apply. DO apply mobilization limits. If using this optional set up in conjunction with the CoJ (11.5), conduct

the optional set up first and then do the CoJ. Otherwise play proceeds normally.

## Special Rules

**Crisis of July (Optional):** Players may elect to play the Crisis of July (11.5) before set up. However, if players use the optional set up provided in this scenario then they should write down their at-start positions before playing the Crisis of July.

**War Guilt Reroll:** If players choose not to play the Crisis of July (11.5), then the CP automatically gets the option (usually afforded to the guilty side by that rule) to reroll any one land combat dice roll of its choice during the first fortnight of the game.

**Omitting Africa (Optional):** Players may elect to omit Africa from the game. In this case, omit all AF land units. On the Sea Chart, assume that the Indian Ocean box is adjacent to the South Atlantic box so that naval units can move directly between them. Also assume that the Indian Ocean box is adjacent to both south side connections on the Ottoman map (hexes 5768 and 9371) if the Ottoman map is in play. In August, 1915, award the EP ONE VP for bargaining chip hexes it controls in Africa. In the Resource Reductions (5.3) phase of spring, 1916, Britain and the Ottoman Empire must each expend ONE RP to pay for operations in Africa; make this payment only once, do not repeat in later seasons.

**Omitting the Ottoman Empire map (Optional):** Players who wish to game only on the North and South Europe maps can exclude the Ottoman Empire map and associated units with the following adjustments. On the Sea Chart, assume the Libyan Sea box is adjacent to the Indian Ocean box so that naval units can travel directly between the two. Use the usual COB (13.0) with the following exclusions and modifications. British: exclude all IEF units except A and E, neither of which can be (re)procured once lost. Also exclude ALLENBY, EEF, LOA, and CAMEL ANZ. ANZAC I arrives as a reinforcement at Malta (hex 2457) in March, 1916, and is removed from the game in Spring, 1917. German: exclude the ASIEN corps. Ottoman: exclude infantry corps 7-13 and 18-22 as well as SANDERS. Russian: Starting in November, 1914, remove ARM, and CAUC 1-6. Starting with the Resource Reductions (5.3) phase of spring, 1915, each SIDE must eliminate one RP from any one of its major powers to pay for operations on the Ottoman Map each seasonal turn. In January, 1915, the Ottoman Empire suffers one point of demoralization (2.91) owing to defeats in the Caucasus (Sarkamish). In November, 1918, award each side ONE VP for bargaining chip hexes it controls on the Ottoman Map.

**Resource Reductions (Optional):** If players choose to omit naval units (6.45) then make the following assumptions for blockades and submarine warfare starting with the spring, 1915, seasonal turn. Assume the EP blockade (5.34) both Austria-Hungary and Germany, reduce their RP totals accordingly. Assume Britain losses four RP each seasonal turn to CP submarine warfare (5.32). However, the CP can declare USW as usual, and thereby raise British losses to eight RP per seasonal turn on the 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> play of the USW counter. On the 5<sup>th</sup> play of USW, Britain losses 12 RP, and U.S. entry follows (6.125) as usual. Each

seasonal turn AFTER the 5<sup>th</sup> USW chit, Britain suffers only four RP losses to submarine warfare.

**Mobilization Limits:** To reflect the varying speeds of mobilization, during the first fortnight of August 1914, only the British, French and German corps can move and nobody can use rail movement.

**Plan XVII:** During the first fortnight of August 1914, a total of at least four French corps must enter or attack at least two separate hexes in either Germany and/or Luxembourg which are adjacent to France. Should France fail to do this, then the CP player can completely destroy any four French corps of his choice at the start of second CP fortnight in August 1914.

**Schlieffen Plan:** During August 1914, the Germans must attack or enter Liege and at least nine German corps must enter Belgium or the EP wins the game at the start of September, 1914.

**Interior Lines (IL):** Starting in 1915, once per calendar year, the CP can invoke “Interior Lines” (IL) immediately after the weather sub-phase and immediately before starting the 1st fortnight of a campaign phase. IL enables the CP side to immediately conduct a single, full, out-of-sequence move (9.0) for each of its siege artillery corps. Each siege artillery corps can move as usual via marching or rail or both with all the usual costs and stipulations except that they can NOT enter enemy controlled locations. When the IL moves are complete, play proceeds to the 1<sup>st</sup> fortnight as usual and the just-moved siege artillery suffer no additional restrictions or limitations as a consequence of their IL moves.

*Design Note: IL represents Germany’s ability to efficiently move forces along interior lines without alerting the EP. In the actual war, Germany engaged this mechanism to position forces and gain surprise at Gorlice-Tarnow (1915), Verdun (1916), Caporetto (1917), and the Kaiser’s Offensive (1918). IL does not apply in shorter scenarios because it’s accounted for during initial setup.*

**Ottoman Constraints:** If using the Africa map, the Ottoman 7<sup>th</sup> Corps must always remain on or adjacent to Medina, hex 9027. Therefore, it cannot enter British Egypt or British Sudan.

### Order of Battle and Resource Points

Use the CoB (13.0). Each side collects its nominal, seasonal RP income as usual (5.21).

## 13.0 The Chronological Order of Battle (CoB)

Units are available (although not necessarily on the map) according to the chronological schedule that follows. Per 11.3, units listed under a month arrive to the map that month. Those listed under a season arrive to the force pool (for procurement) at the start of that season, except for leaders who always arrive to the map. The numbers following a unit type indicate which of those units – by unit ID number – to use and NOT the quantity. **The German 12<sup>th</sup> Corps should not be used in scenarios which include the 1<sup>st</sup> Saxon Corps since both pieces represent the same unit. The German 19<sup>th</sup> Corps should not be used in scenarios which include the 2<sup>nd</sup> Saxon Corps since both pieces represent the same unit.**

### United States:

The availability of U.S. forces is a function of when the United States joins the war as follows.

Month of Entry	Naval Units: BB1, PD1-3, CA1, CC1-2
1 <sup>st</sup> Seasonal Turn after entry	Naval Units: BB2, SS1, SS2, Three Mines
3 <sup>rd</sup> Seasonal Turn after entry	Leader: PERSHING
	Infantry Corps: 1
	Naval Units: Eight Mines, SS3
4 <sup>th</sup> Seasonal Turn after entry	Infantry Corps: 2
5 <sup>th</sup> Seasonal Turn after entry	Infantry Corps: 3-5
6 <sup>th</sup> Seasonal Turn after entry	Tanks: FT-17
	Air Units: S-XIII
7 <sup>th</sup> Seasonal Turn after entry	Infantry Corps: 6
	Tanks: FORD3T
	SIEGE 1
8 <sup>th</sup> Seasonal Turn after entry	U.S. posts 48 RP per season.

**For Example:** If the U.S. enters the war in April 1917, then three seasonal turns after that, in the winter seasonal turn of 1917, Pershing, the U.S. 1<sup>st</sup> infantry corps, **eight** mines and SS3 become available for procurement.

1914	
August	
Abyssinia	AF Corps: NEGUS, RAS
Austria-Hungary	Leader: CONRAD
	Flotilla: DANUBE
	Cavalry Corps: 1-3
	Infantry Corps: 1-17 (except 4)
	Naval Units: BB1, PD1- PD3, CA1, CC1, UB1, Two Mines
Belgium	Infantry Corps: 1-3
	AF Corps: FPUB
Britain	Leader: BEATTY
	Cavalry Corps: 1
	Infantry Corps: 1-3, IEF A
	AF Corps: ARAB, EAMR, SAFH, SAMR, KAR 1, WAFF, WIR
	Naval Units: BB1-5, BC1, BC2, PD1-10, CA1-7, CC1-10, CL1, SS1, SS2, Two Mines
Bulgaria	Infantry Corps: 1-3
Denmark	Infantry Corps: 1
	Naval Units: CD1, SS1, One Mine
France	Cavalry Corps: CAV, SORDET
	Infantry Corps: 1-21, COL, RG 1, RG 2, RG 3, ALPINE
	AF Corps: SENEGAL, TC
	Naval Units: BB1, PD1-4, CA1-4, CC1, SS1, SS2, Two Mines
Germany	Leaders: KLUCK, SPEE
	Cavalry Corps: 1-4
	Infantry Corps: 1-11, 13-18, 20, 21, 1RS, 3RS-10RS, 13RS, 14RS, 17RS, 18RS, 21RS, GUARD, GDRS, 1 BAV, 2 BAV, 3 BAV, BAV RS, 1 SAX, 2 SAX, SAX RS, ERSATZ, LWW, LWO
	SIEGE 1
	AF Corps: GEA 1-2, GSW 1-2, KAM 1
	Flotilla: TNGNYKA

	Naval Units: BB1-4, BC1, CD1, PD1-6, CA1-2, CC1-5, CL1-3, UB1-2, Six Mines
Greece	Infantry Corps: Delta, Gamma
	Naval Units: CA1, PD1
	Fort Rupel (hex 4344) begins at reduced strength
Italy	Leader: CADORNA
	Cavalry Corps: 1
	Infantry Corps: 1-11, 13, 14, 22
	Naval Units: BB1, PD1-2, CA1-2, CC1
Japan	Infantry Corps (Brigades): 1/18, 2/18
	Naval Units: PD1, CA1, CC1, CL1
Montenegro	Infantry Corps: SANJAK
Netherlands	Infantry Corps: 1-3
	Naval Units: CD 1
Ottoman	Leader: KEMAL
	Cavalry Corps: 1
	Infantry Corps: 1-13
	Naval Units: CC1, PD1, Three Mines
	Flotilla: TIGRIS
	One infrastructure marker
Portugal	Infantry Corps: EXP PRT
	AF Corps: AFRIQ
	Naval Units: CC1, CL1
Romania	Infantry Corps: 1-7
	Flotilla: DANUBE
	The Iron Gate "fortress" (hex 4236) begins at reduced strength
Russia	Leaders: SAMSONOV
	Cavalry Corps: Gd, 1, 2, 3
	Infantry Corps: CAUC 1, GD 1, GRNDR, 1-15, 17, 19-21, 23, 24
	Naval Units: PD1, CA1, CA2, CC1, Two Mines
Serbia	Leader: PUTNIK

	Infantry Corps: 1-4
Sweden	Infantry Corps: 1-3
	Naval Units: CD1, CD2
Switzerland	
	Infantry Corps 1-3
<b>September</b>	
Austria-Hungary	Infantry Corps: LSTRUM
Britain	Infantry Corps: 4
France	Leader: JOFFRE
	Infantry Corps: TERR
Germany	Leaders: LUDNDRF, VORBECK, HIPPER
Russia	Infantry Corps: 16, 18, 22, 25-27, CAUC 3, SIB 3, TRKSTN 1
<b>October</b>	
Britain	Infantry Corps: ANZAC I, IEF D, IEF E
	AF Corps: SAI 1, IEF B, IEF C
Germany	Infantry Corps: 22Rs-27Rs
	AF Corps: GEA 3-4, GSW 3, KAM 2
Russia	Infantry Corps: ARM, CAUC 2, SIB 1, SIB 2, SIB 5
<b>Winter</b>	
Austria-Hungary	Naval Units: UB2
	Infantry Corps: RAYON
Britain	Infantry Corps: CANADA, MEF, 5
	AF Corps: SAH, SAS
	Flotilla: VICTORIA
	Naval Units: BB6, SS3
Germany	Leaders: MCKNSN, LOTHAR
	Infantry Corps: 15RS
	SIEGE 2
	Naval Units: UB3-4
Ottoman	Leader: SANDERS

Russia	Cavalry Corps: 4-7
	Infantry Corps: 28-30, GD2, SIB 4, TRK-STN 2
	Air Units: ILAY M
<b>1915</b>	
<b>Spring</b>	
Austria-Hungary	Infantry Corps: 4, 18-22
	Naval Units: Two Mines
Britain	Infantry Corps: 8, 9
	AF Corps: SAI 2
	Naval Units: Two Mines
France	Infantry Corps: 25, 30-33
	Naval Units: SS3-4, Mine
Germany	Infantry Corps: ALPEN, LWR, NAVAL, 38Rs-41Rs, 2 BAV RS
	AF Corps: GEA 5
	Air Units: ZEPPELIN
	Naval Units: UB7-8, Mine
Ottoman	Infantry Corps: 14-18
	Naval Unit: CD1, Mine
Russia	Infantry Corps: 31-33
	Naval Units: Two Mines
<b>March</b>	
German	Naval Units: UB5-6
Russia	Leader: ALEKSEYEV
<b>May</b>	
Austria-Hungary	Naval Units: CL1
Britain	Naval Units: BB7, CL2
France	Naval Units: BB2
Germany	Naval Units: CL4
<b>Summer</b>	
Austria-Hungary	Naval Units: UB3
Britain	Infantry Corps: 6, 7, 10, 11

	Air Units: FB5
	Naval Units: CL3, SS4
France	Air Units: MS3
	Infantry Corps: COL II, L'ORIENT
Germany	Air Units: EINDKR
	Naval Units: CL5, UB9
Italy	Infantry Corps: 12, 16
	Air Units: CAPRONI
<b>Autumn</b>	
Britain	Leader: HAIG
	Flotilla: TIGRIS
	Infantry Corps: 12
	Naval Units: Two Mines
Germany	Naval Units: UB10-11, Mine
Italy	Infantry Corps: 23-26
Russia	Infantry Corps: 34-43, CAUC4-6
<b>Winter</b>	
Britain	Leader: SMUTS
	Infantry Corps: EEF
Germany	Leader: FLKNHYN
	SIEGE 3
	Air Units: EINDKRD
Sweden	Naval Unit: CD3
<b>1916</b>	
<b>Spring</b>	
Austria-Hungary	Naval Units: UB4, Two Mines
Belgium	AF Corps: ASKARI
Britain	Leader: JELLICOE
	Cavalry Corps: 2
	Infantry Corps: RESERVE, 13-16
	SIEGE 1

	AF Units: SHERIF, WDF
	Air Units: DH2
	Naval Units: CL4
France	Leader: PETAIN
	Infantry Corps: 34, 35, 36, 38
	SIEGE 1
	Air Units: NPRT11
Germany	Leader: SCHEER
	Infantry Corps: 12RS
	Naval Units: UB12, Mine
Italy	AF Corps: RCTC
Ottoman	AF Corps: DINAR, SENNUSSI
	Infantry Corps: 19, 20
	Naval Unit: Mine
Russia	Leaders: BRUSILOV, KOLCHAK
	Infantry Corps: SIB6
	Air Units: SIK16
<b>Summer</b>	
Germany	Naval Units: BC2, Mine
Italy	Infantry Corps: 20
Russia	Infantry Corps: 44-47
<b>Autumn</b>	
Britain	Air Units: PUP
France	Air Units: NPRT17
Ottoman	Infantry Corps: CAUC1
<b>Winter</b>	
Austria-Hungary	Air Units: HB G1
Britain	Infantry Corps: 17-19
France	Leader: NIVELLE
	SIEGE 2
Germany	Leader: RICHTFN

	Air Units: AlbdII, AlbdIII
	SIEGE 4
<b>1917</b>	
<b>Spring</b>	
Austria-Hungary	Infantry Corps: 23-26
	Air Units: DI
Britain	Leader: ALLENBY
	Cavalry Corps: LOA
	Infantry Corps: ANZAC II
	SIEGE 2
	AF Corps: KAR 2
France	Tanks: SCHNDR
Germany	Infantry Corps: 23
	Air Units: GOTHA
Italy	Infantry Corps: ASSALTO
Ottoman	Infantry Corps: CAUC 2
	Naval Unit: Mine
Russia	Infantry Corps: 48-50
<b>Summer</b>	
Britain	Leader: MANNOCK
	Infantry Corps: 20, 21
	Air Units: CAMEL, F2B
	Naval Units: BC3, CL5
France	Leader: FONCK
	Air Units: S-XIII
Germany	Infantry Corps: ASIEN
Ottoman	Infantry Corps: 21, 22
<b>Autumn</b>	
Britain	Tanks: MkIV
Germany	Leader: HUTIER
	Naval Units: BC3

	Air Units: DR1JG1
Italy	Infantry Corps: 27-30
<b>Winter</b>	
Germany	Tanks: A7V
	Air Units: DR1JG2, DR1JG3
Italy	Leader: DIAZ
Russia	Tanks: TSAR II
<b>1918</b>	
<b>Spring</b>	
Britain	Air Units: CAMELANZ, SE5A
France	Air Units: S-XIII 18
Germany	Air Units: DVII
Italy	Air Units: BALILLA
Ottoman	Infantry Corps: ISLAM
<b>Summer</b>	
Britain	Leader: RAWLNSN
	Tanks: WHIPPETS, MkV
	Air Units: O400
France	Leader: FOCH
	Tanks: FT-17
<b>Winter</b>	
Britain	Tanks: MkVIII
	Air Units: BUFFALO
France	Tanks: CHAR2C
	Air Units: BUFFALO
Germany	Tanks: LKII
	Air Units: DVIII

6.13 Optional Neutral Random Entry Table		
Year / Month	Die Roll	Result
<b>1914</b>		
August	1-5	Britain joins the EP
	6	Britain becomes a true neutral (roll again in March, 1915)
September	1-5	Japan joins the EP
	6	Japan becomes a true neutral
November	1-5	Ottoman Empire joins the CP
	6	Ottoman Empire becomes a true neutral
<b>1915</b>		
March		Make this roll only if Britain rolled a final 6 or more in August, 1914
	1-4	Britain joins the EP
	5-6	Britain becomes a true neutral
May	1	Italy joins the CP
	2-5	Italy joins the EP
	6	Italy becomes a true neutral
October	1	Bulgaria joins the EP
	2-5	Bulgaria joins the CP
	6	Bulgaria becomes a true neutral
November	1	Sweden joins the CP
	2-6	Sweden becomes a true neutral
<b>1916</b>		
March	1	Portugal joins the CP
	2-5	Portugal joins the EP
	6	Portugal becomes a true neutral
August	1	Romania joins the CP
	2-5	Romania joins the EP
	6	Romania becomes a true neutral
September	1	Abyssinia joins the CP
	2-5	Abyssinia becomes a true neutral
	6	Abyssinia joins the EP
<b>1917</b>		
April	1-5	United States joins the EP
	6	United States becomes a true neutral
June	1	Greece joins the CP
	2-5	Greece joins the EP
	6	Greece becomes a true neutral

6.215 AF Muster Chart	
AF Corps	Arrival Location
Abyssinian	Abyssinia
Belgian	Belgian Kongo
British	
Arab	Aden
EAMR	British East Africa
KAR	British East Africa or Nyasaland
SAFH, SAH, SAI, SAMR, SAS	British South Africa
WDF	British Egypt
WAFF	British Nigeria
WIR	South America Port Box (as the British Caribbean)
IEF	India port box
Sherif*	Ottoman Hejaz
French	French Equatorial Africa (FEA), or French Dahomey, or the Dakar Port Box
German	
GEA	German East Africa
GSW	German South West Africa
GKAM	German Kamerun
<b>TNGNYKA</b>	<b>8334, 8335, or 8935</b>
Italian	
RCTC	Eritrea or Libya
Ottoman	
Hejaz (7 <sup>th</sup> ) Corps	Ottoman Hejaz
Dinar*	British Sudan
Senussi*	Italian Libya
Portuguese	
Afriq	Portuguese Angola or Mozambique

\*Rebels: The Lawrence cavalry corps (LOA) as well as the Sherif, Dinar, and Senussi AF corps are all rebels. These rebel corps can only muster in an ENEMY controlled hex that does not contain an enemy land unit. AF rebels arrive per their muster chart (6.215). The British LoA (Lawrence of Arabia) cavalry corps arrives on or adjacent to Aqaba (hex 6271).

## INDEX

**Adjacent:** 2.52

**Africa-Designated Land Unit (AF):** 1.24, 1.321, 2.43, 3.11, 6.1, 6.122, 6.212, 6.215, 6.216, 6.225, 6.513, 7.61, 7.63, 9.0, 9.5, 10.594

**Africa Point (AP):** 2.4, 2.43, 2.44, 5.2, 5.212, 5.221, 5.224, 5.3, 5.36, 6.124, 6.22, 6.512, 9.21, 10.03, 10.3, 10.711

**All Remaining Movement Points (ARMP):** 1.22, 6.324, 9.13, 9.22, 9.4, 9.61, 10.84

**Anti-Submarine Warfare (ASW):** 5.324

**Athens-Bari line:** 5.322, 5.323

**Bargaining Chip (BC):** 1.22, 2.93, 3.11, 3.121, 6.124.

**Box:** 1.23, 2.51-2.53, 5.322, 5.323, 5.33, 6.31, 6.443, 6.452, 7.0, 7.51, 7.53

**Breakthrough:** 10.723, 10.73, 10.82

**Breach:** 2.84, 10.03, 10.41, 10.42, 10.5, 10.574, 10.59, 10.591, 10.592, 10.594, 10.595, 10.723, 10.731

**Chronological Order of Battle (COB):** 13.0

**Conquest:** 2.9, 2.93, 6.124

**Control:** 1.25, 2.25, 2.5, 2.53, 2.531-2.533, 2.91, 2.93, 3.11, 3.121-3.123, 5.211, 5.24, 5.311, 5.323, 5.35, 6.122, 6.124, 6.13, 6.212-6.219, 6.453, 6.52, 6.71, 6.73, 6.6, 6.82, 7.34, 7.65, 7.71, 9.22, 9.23, 10.595

**Corps:** 1.25, 1.32, 1.321, 1.322, 1.323, 1.332, 2.53, 2.531, 2.62, 2.7, 3.0, 3.1, 3.11, 3.13, 3.2, 5.24, 6.122, 6.211, 6.213, 6.215, 6.216, 6.222, 6.223, 6.225, 6.228, 6.452, 6.512, 6.513, 6.52, 6.6, 6.82, 6.83, 7.0, 7.61, 7.63, 7.64, 7.65, 7.71, 7.72, 9.0, 9.1, 9.11, 9.12, 9.13, 9.14, 9.21, 9.22, 9.23, 9.24, 9.31, 9.32, 9.5, 9.61, 9.63, 10.1, 10.21, 10.22, 10.3, 10.41, 10.42, 10.52, 10.53, 10.55, 10.562, 10.571, 10.591-10.594, 10.61, 10.712, 10.713, 10.722, 10.723, 10.732

**Crisis:** 2.91-2.93, 6.123, 6.81, 10.713, 10.74

**Demoralization:** 1.334, 2.22, 2.7, 2.91-2.93, 5.3, 5.36, 10.61, 10.74

**Demoralization Die Roll (DDR):** 10.61, 10.713, 10.74

**Die roll/Dice Roll:** 1.4

**Final Net Modifier (FNM):** 10.5, 10.6, 10.61, 10.712

**Force:** 2.6, 2.61, 2.64, 5.322, 5.324, 6.43, 6.442, 6.446, 6.53, 6.6, 7.0, 7.11, 7.21, 7.41, 7.43, 7.45, 7.63, 7.64, 7.71, 7.72, 7.74, 8.0, 8.1, 8.21-8.25, 8.31-8.34, 8.4, 8.5, 9.0, 9.12, 9.21, 9.31, 9.32, 10.01, 10.02, 10.1, 10.21, 10.3, 10.42, 10.52, 10.53, 10.55, 10.561, 10.571, 10.572, 10.594-10.596, 10.711, 10.712, 10.722, 10.74, 10.81-10.84

**Force Pool:** 1.32, 1.323, 2.22, 2.67, 2.93, 3.2, 4.1, 5.1, 5.11-5.13, 6.211, 6.221, 6.223, 6.226, 6.444, 6.446, 6.6, 10.572

**Fortnight:** 2.84, 4.1, 6.512, 6.52, 6.53, 9.0, 9.23, 9.24, 9.31, 9.61, 9.63, 10.01, 10.42, 10.732, 10.82, 10.84

**Grey Space:** 1.23

**Home Country:** 1.23, 1.334, 2.24-2.26, 2.93, 3.11, 3.121, 5.342, 6.1, 6.123, 6.124, 6.212, 6.214, 6.221, 6.224, 7.24, 7.35, 7.71

**Infrastructure:** 2.62, 3.121, 6.212, 6.219, 6.221-6.223, 6.227, 6.6, 7.72, 9.21-9.23, 10.03, 10.5, 10.572

**Location:** 2.51

**Major Battle:** 2.7, 2.82, 2.91, 10.711, 10.74,

**Major Power:** 2.22, 2.23, 2.27, 2.41, 2.42, 2.91-2.93, 5.11, 5.211, 5.221-5.223, 5.23, 5.24, 5.3, 5.36, 6.1, 6.212, 6.221, 6.224, 6.225, 6.227, 7.63, 9.24, 10.3, 10.711, 10.713, 10.74

**Marker:** 1.31

**Minor Power:** 2.23, 2.24, 2.42, 2.93, 5.24, 6.1, 6.222, 6.228, 6.83, 9.24, 10.3, 10.711,

**Mode:** 1.32, 1.321, 1.322, 6.211, 7.64, 9.0, 9.61, 9.62, 10.4, 10.42, 10.571, 10.721, 10.722, 10.732,

**Ocean Box:** 1.23, 2.51-2.53, 5.322, 5.323, 5.33, 6.31, 6.443, 6.452, 7.0, 7.51, 7.53

**Population Center:** 1.22, 2.62, 2.93, 3.121, 5.24, 5.311, 6.1, 6.212-6.215, 7.35

**Port Box:** 1.23, 2.51-2.53, 5.322, 5.323, 5.33, 6.31, 6.443, 6.452, 7.0, 7.51, 7.53

**Radius:** 2.67, 5.312, 5.314, 5.33, 6.311, 6.324, 6.445, 6.446, 6.71, 7.0, 7.1, 7.11, 7.12, 7.24, 7.41, 7.42, 7.44, 8.25, 8.5

**Range:** 7.1, 7.11, 7.12, 7.22, 7.53, 8.5

**Resource Point (RP):** 2.4, 2.41-2.44, 2.91-2.93, 3.0, 5.2, 5.211, 5.212, 5.221-5.224, 5.23, 5.24, 5.3, 5.313, 5.32, 5.323, 5.33, 5.344, 5.35, 5.36, 6.1, 6.124, 6.125, 6.221, 6.223, 6.224, 6.454, 6.512, 6.82, 6.83, 7.25, 7.35, 7.53, 9.21, 9.31, 10.03, 10.3, 10.61, 10.62, 10.711, 10.712, 10.713

**Revolution:** 2.92, 2.93, 4.1, 5.3, 6.8, 6.81-6.83, 10.3

**Scenario:** 12.0

**Sickness:** 6.513

**Side:** 2.21

**Siege Artillery Corps:** 1.321, 10.21

**Step:** 1.322, 1.33, 1.332, 2.62, 2.7, 5.222, 5.223, 5.312, 5.323, 5.343, 5.35, 6.213, 6.221, 6.222, 6.323, 6.44, 6.446, 7.61, 7.64, 8.34, 10.21, 10.55, 10.61, 10.712, 10.713

**Submarine Combat:** 8.4, 8.41, 8.42

**Submarine Warfare:** 5.32, 5.321-5.324

**Tactical Innovation (TI):** 2.7, 2.81-2.84, 9.62, 9.63, 10.41, 10.591, 10.713, 10.82

**Trench Battle:** 6.53, 9.63, 10.41, 10.42, 10.721, 10.732, 10.82, 10.83

**Unit:** 1.24, 1.25, 1.3, 1.31, 1.32, 1.321-1.323, 1.33-1.35

**Unrestricted Submarine Warfare (USW):** 5.321, 5.323

## TERRAIN EFFECTS CHART (1.22)

Terrain Type	Combat (10.56)	Movement (9.13)	Stacking (2.6)
 Alpine Pass	-2	Mountain Corps only, ARMP	NE
 Bargaining Chip (outline)	NE	NE	NE
 Coast	-2 & ID (1.25) vs. Amphib Invasion	NE (ARMP Amphib Invasion- 7.75)	6 Corps
 Desert	NE	NE	6/1 Corps*
 Forest/Jungle	NE	ARMP	6 Corps
 Marsh	-1	ARMP	6/1 Corps*
 Mountain	-2	ARMP	6 Corps
 Mountain Pass	-2	1 MP	6 Corps
 Open	NE	1 MP	6 Corps
 Ocean	NE	1 or 3 NMP (7.0)	Unlimited Naval
 Capital  Fortress  Port  City	Population Centers For Combat see Fortress (1.33)	NE	NE
 Rail	NE	Rail Move (9.2)	NE
 River/Canal hex-side	-1 (NE for Breach 10.564) & ID (1.25)	NE	NE
 Red Hex-side	Impassable	Impassable	NE

\*In desert or marsh hexes which lack an infrastructure marker, rail road, or population center the corps limit falls to one vice the usual six while all other elements of the limit remain the same.