

Illusions of Glory

THE GREAT WAR ON THE EASTERN FRONT

2nd Edition



RULES OF PLAY

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The following Second Edition rules include updates and clarifications to the original rules.
 To aid readability, updates and clarifications are indicated in blue text.

RULES OF PLAY

1.0 Introduction

Illusions of Glory—The Great War on the Eastern Front is the latest card-driven game (CDG) to simulate the Great War in Europe. First came the award-winning *Paths of Glory* designed by Ted Raicer, which simulates the entire war in Europe and the Near East. It was followed by the popular *Pursuit of Glory*, designed by Brad Stock and Brian Stock, which focuses on the war in the Near East and the Eastern Balkans.

In *Illusions of Glory*, the Allied Powers (AP) player brings massive forces to bear against Germany, Austria-Hungary, and their allies on the Eastern Front while trying to avoid a game-changing revolution in Russia. The Central Powers (CP) player must defeat Russia, hold off Italy, and win the upper hand in the Balkans or face demoralization and rebellion at home.

Battlefield losses will detrimentally affect the Troop Quality of the major AP and CP combatants. Excessive troop losses and reinforcement call-ups will degrade their manpower pools and impair their military capabilities. Territory losses may drain their National Will and cause domestic uprisings—which includes revolution in Russia's case.

Some rules are different from *Paths of Glory* and *Pursuit of Glory*. Decimal numbers in parentheses are cross-references to other rules.

2.0 Terminology

* **(Asterisk):** When a card with an asterisk is played as an Event, it is permanently removed from the game. If it is used for Operations (OPS) Points, Strategic Redeployment (SR), or Replacement Points (RPs), it is placed in a Discard Pile formed by the player.

Action Phase: An Action Phase consists of six Action Rounds.

Action Round: Each player plays one card for OPS, SR, RPs, or an Event. Alternatively, the player can take a 1 OPS action without playing a card.

Activate: Spaces, not units, are activated for Movement or Attack. When a player spends Operations Points sufficient to activate a space, the space is activated for Movement or Attack—

but not both. The appropriate Action marker (Move or Attack) is placed on the units in the space. If a player activates a space for Movement, he can build a Trench in that space—instead of moving the units—if the space contains a Large Combat Unit. In a region, however, the units themselves are activated for Movement or Attack by spending Operations Points. The appropriate Action marker is placed on the activated units in that region.

Adjacent: If two spaces, two regions, or a space and a region have a common connector, then they are adjacent to each other.

Advance After Combat: If all defending units are destroyed or permanently eliminated, retreat after combat, or withdraw before combat, up to three full-strength attacking units can advance into the defending space after Combat is resolved.

Allied Powers: At the start of this game, the Allied Powers consist of France (FR), Great Britain (BR), Montenegro (MN), Russia (RU), and Serbia (SB). During the game, Greece (GR), Italy (IT), and Romania (RO) may join the Allied Powers.



Attack: The attacking player finds his Combat Strength (total Combat Factors firing) on the appropriate Fire Table and determines his Fire Column, shifting columns as required by Trenches, Terrain, and Severe Weather Effects, and rolls one 6-sided die on that Fire Column to get the potential damage inflicted on the defender.

Balkans: For purposes of this game, any reference to the Balkans means Albania, Bulgaria, Greece, Montenegro, Romania, and Serbia. (It does not include Lemnos.)

Combat Card (CC): A Strategy Card with “CC” after the Event name, and a red square in the upper left corner, can be played for its Event only during Combat. It cannot be played to defend an unoccupied Fort.

Central Powers: At the start of this game, the Central Powers consist of Austria-Hungary (AH), Germany (GE), and Turkey (TU). During the game, Bulgaria (BU) and Greece (GR) may join the Central Powers.

Combat: Combat is initiated by activating a space for Attack, which is done by marking that space with an Attack marker. Combat in a region is initiated by activating a unit or stack of units for attack, which is done by marking units in that region

AH: Austria-Hungary (Austro-Hungarian Empire)	DRM: Die Roll Modifier	OOS: Out-Of-Supply
AP: Allied Powers	FR: France	OPS: Operations
AP-A: AP Allies	GE: Germany (German Empire)	RPs: Replacement Points
BR: Great Britain	IT: Italy	RU: Russia (Russian Empire)
CC: Combat Card	LCU: Large Combat Unit	SCU: Small Combat Unit
CF: Combat Factor	LF: Loss Factor	SR: Strategic Redeployment
CP: Central Powers	MF: Movement Factor	TU: Turkey (Ottoman Empire)
CP-A: CP Allies	MO: Mandatory Offensive	VPs: Victory Points
	MP: Movement Points	

with an Attack marker. There are two types of units—the Large Combat Unit (LCU) and the Small Combat Unit (SCU).

Combat Factor (CF): The combat strength of a Combat Unit or Fort. The CF of a Combat Unit is printed on the lower left corner of its counter. The CF of a Fort is printed next to it on the mapboard.

Combat Unit: A Combat Unit is a 1/2" or 5/8" playing piece marked with a NATO-style symbol. They belong to Allied Powers (AP), Central Powers (CP), and each one is marked with a NATO-style unit type symbol. Each AP Combat Unit has a color specific to its nationality as follows: Russia (white), Italy (light green), Great Britain (tan), France (blue), Serbia (brown), and Montenegro (purple). Each CP Combat Unit has a color specific to its nationality as follows: Austria-Hungary (grey), Germany (grey-green), and Turkey (mustard). Nations that start the game as neutrals have Combat Units with colors specific to their nationalities as follows: Greece (dark blue), Bulgaria (red), and Romania (dark green).

Key to Nationality Colors			
Allied Powers:		Central Powers:	
	Russia		Austria-Hungary
	Italy		Germany
	Great Britain		Turkey
	France	Neutrals:	
	Serbia		Greece
	Montenegro		Bulgaria
			Romania

Combined War Status: The total number of War Status Points associated with Events that both the AP and CP player have played.

Connector: A line between two spaces, between two regions, or between a space and a region.

Control: Every space on the mapboard is controlled by the AP player, controlled by the CP player, controlled by an Uprising Unit, or is neutral. Every region on the mapboard is controlled by the AP player, by the CP player, or by an Uprising Unit. A vacant space or a vacant region starts the game as controlled by the AP player, controlled by the CP player, or neutral. A vacant space (other than an undestroyed Fort) immediately becomes enemy-controlled when it is occupied by an enemy unit. A vacant region becomes enemy-controlled when it is occupied by an enemy unit alone. AP or CP units retain control over a space or region after leaving it. An Uprising Unit controls a space by occupying it, and controls a region by occupying it alone.

Defending: Combat Units that are receiving an Attack.

Die Roll Modifier (DRM): The number added to or subtracted from a die roll.

Discard Pile: After a Strategy Card is played, it goes into a Discard Pile created by the player. However, Strategy Cards with asterisks that are played for their Events are removed from the game after being played, and do not go into the Discard Pile.

Draw Pile: A player shuffles all of the Strategy Cards that he can play in his current War Status and creates a deck of cards from which he can draw seven cards each Turn.



Dual Nationality Unit: This is a combat unit that, on its face, shows it has two nationalities.

Event: This is the title on a Strategy Card. When played as an Event, the card triggers the special action described on the card. An Event can be a prerequisite for another Event. If the description of an Event includes a number in parentheses, this is a rule number.

Fire Tables: These tables determine combat results. They are the “Heavy Fire Table” and the “Light Fire Table”. To resolve Combat, the player (usually) rolls a six-sided die on the Heavy Fire Table if one or more of his units in the Combat is an LCU, or rolls a six-sided die on the Light Fire Table if all his units in the Combat are SCUs. SCUs that are defending friendly undestroyed Fort spaces, and undestroyed Forts themselves, use the Heavy Fire Table. Attacks against Uprising Units must use the Light Fire Table. If a Mountain space is attacked using only Alpine Trails, the attacker and defender must use the Light Fire Table. The Heavy Fire Table has been revised for this Second Printing.

Flank Attack: The attacker can declare a Flank Attack against a defending space if the following conditions are met: (a) There are attacking units in two or more spaces connected to the defending space, and (b) At least one of the attacking units is a Large Combat Unit. When attempting a Flank Attack, the attacker must designate one attacking space as the “Pinning Space”. For each additional attacking space that is not connected to an enemy-occupied space (other than the defending space), the attacking units receive +1 DRM for the Flank Attack Attempt die roll.

Flank Attack Attempt: The attacker first rolls a six-sided die to resolve the Flank Attack Attempt, adjusted by any DRMs. If the modified die roll is 4 or higher, then the Flank Attack Attempt succeeds and the attacker rolls for offensive fire, inflicting losses on the defender before he rolls for defensive fire. If the modified die roll is 3 or lower, then the Flank Attack Attempt fails and the defender rolls for defensive fire, inflicting losses on the attacker before he rolls for offensive fire.

Friendly Space: A space controlled by that player. It may be vacant or occupied by units from one or more nationalities belonging to the player.

Headquarters Unit: The 1/2" playing piece with an HQ flag on a yellow unit symbol background representing the RU Brusilov HQ, the FR Sarrail and d’Espèrey HQs, or the GE Mackensen and Falkenhayn HQs. This is a Combat Unit.



Heavy Artillery: The 1/2" playing piece with a NATO artillery symbol on a yellow background representing GE heavy artillery. This is a Combat Unit.

Interned Unit: A unit that is interned is not destroyed or permanently eliminated. It goes directly to the Replaceable Units Box.



Large Combat Unit (LCU): The $\frac{5}{8}$ " playing piece representing a corps or an army. A player usually (but not always) uses the Heavy Fire Table to resolve combat if one or more of his units in the combat is an LCU.

Loss Factor (LF): The ability of a Combat Unit or a Fort to absorb damage. The LF of a unit is printed in the lower middle of its counter. Forts are not Combat Units, but can also absorb damage. The LF of a Fort is its Combat Factor. The attacker's Loss Number must be equal to or greater than the defender's LF in order to damage the defender.

Loss Number: The number resulting from a six-sided die roll on a Fire Table during combat, representing potential damage to enemy Combat Units and Forts.



Mandatory Offensive (MO): During each game turn, a player may need to conduct an Attack to satisfy alliance obligations and domestic political pressures, or suffer a Victory Point penalty for failing to do so.

Mountain Unit: An SCU that has an upward-pointing black dart in its yellow unit symbol background. It does not receive RPs.

Movement Factor (MF) and Movement Points (MP): Movement Factor represents the maximum number of Movement Points that a unit can use in an Action Round. The MF of a unit is printed on the lower right side of its counter. Movement Points are the cost of entering a space. Entering a space or region costs one MP.

Nation: Any country belonging to the Allied Powers or the Central Powers, or starting the game as a neutral.



National Will: A measure of popular support for the war effort, as shown by the upward (positive) or downward (negative) movement of RU, GE, and AH National Will markers on the General Records Track. National Will can be affected by territorial losses and by playing Event cards.

Neutral Entry Event: When a Strategy Card is played for its Event to bring a formerly neutral Nation into the war (Italy, Bulgaria, Romania, or Greece), this is a Neutral Entry Event.

Operations (OPS) and Strategic Redeployment (SR): A Strategy Card gives a player points to use for either Operations or Strategic Redeployment (but not both at the same time). When playing a Strategy Card for this purpose, the card's OPS and SR point value is shown by the number in its upper left-hand corner. OPS Points are used to activate spaces for Movement or Attack. SR Points are used to transport a unit from point to point—by land or sea—without regard for its Movement Factor.



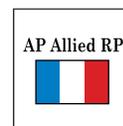
Out-Of-Supply (OOS): If a Combat Unit is unable to trace a supply line through a linked chain of friendly-controlled spaces, besieged enemy Fort spaces, and regions occupied by a friendly unit to a friendly

Supply Source, it is OOS. The unit can still Move and Attack, but cannot use Strategic Redeployment or receive Replacement Points. During the Attrition Phase, all OOS units are reduced by one step. Uprising Units are always in supply.

Rebellion: Loss of home VP spaces and Events can diminish National Will and lead to Rebellion in Russia, Germany, or Austria-Hungary. This is represented by the downward movement of RU, GE, and AH National Will Markers on the General Records Track.

Region: One of the large oblongs marked "Anatolia", "Brandenburg", "Carniola", "Kharkov", "Milano", "Moscow", "Novgorod", "Rodosto", "Rostov", "Southern Italy", or "Tyrol". These symbolize large geographical areas. Moving a unit into or out of a region costs 1 MF.

Reinforcement Card: When a Strategy Card has "Reinforcements" in its title or in the description of its Event, it can be played to bring Combat Units onto the mapboard. This is a Reinforcement Card.



Replacement Points (RPs): These are used to rebuild reduced-strength units on the mapboard, and to rebuild destroyed units in the Replaceable Units Box. When a Strategy Card is played for its RP value (shown in the RP Box at the bottom of the card), the Replacement Points are not used immediately, but are recorded on the General Records Track for use during the Replacement Phase. However, some cards provide RPs for immediate use.



Small Combat Unit (SCU): The $\frac{1}{2}$ " playing piece that usually represents a division. A player must use the Light Fire Table to resolve Combat when all his units in the Combat are SCUs.

Space: Squares on the mapboard marked with place names, or circles marked for Sea Invasion.

Special Unit: An LCU or SCU that has a yellow unit symbol background. It does not receive RPs.

Stack: A grouping of up to three units high in a space, in a region, on Lemnos.

Strategy Card: This is the engine that runs the game. A Strategy Card can be played to activate spaces for Movement or Combat, to provide RPs that rebuild Combat Units, or for the Event described on the card. A yellow square in the upper left corner of the card means that you play the card as an Event and then use it for Operations (OPS) Points.

Supply Source: A half-moon symbol in a space or region.

Terrain: Mountain, Marsh, Forest, or Water Crossing features on a space or region.

Troop Quality: A measure of the cumulative effect that casualties and reinforcements have on a Nation's manpower pool, as shown by the downward movement of RU, GE, AH, and IT Troop Quality markers on the General Records Track.



Uprising Unit: Uprising Units are not cohesive combat formations, but represent anti-government action. They are represented as SCUs to serve as targets for suppression, but they do not attack or move. Each Uprising Unit is red and is marked with an Austrian flag, a German flag, or a Russian hammer-and-sickle.



Victory Points (VP): Victory Points decide who wins the game, and are gained by capturing VP spaces or by playing Event cards that award VPs.

VP Space: Any mapboard space with a red outline. When the AP player takes control of an enemy or a neutral Greek VP space, move the VP marker by -1 on the General Records Track. When the CP player takes control of an enemy or a neutral Greek VP space, move the VP marker by +1 on the General Records Track. When a neutral Nation enters the war, the alliance that it joins receives one Victory Point for each friendly-controlled VP space in that Nation.

War Commitment Level: This reflects the number of War Status Points associated with Events that the AP or CP player has played. There are three levels--Mobilization, Limited War, and Total War—which is determined during the War Status Phase of each turn. When moving to a new War Commitment Level, the player adds the Strategy Cards from that War Commitment Level to his deck.

War Status Points: Some AP and CP Strategy Cards have numbers in parentheses after the Event name. These are War Status Points. When such a card is played as an Event, move the player's War Status marker and the Combined War Status marker upward on the General Records Track by the number or War Status Points.

3.0 Components

This game includes:

- One 22" x 34" mapboard
- One sheet of 5/8" die cut counters
- One sheet of 1/2" die cut counters
- One sheet of 5/8" and 1/2" die cut counters
- One Rule Book + Playbook
- Three Player Aid Cards:
 - (1) Mobilization and Neutral Entry Unit Setups, Combat Sequence Chart, and Armistice Chart
 - (2) Combat Results Table, Terrain Effects Chart, Sequence of Play, Summer 1914 Turn Restrictions, Victory Point Table, Replacement Cost Table, and Victory Point Table
 - (3) Brusilov Offensive Scenario with Unit Setups
- 110 Strategy Cards
- One six-sided die

3.1 The Game Mapboard

The mapboard consists of spaces (squares, circles, and stars), regions (oblongs), and connecting lines (plain, cross-hatched, and dotted) representing Roads, Railroads, Alpine Trails, and

Sea Invasion Lanes. Spaces are colored to show which player controls them in 1914. (Some spaces are neutral.) If a space has a red border, it is worth a Victory Point.

3.1.1 Terrain

Terrain does not affect Movement. It only affects Combat, Retreat, and Advance After Combat.

3.1.1.1 Terrain Effects on Combat

Combat is affected by the following types of terrain: Mountains (brown spaces), Swamps (light blue spaces), and Water Crossings (blue lines) that are either inland rivers or coastal tides. Terrain effects on Combat are explained later in these rules.

3.1.1.2 Terrain Effects on Retreats

Defending units in Mountains (brown spaces), Swamps (light blue spaces), and Forests (dark green spaces) that lose a Combat may have one unit take an additional step loss to reduce a two-space retreat by one space.

3.1.1.3 Terrain Effects on Advance After Combat

Terrain itself has no effect on Advance After Combat. A full-strength attacking unit that wins the Combat can advance into the defending space, or as provided on a Combat Card or in these rules.

3.1.2 Italian Front Inset Mapboard

All of the rules pertaining to Unit Stacking, Movement, Combat, Strategic Redeployment, and Supply apply to the Italian Front Inset Mapboard.

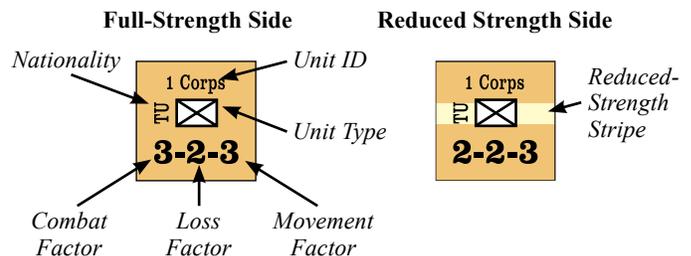
3.1.3 Railroads, Roads, Alpine Trails, and Sea Invasion Lanes

Black hash-marked connectors are Single-Gauge Railroads. Purple hash-marked connectors are Mixed-Gauge Railroads. Brown solid line connectors are Roads. Brown dotted line connectors are Alpine Trails. Blue dotted line connectors are Sea Invasion Lanes.

3.2 The Playing Pieces

Playing pieces are divided into Combat Units and markers.

Sample Combat Unit



3.2.1 Combat Units

- a. Combat Units have NATO-style symbols and are color-coded as follows: Regular Infantry (white unit symbol background), Elite Infantry (blue unit symbol background), Cavalry (red unit symbol background), Reserve Infantry (brown unit symbol background)

symbol background), and Special Unit (yellow unit symbol background).

b. There are two types of Combat Units:

1. Large Combat Units (LCUs) are $\frac{5}{8}$ " counters that represent corps and armies, as well as their artillery, machine guns, air assets, command staffs, communications, engineers, and field hospitals.

2. Small Combat Units (SCUs) are $\frac{1}{2}$ " counters that represent divisions, Headquarters (HQ) Units, German heavy artillery, and Uprising Units.

c. Each LCU has a Unit ID printed across the top of the counter and a Nationality printed along the left side of the counter.

d. Each LCU and SCU has a Combat Factor—Loss Factor—Movement Factor printed in this order from left to right along the bottom of the counter.

e. All LCUs and SCUs are printed on both sides of the counter. The two sides are called steps. The front side shows the unit's full strength, and the reverse side shows the unit's reduced strength.

f. Attacking or defending LCUs use the Heavy Fire Table (even if other units in their space or stack are SCUs) except that:

1. If a Mountain space is attacked using only Alpine Trails, the attacker and defender must use the Light Fire Table.

2. Attacks against an Uprising Unit must use the Light Fire Table.

g. If all attacking or all defending units are SCUs, they must use the Light Fire Table, except that SCUs defending friendly undestroyed Fort spaces use the Heavy Fire Table.

h. Dual Nationality Units have two different nationality colors, and can be treated as belonging to either Nation at the player's discretion for Movement, Attack, Mandatory Offenses, Replacement Points, and Strategic Redeployment.

3.2.2 Uprising Units

a. Uprising Units are treated as Small Combat Units.

b.  Each Russian Uprising Unit has RU and Uprising printed along the edges of the counter, and a yellow hammer-and sickle printed in the middle.

c.  Each German Uprising Unit has GE and Uprising printed along the edges of the counter, and a German flag printed in the middle.

d.  Each Austria-Hungarian Uprising Unit has AH and Uprising printed along the edges of the counter, and an Austro-Hungarian flag printed in the middle.

e. Each Uprising Unit has a Combat Factor—Loss Factor—Movement Factor printed in this order from left to right along the bottom of the counter.

▶ 3.2.3 National Will Markers

a.  Russia (RU), Germany (GE), and Austria-Hungary (AH) each have a National Will marker that moves along the General Records Track. The markers all start in the "19" space on the General Records Track.

b. Each time that one of these Nations loses control of a home VP space to the enemy, its National Will marker moves downward on the General Records Track (23.2).

c. Each time that enemy control is removed from one of these Nations' home VP spaces, its National Will marker moves upward on the General Records Track.

d. Movement of a National Will marker is also affected by Events.

e. Downward movement of the RU, GE, or AH National Will marker to National Demoralization (the "9" space or below on the General Records Track) causes rebellion to break out in that Nation (23.3). Outbreak of rebellion in Russia is also a pre-requisite for the Russian Revolution. (23.4). National Will markers cannot move below "0" on the General Records Track.

3.2.4 Troop Quality Markers

a.  Russia (RU), Italy (IT), Germany (GE), and Austria-Hungary (AH) each have a Troop Quality marker that moves along the General Records Track. The markers all start in the "16" space on the General Records Track.

b. Each time that one of these Nations loses an LCU, or brings reinforcements onto the mapboard, its Troop Quality moves downward on the General Records Track (24.1).

c. Downward movement of its Troop Quality marker to the "1" space or below on the General Records Track negatively affects that Nation's reinforcements and replacements when they come onto the mapboard (24.2). Troop Quality markers cannot move below "0" on the General Records Track.

3.3 The Strategy Cards

a. The AP and CP players each have a set of 55 Strategy Cards subdivided into four groups: 14 Mobilization Cards, 20 Limited War cards, and 21 Total War cards.

b. The players begin with only their Mobilization Cards, adding more cards as their War Commitment Levels advance (due to accumulated War Status Points).

c. Some cards have colored boxes in their upper left corner. A yellow box indicates that if you play the card as an Event, you also use it for Operations (OPS) Points. A red box indicates that the card is a Combat Card (CC), and can be played for its Event only during Combat.

4.0 Basic Game Setup

a. Place the Turn marker in the "Summer 1914" (Turn 1) space on the Turn Track.

b. Place the VP marker in the "15" space on the General Records Track.

c. Place the AP War Status, CP War Status, and Combined War Status markers in the "0" space on the General Records Track.

d. Place the Armistice marker in the "40" space on the General Records Track.

e. Place the RU, GE, and AH National Will markers in the "19" space on the General Records Track.

- f. Place the RU, IT, GE, and AH Troop Quality markers in the “16” space on the General Records Track.
- g. Put the Replacement Point (RP) markers for each Nation next to the General Records Track.
- h. Place the AP and CP Mandatory Offensive (MO) markers in the “None or Made” space on each player’s MO Table. Place the AP and CP MO Modifier markers in the “0” space on each player’s Mandatory Offensive Modifier Track.
- i. Place the “1 GE RP to TU RP” marker on its space in the CP Reserve Box.
- j. Place the “No AP-A RPs to RU” marker on its space in the AP Reserve Box.
- k. Place the “No Royal Navy Blockade”, “No Sea Invasions”, “No Subs”, “No Convoys”, and “RU Amphib Assaults Allowed” markers in their spaces on the mapboard.
- l. Place the AP Action markers next to the AP Action Round Chart, and place the CP Action markers next to the CP Action Round Chart.
- m. Place the Move/Attack activation markers where both players can reach them.
- n. Place all other markers within easy reach.

4.1 Unit Setup

- a. Place AP and CP Combat Units in spaces listed on the 1914 Mobilization Setup. Space names are also indexed by mapboard grid references to facilitate Unit setup.
- b. Some SCUs start in the AP and CP Reserve Boxes, as indicated on the 1914 Mobilization Setup.
- c. Some spaces start with Trench markers, as indicated on the 1914 Mobilization Setup.
- d. Combat Units for Bulgaria, Italy, and Romania are not placed on the mapboard until the Neutral Entry Event for that Nation is played. Those units are then placed on the mapboard as shown in the Neutral Entry Setup Card.
- e. RU, GE, and AH Uprising Units do not come onto the mapboard until Rebellion breaks out in their respective Nations.
- f. You may place neutral entry units on the Neutral Entry Setup Card, including SCUs.

4.2 Starting the Game

To start the game, Strategy Cards are drawn by the AP and CP players.

4.2.1 Starting the Game for the AP Player:

- a. The AP player makes a Draw Pile from all his Mobilization cards.
- b. The AP player then selects Drive On East Prussia or Galicia Offensive from the Draw Pile, and shows this card to the CP player.
- c. The AP player next shuffles his remaining Mobilization cards and draws six more cards, to make up a hand of seven cards.
- d. **The rest of the Mobilization cards (those not selected or drawn) make up the AP player’s Draw Pile when the game starts.**

- e. After selecting Drive on East Prussia or Galicia Offensive from the Draw Pile, the AP player must play the Event sometime during the Summer or Fall 1914 Turns (Turns 1 and 2). If he does not, he can only play the card for its War Status Points (**instead of its OPS, SR, or RP points**)

4.2.2 Starting the Game for the CP Player:

- a. The CP player makes a Draw Pile from all his Mobilization cards.
- b. The CP player next takes a 4 OPS Mobilization card of his choice from the Draw Pile, and shows this card to the AP player.
- c. The CP player then shuffles the remaining CP Mobilization cards and draws six more cards, to make up a hand of seven cards.
- d. The CP player uses the rest of these Mobilization cards for his Draw Pile when the game starts.
- e. The CP player is not required to play his chosen 4 OPS Mobilization card first, and is not required to play the card as an Event if the card is played.

4.2.3 Playing the Strategy Cards

- a. A card may be played for its Operations (OPS) Points to: (1) activate spaces or activate unit stacks in regions for Movement or Combat, or (2) activate unit stacks on Lemnos for Movement.
- b. A card may be played for its Event. If the Event affects the entire turn, it is left face-up in front of the player for the rest of that turn.
- c. Some cards have colored boxes in their upper left corner. A yellow box indicates that you first play the card for its Event, and then use it in the same Action Round for OPS points. A red box indicates that the card is a Combat Card (CC), and can be played as an Event only during Combat.
- d. At the end of the turn, the card is put into the player’s Discard Pile, or it is permanently removed from the game if it has an asterisk and was played for its Event.
- e. The card may be used to accumulate Replacement Points if it is not played for OPS Points or its Event.
- f. If an Event is no longer playable, its card can still be played for War Status Points in place of the Event.

4.2.4 Optional (Tournament) Card Draw

Each player may draw a hand of eight cards.

4.3 Summer and Fall 1914 Turn Restrictions (Turns 1 and 2)

- a. The players do not roll for Mandatory Offensives on the Summer 1914 Turn (Turn 1). For that turn, the CP player’s Mandatory Offensive Table has already selected “AH(SB)”, and the AP player’s Mandatory Offensive Table has already selected “RU”.
- b. Trenches cannot be built during the **Summer and Fall 1914 Turns (Turn 1 and 2)**.
- c. Although cards can be played to increase a player’s War Commitment Level, he cannot change his War Commitment Level until the War Status Phase of the Fall 1914 Turn (Turn 2).

- d. AH units cannot attack into Serbia from Temesvar and Novi Sad during the Summer and Fall 1914 Turns (Turns 1 and 2).
- e. Neither player can play a reinforcement card during the Summer 1914 Turn (Turn 1).
- f. RU units cannot attack, enter, or besiege a GE Fort space during the Summer 1914 Turn (Turn 1).

5.0 Determining Victory

Victory is decided by the VP Level when the game ends.

5.1 Victory Points



The VP Level changes whenever a player takes or loses control of a VP space (marked in red on the mapboard), or as the result of an Event. The game can end prior to the last turn if a player achieves Automatic Victory, or if an Armistice occurs.

5.1.1 VP Marker Movement

- a. When the AP player takes control of a CP or neutral Greek VP space, or retakes a friendly VP space from enemy control, the VP marker moves -1 on the General Records Track.
- b. When the CP player takes control of an AP or neutral Greek VP space, or retakes a friendly VP space from enemy control, the VP marker moves +1 on the General Records Track.
- c. When an Uprising Unit takes control of a VP space away from the AP player, the VP marker moves +1 on the General Records Track. When an Uprising Unit takes control of a VP space away from the CP player, the VP marker moves -1 on the General Records Track.
- d. Events can also move the VP marker.

5.1.2 Automatic Victory

- a. The VP Level is checked for Automatic Victory during Step 1 of the War Status Phase.
- b. The AP player wins an Automatic Victory if the VP Level is 0. The CP player wins an Automatic Victory if the VP Level is 30 (17.3.1).

5.1.3 Armistice

- a. The game ends in an Armistice (17.3.2) if:
 1. No player achieves an Automatic Victory during Step 3 of the War Status Phase in the Fall 1918 Turn (Turn 18), or
 2. During Step 3 of the War Status Phase in any turn, the Combined War Status marker and the Armistice marker occupy the same space on the General Records Track.
- b. When the game ends in an Armistice, a victor is decided by the VP Level reached when the Armistice occurs (5.2).



5.2 Victory Point (VP) Levels

- a. VP Level is 0: AP Automatic Victory—the Allied Powers dominate Eastern Europe and the Balkans for the next 20 years (or more).

- b. VP Level is 1-7: AP Marginal Victory—the Allied Powers gain significant political and economic leverage over Eastern Europe and the Balkans.
- c. VP Level is 8-14: AP Endurance Victory—both alliances are exhausted, but the Allied Powers have gained a slight edge in political and economic influence over Eastern Europe and the Balkans for a few years.
- d. VP Level is 15: The alliances have fought to a stalemate, with neither gaining an advantage in political and economic influence over Eastern Europe and the Balkans.
- e. VP Level is 16-22: CP Endurance Victory—both alliances are exhausted, but the Central Powers have gained a slight edge in political and economic influence over Eastern Europe and the Balkans for a few years.
- f. VP Level is 23-29: CP Marginal Victory—the Central Powers gain significant political and economic leverage over Eastern Europe and the Balkans.
- g. VP Level is 30 or above: CP Automatic Victory—the Central Powers dominate Eastern Europe and the Balkans for at least the next 20 years (or more).

6.0 Sequence of Play

Each game turn follows this sequence of play:

A. Mandatory Offensive Phase

Beginning with the Fall 1914 Turn (Turn 2), each player rolls one six-sided die and consults his Mandatory Offensive (MO) Track to see which MO must be performed that turn, if any. Use the MO marker to record the result on the MO Track.

B. Action Phase

Each action phase is divided into six Action Rounds. Each Action Round allows the players to take one action apiece. The AP player takes his action first in each Action Round. In each Action Round, the AP and CP players may make a 1 OPS Point Cardless Play (8.2.e), or play a card from their hands for Operations (OPS) Points, Strategic Redeployment (SR) Points, Replacement Points (RPs), or for its Event. When a card with a yellow square in its upper left corner is played for its Event, the card is also used for its OPS Points in the same play. A card that has an asterisk is permanently removed from the game if it is played for its Event, but the player makes a Discard Pile from his other played cards.

C. Attrition Phase

All full-strength OOS units are reduced by one step. Any reduced-strength LCUs and SCUs are permanently eliminated, go into the Eliminated Units Box, and cannot be rebuilt. Control of each vacant OOS space changes to the opposing player, unless the space contains an undestroyed Fort.

D. Siege Phase

A Fort can be captured by a siege if its space is occupied by a sufficient number of enemy units (20.3). To resolve a siege, roll one six-sided die. If the number rolled is higher than the Fort's

Combat Factor (CF), then the Fort surrenders and a Destroyed Fort marker is placed in the Fort space (20.4).

E. War Status Phase

1. Check for Automatic Victory

The game ends if a player has achieved Automatic Victory. During Step 1 of the War Status Phase, check to see if this has occurred. CP Automatic Victory occurs if the VP total is 30 or more. AP Automatic Victory occurs if the VP total reaches 0 (17.3.1).

2. Check for Armistice

If neither player has an Automatic Victory, then check whether an Armistice occurs (17.3.2). If there is an Armistice, the game ends and a victor is determined by the VP Level reached when the Armistice occurs (5.2).

3. Check War Commitment Levels

4. Check for National Collapse

- a. Determine if [Austria-Hungary](#), [Bulgaria](#) or [Romania](#) has collapsed (23.5, 26.2.3 & 26.5.3).
- b. Determine if, or declare that, [Serbia](#) has collapsed (26.6.2).

F. Rebellion/Revolution Phase

1. National Will Check

- a. The AP player checks the National Will markers for Austria-Hungary and Germany to see if either of them reached National Demoralization (the “9” space or below) on the General Records Track. If this has occurred, then Rebellion can break out in that Nation (23.0).
- b. Next, the CP player checks to see if the RU National Will marker has reached National Demoralization (the “9” space or below) on the General Records Track. If this has occurred, then Rebellion can break out in Russia (23.0).
- c. National Will markers may not move below the “0” space on the General Records Track.



2. Russian Revolution Check

- a. If RUSSIAN REVOLUTION has been played, place the Revolution marker 2 turn spaces ahead. When the Turn marker enters the same turn space as the Revolution marker, move the Revolution marker to its space on the Russian Revolution Track. This begins the Russian Revolution (23.4).
- b. On each turn after that, move the Revolution marker ahead one Stage on the Russian Revolution Track during the Rebellion/Revolution Phase, and implement the effects of that Stage (23.4.2).

G. Replacement Phase

Each player spends any Replacement Points (RPs) that he has recorded on the General Records Track. The AP player takes replacements before the CP player. Each player’s RP marker is reduced as his RPs are spent. Any unused RPs are lost.

H. Strategy Card Draw Phase

1. Remove/Discard “Face-Up” Cards

- a. Any card that is “face-up” on the table, which was played for its Event and has an asterisk, is removed from the game.
- b. All other cards that are “face-up” on the table go into its player’s Discard Pile.

2. Discard Combat Cards

Before drawing new cards, each player can voluntarily discard any remaining CCs in his hand. CCs are the only cards that a player can voluntarily discard. All other cards in a player’s hand are retained until played.

3. Draw Cards

Each player then draws cards from his Draw Pile until he holds 7 cards, including any cards remaining from the previous hand.

4. Reshuffle

If a player’s Draw Pile is exhausted, he reshuffles his Discard Pile and draws enough cards to complete his hand.

I. End of Turn

Advance the Turn marker one space on the Turn Track, and begin the sequence of play again.



7.0 Mandatory Offensives (MO)

7.1 General Rules

- a. In the Summer 1914 Turn (Turn 1), the CP player’s Mandatory Offensive Table has already selected “AH(SB)”, and the AP player’s Mandatory Offensive Table has already selected “RU”.
- b. Beginning with the Fall 1914 Turn (Turn 2), each player rolls a six-sided die on his Mandatory Offensive (MO) Table at the start of the turn. The player then places his MO marker in the space corresponding to the die roll.

7.1.1 Result of “None or Made”

If the result is “None or Made”, then there is no MO for the rolling player that turn. The rolling player places his MO marker in the “None or Made” space on his MO Table.

7.1.2 Conducting Mandatory Offensives

- a. If the player has a Mandatory Offensive, he must conduct at least one MO Attack that turn using an LCU. If a player fails to conduct an MO Attack during the turn, he suffers a 1 VP penalty. For the AP player, the penalty is +1 VP. For the CP player, the penalty is –1 VP.
- b. The player places his MO marker in the “None or Made” space on his MO Table when his MO Attack is made.

7.2 AP Mandatory Offensive Die Rolls

AP Mandatory Offensive die roll numbers are as follows:

- 1-2 **“RU”**: At least one RU LCU must attack a CP unit this turn.
- 3 **“BR/FR”**: At least one BR or FR LCU must attack a CP unit this turn. (If there are no BR and FR LCUs on the mapboard when the die is rolled, this die roll becomes “None or Made”.)
- 4 **“BR/FR with red slash through it”**: BR and FR Combat Units have orders not to attack this turn because their resources are being used on the Western Front. If the AP player attacks with any BR or FR unit this turn, he suffers a +1 VP penalty.
- 5-6 **“IT”**: At least one IT LCU must attack a CP unit this turn. (If Italy has not yet entered the war, this die roll becomes “None or Made”.)
- 7 **“Balkans”**: At least one AP LCU in the Balkans must attack a CP unit occupying a Balkan space. (If there are no CP units in the Balkans, this die roll becomes “None or Made”.)
- 8 **“None or Made”**: There is no Mandatory Attack this turn, or the Mandatory Attack has been made.

7.3 CP Mandatory Offensive Die Rolls

CP Mandatory Offensive die roll numbers are as follows:

- 1-2 **“AH(SB)”**: At least one AH LCU must attack an SB or MN unit this turn. (If Serbia has collapsed, the die roll becomes “None or Made”.)
- 3 **“GE”**: At least one GE LCU must attack an AP unit this turn.
- 4 **“TU”**: At least one TU LCU must attack an AP unit this turn. If there are no AP units in Bulgaria or Turkey, this die roll becomes “None or Made”.
- 5-6 **“AH(IT)”**: At least one AH LCU must attack an IT unit this turn. (If Italy has not yet entered the war, this die roll becomes “None or Made”.)
- 7 **“Balkans”**: At least one CP LCU in the Balkans must attack an AP unit occupying a Balkan space. (If there are no AP units in the Balkans, this die roll becomes “None or Made”.)
- 8 **“None or Made”**: There is no Mandatory Attack this turn, or the Mandatory Attack has been made.

7.4 Events Affecting Mandatory Offensives

7.4.1 MO Die Roll Modifiers

- a. Each player records adjustments to his MO die roll on his Mandatory Offensive Modifier Track as the following Events are played:
 1. **STAVKA**: All future AP Mandatory Offensive die rolls receive +1 DRM.
 2. **BRUSILOV**: All future AP Mandatory Offensive die rolls receive +1 DRM.

3. **HINDENBURG & LUDENDORFF IN COMMAND**: All future CP Mandatory Offensive die rolls receive +1 DRM.

4. **FALKENHAYN**: All future CP Mandatory Offensive die rolls receive +1 DRM.



b. Each player puts his MO Modifier marker in the space on his Mandatory Offensive Modifier Track corresponding to his die roll adjustments. These adjustments are cumulative, so that a player who plays two MO modifying Events receives a total of +2 DRM.

7.4.2 Other Events Affecting MO Die Rolls

The following Events also affect MO die rolls:

- a. **FALL OF THE TSAR**: For the rest of the game, an MO die roll that comes up “RU” becomes “None or Made” (so there is no AP Mandatory Offensive for that turn).
- b. **PRINCE SIXTUS**: For the rest of the game, an MO die roll that comes up “AH(SB)” or “AH(IT)” becomes “None or Made” (so there is no CP Mandatory Offensive for that turn).

8.0 Action Phase

8.1 General Rules

- a. An Action Phase has six Action Rounds. The AP player takes his action first on each round. When the CP player takes his action next, this completes one Action Round.
- b. Activating for Movement and Attack, using Strategic Redeployment, taking Replacement Points, and using Events occur during the Action Rounds.
- c. The players then take five more Action Rounds in this way. This completes the Action Phase of the turn.

► 8.2 Possible Actions

Each player must take one of the following possible actions during his Action Round:

- a. Play a Strategy Card for Operations Points (OPS).
- b. Play a Strategy Card for Strategic Redeployment (SR).
- c. Play a Strategy Card for Replacement Points (RPs).
- d. Play a Strategy Card for an Event.
- e. Play 1 OPS Point without using a Strategy Card (called a “Cardless Play”). It can be used to activate a space for Movement (including Trench Construction) or for Attack.

8.3 Action Markers



a. A player puts his numbered marker for that Action Round in the corresponding box on his Action Chart to record the type of action that he has taken.

- b. As indicated on his Action Chart, some actions can only occur once per turn for that player.
- c. Some actions can only occur once per turn for both players, such as Neutral Entry.

9.0 Strategy Cards

9.1 General Rules

Strategy Cards are the engine of this game. Players initiate almost all actions, including Movement and Attack, by playing Strategy Cards. The only exception is the 1 OPS Cardless Play (8.2.e).

Sample Strategy Cards

AP Card, Mobilization Deck:

Labels for AP Card:

- OPS/SR points: 4
- Yellow box = card can be used for Event and OPS (9.3b)
- Card title: DRIVE ON EAST PRUSSIA (2)
- Card text: Use this card for OPS -2 GE National Will. An AP attack against CP units in Germany returns +1 DPM for the rest of this turn. Plus 'Your Division' marker on current Turn phase. Event marker to play after End 1914 Turn (Turn 2 of 1st and 2nd years in each game (8.2.f)).
- Replacement Points box (9.6): AP-A2 TRJ 0013
- Mobilization Deck
- Asterisk: Card removed if played as Event (9.3c)
- War Status Points (9.2c): (2)
- Event conditions

CP Card, Limited War Deck:

Labels for CP Card:

- OPS/SR points: 3
- Red box = card is Combat Card (CC; 9.8); can be played as Event only during Combat
- Card title: CHLORINE GAS CC
- Card text: When a GELCU is attacking or defending the AP's first area before the players make their Commit, the rolls—produce an RULCU involved in the Conduct by one step.
- Replacement Points box (9.6): AH1 GE2
- Limited War Deck
- Card may be used as a Combat Card (CC, 9.8)

9.2 The Three Decks

- Each player has a set of Strategy Cards composed of three decks: **Mobilization**, **Limited War**, and **Total War**.
- Each player begins the Summer 1914 Turn (Turn 1) using his Mobilization cards only, and adds the other decks during later turns as his War Commitment Level increases.
- When a Strategy Card contains a War Status number in parentheses to the right of the Event name, and the card is played as an Event, advance the player's War Status marker and the Combined War Status marker on the General Records Track by the number of points in parentheses.

9.3 Using Strategy Cards

- Each Strategy Card can be used in one of four possible ways: for Operations (OPS) Points, for Strategic Redeployment (SR), for Replacement Points (RPs), or for an Event.
- A card with a yellow square in its upper left corner can be used for the Event and for its OPS in the same play. Carry out the Event first, and then use the OPS Points to activate spaces for Movement or Attack.
- When a card with an asterisk is played as an Event, it is permanently removed from the game.

- If a card is used for Operations (OPS) Points, Strategic Redeployment (SR), or Replacement Points (RPs), it is placed in the Discard Pile formed by the player. All unused points are lost.

9.4 Operations (OPS) Points

When a Strategy Card is played for Operations (OPS) Points, the player receives the number of OPS Points shown in the number on the upper left corner of the card. OPS Points are used to activate spaces, not the units in those spaces. Units in a region are activated by stacks, not the region itself. Units in activated spaces or activated stacks can engage in Movement or Attack during the Action Round.

9.4.1 Cost of Activation

- The cost of activating a space for Movement or Attack equals the number of nationalities having units in the space. For example, the cost to activate a space having one or more GE units is 1 OPS Point, while the cost to activate a space having both GE and AH units is 2. The cost of activating such a multinational space is the same even if units of one Nation will neither move nor attack.
- In a region, individual units can be activated or arranged into stacks—subject to stacking limits—prior to activation at no OPS cost. The stack can then be activated for Movement or Attack by spending OPS Points equal to the number of nationalities having units in the stack.

9.4.2 Activation Exceptions

The following exceptions apply to Activation:

- Units on Lemnos can only be activated for Movement, and can be activated as individual units or by stacks. Units can be arranged into stacks—subject to stacking limits—prior to activation and at no OPS cost. The cost to activate a stack for Movement equals the number of friendly nationalities having units in the stack.
- Combat Units stacked with HQs can be treated as one nationality for activation purposes.
- If the MN unit is stacked with SB units, they can be treated as one nationality for activation purposes. If a third nationality's unit is stacked with them, the cost of activation is 2 OPS points.
- If the “No British/French Attacks” MO is rolled, BR and FR units are ignored when calculating the Activation cost of a space for Attack, unless BR and/or FR units are participating in the Attack. (BR and FR units are never ignored when calculating the Activation cost of a space for Movement.)

9.4.3 Movement or Attack

- A space can be activated for either Movement or Attack in an Action Round, but not both. A space is activated for Movement by placing a Move marker on top of Combat Units in the space. A space is activated for Attack by placing an Attack marker on top of Combat Units in the space.



- b. If a space containing an LCU is activated for Movement, a Trench can be built in that space (19.1).
- c. In a region, a Combat Unit or stack of Combat Units can be activated for either Movement or Attack in an Action Round, but not both. Move markers are placed on units or stacks activated for Movement, and Attack markers are placed on units or stacks activated for Attack.
- d. On Lemnos, a Combat Unit or stack of Combat Units can only be activated for Movement, and are activated by placing a Move marker on each unit or stack.
- e. Spaces cannot be activated when they are unoccupied, contain only Forts, or contain only Uprising Units.

9.4.4 Order of Activation

- a. A player must place all of his Movement and Attack markers down at the same time. After he has done so, he first moves some or all of the Combat Units having Move markers.
- b. After all movement is completed, the player attacks with some or all of his Combat Units having Attack markers.

9.5 Strategic Redeployment (SR)

- a. If a Strategy Card is played for Strategic Redeployment (SR), the player can use SR to relocate his LCU and SCUs (13.0).
- b. Uprising Units cannot use SR.

9.5.1 SR Points

The number in the upper left corner of the Strategy Card is also the card's SR Value. A player receives that number as points for Strategic Redeployment.

9.5.2 SR Costs

- a. It costs 2 SR Points to redeploy an LCU.
- b. It costs 1 SR Point to redeploy an SCU, HQ, or Heavy Artillery unit.
- c. Uprising Units cannot use SR.

9.5.3 Use of Strategy Cards for SR

A player cannot use a Strategy Card for SR in consecutive Action Rounds of the same turn, but he can use a Strategy Card for SR in the last Action Round of one turn and in the first Action Round of the next turn.



9.6 Replacement Points (RPs)

A Strategy Card can be played for the Replacement Points (RPs) printed in the Replacement Points Box on the bottom of the card.

9.6.1 Recording RPs

- a. When playing a card for RPs, the player records the card's RPs for each Nation on the General Records Track.
- b. These RPs are not used until the Replacement Phase of the turn.

- c. The RPs for "AP-A" are given to units from Great Britain, France, Romania, Serbia, and AP-allied Greece. There is no priority as to which Nation receives them.
- d. The RPs for "CP-A" are given to units from Turkey, Bulgaria, and CP-allied Greece. There is no priority as to which Nation receives them.
- e. Some of the Events give RPs that can be used immediately.
- f. Special Units (units with yellow symbol backgrounds) do not receive RPs.
- g. Uprising Units do not receive RPs.

► 9.6.2 Using Strategy Cards for RPs

- a. A player cannot use his Strategy Cards for RPs in consecutive Action Rounds of the same turn, but he can use a Strategy Card for RPs in the last Action Round of one turn and again in the first Action Round of the next turn.
- b. A player can lose RPs he accumulated during the turn if his opponent plays GERMAN LABOR STRIKES or RUSSIAN RAILROAD COLLAPSE.

9.7 Events

9.7.1 General Rules

- a. If a Strategy Card is played as an Event, the instructions on the card must be followed.
 - b. If a Strategy Card says "Use for OPS", first carry out the Event described on the card (including the placement of units on the mapboard) and then use the OPS Points on the card to activate spaces or stacks for Movement or Attack.
 - c. Some of the Events have pre-requisites printed on the card, and such a card cannot be played for its Event until the pre-requisites are satisfied.
 - d. A Strategy Card with an asterisk (*) is removed from the game when it is played as an Event—but when played for OPS, SR, or RPs, it is put into the player's Discard Pile.
 - e. When a Strategy Card contains War Status Points in parentheses to the right of the Event name, and the card is played as an Event, advance the player's War Status marker and the Combined War Status marker on the General Records Track by the number of points in parentheses.
 - f. If the Event on a Strategy Card cannot be played, the card can still be played for its War Status Points (instead of its OPS, SR, or RP points). Victory Points are not awarded since the Event cannot be played. If the Strategy Card has an asterisk (*), it is removed from the game after being played.
 - g. If an Event with an asterisk specifies that its duration lasts beyond the Action Round, leave the card face up on the table until its duration expires or it is cancelled by another Event card. Then the card is removed from the game.
- #### ► 9.7.2 Neutral Entry Events
- a. Only one Strategy Card can be played per turn as a Neutral Entry Event—not one Neutral Entry Event per player per turn.
 - b. Four countries can enter the war through Neutral Entry Events: Italy, Bulgaria, Romania, and Greece.

- c. When a Neutral Entry Event is played, use its the Setup Chart to immediately place Combat Units on their assigned mapboard spaces (no units come onto the mapboard when Greece is played). No unit can be placed in an assigned space that is enemy-controlled, or where it would cause overstacking. It must be placed in the nearest supplied space or region that is friendly-controlled.
- d. If KING CONSTANTINE is played in the CP Action Round immediately after GREECE is played, Greece does not enter the war that turn. Put GREECE in the Discard Pile—do not remove it from the game—and count it as the Neutral Entry Event for that turn.
- e. If playing KING CONSTANTINE turns Greece into a CP ally, it does not count as a Neutral Entry Event.

9.7.3 Reinforcement Events

- a. A Strategy Card that is played to bring reinforcement units onto the mapboard is a Reinforcement Card. Only one Reinforcement Card can be played for each Nation per turn, marking this action in the Action Round Chart.
- b. An Event that gives a player new units, but is not a Reinforcement Card, is marked in the Action Round Chart as “Other Event” and does not preclude playing a Reinforcement Card in the same Action Phase.
- c. A Reinforcement Card cannot be played in the Summer 1914 Turn (Turn 1).
- d. A Reinforcement Card cannot be played unless all its reinforcement units can be placed onto the mapboard (15.1).

9.8 Combat Cards

- a. Combat Cards (CCs) are played just prior to resolving Combat. It is not mandatory for an attacker or a defender to play CCs, it is optional.
- b. The attacker plays his CCs first, and then the defender plays his. (So, a defender’s CCs are played during his opponent’s Action Round.) A player can play more than one CC in a Combat, including CCs that he kept from a prior Action Round.
- c. A player can play CCs in every Combat that takes place during an Action Round, as long as each CC is allowed to be used.
- d. CCs that are played must be discarded (put into the player’s Discard Pile) after the Combat regardless of the outcome.

10.0 Unit Stacking

► 10.1 General Rules

- a. A maximum of three LCU and/or SCUs can stack in a space or a region. HQs and Heavy Artillery do not count toward stacking limits.
- b. A maximum of three AP Combat Units can stack in a Sea Invasion space.
- c. Only one HQ can occupy a space.
- d. Only one Uprising Unit can be placed in a space or a region.
- e. Any number of Combat Units can be placed in a region or Lemnos.

- f. Forts do not count toward stacking limits.



- g. When units are stacked, place a “Stacked” marker on top of those units. This clarifies what units are stacked in a region, and distinguishes them from units that move or retreat into an attacked space during an Action Round.

10.2 Stacking Units of Multiple Nations

- a. Units of allied Nations can stack together, subject to stacking limits, but there is a higher cost to activate a space containing more than one nationality (9.4.1).
- b. RU and RO units can only stack with each other, except that the RU 2/4 Special and RU/SB Yugo SCUs can stack with AP units from any Nation.

10.3 When Stacking Limits Apply

- a. Stacking limits are in effect at all times, except during SR, Movement, and Retreat.
- b. A player can exceed stacking limits during those times, but they must be met by the end of his Action Round.
- c. The overstacking of spaces, or overstacking of units in regions, is not permitted under any other circumstances.

10.4 Stacking of Opposing Units

- a. AP and CP units can never occupy the same space together, and cannot occupy the same space as neutral Greek units.
- b. An Uprising Unit cannot be placed in the same space as AP or CP units, but can be placed in the same region as those units.
- c. Forts are not units, so their spaces can be occupied by enemy Combat Units.

11.0 Movement

11.1 General Rules

- a. Movement rules apply to all Combat Units, HQs, and Heavy Artillery.
- b. Uprising Units do not move.

11.1.1 Activating for Movement



- a. Units in a space can only move if their space is activated for Movement. This is indicated by placing a Move marker on top of those units in the space.
- b. Movement of units from an activated space, or Trench construction in that space, must be completed before units in another space or in a region can move.
- c. Units in a region can only move if they are activated for Movement, either individually or as a stack. This is indicated by placing a Move marker on top of the individual units or stack.
- d. Movement of units from a region must be completed before other units in a region or space can move.
- e. Movement of all units must be completed before Combat begins.

- f. Units in a space activated for Movement do not have to move, but unused OPS Points are lost.
- g. Units in a space activated for Movement can move into or through separate spaces and move along separate routes.

11.1.2 Movement Restrictions

- a. Movement is always from point to point along a connecting line. Spaces and regions cannot be skipped.
- b. Movement from one space or region to another space or region costs 1 Movement Point (MP), regardless of the terrain or type of connector.
- c. Movement to or from Lemnos always costs 1 MP.
- d. A unit must stop when it moves into Lemnos or a region.
- e. A unit can never move, in a single Action Round, more spaces than its Movement Factor (MF) allows.
- f. Unused MPs cannot be accumulated for future Action Rounds or transferred to other units. Unused MPs are lost.

11.1.3 Movement Into or through Activated Spaces

- a. Units can end their Movement in a space containing another Move marker, but they cannot move again in that same Action Round.
- b. Units can move through—but not end—their Movement in a space containing an Attack marker.

11.1.4 Movement and Enemy or Uprising Units

- a. Combat Units cannot move into a space containing an enemy unit or Uprising Unit, except that MASSED CAVALRY CHARGE enables AP cavalry units to Advance After Combat through a space containing retreated CP units.
- b. Combat Units can move into a region containing an enemy Combat Unit or an Uprising Unit.
- c. Uprising Units do not move.

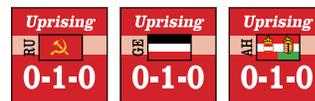
11.1.5 Movement and Neutral Nations

- a. AP and CP units cannot move, attack, or retreat into neutral Bulgaria, neutral Italy (including Albania), or neutral Romania until that Nation enters the war. Units that move or retreat into those neutral Nations are immediately interned and go into the Replaceable Units Box, except that: (1) SB and MN SCUs in neutral Albania are not interned until the end of the Action Phase, and (2) SB and MN SCUs may SR from—but not to—neutral Albanian ports.
- b. AP and CP units can move into or through an unoccupied neutral Greek space, but cannot move into or through a space containing neutral Greek units. The AP player risks Greek entry into the war as a CP ally if his units enter neutral Athens, and the CP player risks Greek entry into the war as an AP ally if his units enter neutral Salonika (26.3.1).
- c. Attacking any neutral Greek unit immediately triggers Greek entry into the war as an ally of the opposing player.



► 11.2 Control of Spaces and Regions

- a. Combat Units take control of a space by moving into or through it.
- b. Combat Units take control of a region by moving into it, if there are no enemy or Uprising Units in the region.
- c. Combat Units do not take control of a space containing an undestroyed or a besieged enemy Fort by simply moving into or through it.
- d. HQs and Heavy Artillery units cannot take control of a space or region by themselves.
- e. When a Combat Unit takes control of an enemy space or region, a Control marker for the unit's nationality is placed there. It remains there, even if the unit leaves, until the space or region is recaptured by the enemy through Movement or Attack, or until an Uprising Unit is placed there.
- f. When a Nation's home space or region is recaptured from enemy control, the enemy Control marker is simply removed and not replaced by a friendly Control marker.
- g. If units of multiple nationalities or mixed nationalities capture an enemy space or region, the Control marker for any of their nationalities can be placed there.
- h. When a player takes control of an enemy VP space, or recaptures a friendly VP space from enemy control, corresponding adjustments must also be made to VP and National Will markers on the General Records Track. This includes recapture of a Nation's home VP space by an ally.
- i. When a besieged Fort is destroyed, a Destroyed Fort marker is placed on the Fort and the besieging units take control of the Fort's space.
- j. A player takes control of an unoccupied enemy space in the Attrition Phase if that space cannot trace a supply line to an enemy Supply Source. An undestroyed enemy Fort space, a space that has a Supply Source, and all regions (each having a Supply Source) are excluded from this rule.



11.2.1 Uprising Units

- a. An Uprising Unit takes control of an unoccupied space or unoccupied region by being placed in it.
- b. Once an Uprising Unit is placed on the mapboard, it is not controlled by any player.
- c. Only one Uprising Unit can be placed in a space or a region.
- d. An Uprising Unit only controls the space or region that it occupies.
- e. An Uprising Unit can be placed in a region occupied by a Combat Unit, but does not control the region.
- f. Uprising Units are always in supply.

- g. Combat Units cannot trace a supply line to a friendly Supply Source through a space containing an Uprising Unit.
- h. Combat Units cannot trace a supply line to a friendly Supply Source through a region containing only Uprising Units.

11.3 Italian Front Mapboard Movement

11.3.1 MP Costs to Enter and Exit Italian Front

- a. It costs 1 MP for Combat Units to Move between the Italian Front Inset Mapboard and Carniola or Tyrol. (Uprising Units cannot be placed in the Italian Front.)
- b. AP and CP SCUs can SR By Sea into or out of the Italian Front Inset Mapboard through friendly-controlled Ports.

11.3.2 MP Costs in the Italian Front Inset Mapboard

Movement from one space or region to another space or region within the Italian Front Inset Map costs 1 MP, regardless of the terrain or type of connector.

12.0 Combat

12.1 General Rules



- a. Combat is initiated by activating a space for Attack, which is done by marking units in that space with an Attack marker.
- b. Combat is also initiated by activating a unit or a stack of units in a region for Attack, which is done by marking them with Attack markers.
- c. Combat is voluntary and all, some, or none of the units in an activated space may participate in an Attack.
- d. Units in an activated space do not have to participate in the same Attack, and can Attack multiple spaces or Attack both spaces and regions connected to the activated space.
- e. Units in a region that are activated for Attack can attack other units or stacks of units in the same region, can Attack units in connected regions, and can Attack connected spaces.
- f. Each unit can only Attack once per Action Round, and a unit's Combat Factor (CF) cannot be divided among multiple Attacks.
- g. Units in any number of spaces or regions connected to the defending space can join in an Attack against that space.
- h. Spaces containing only units that retreated earlier in the same Action Round cannot be attacked.
- i. Uprising Units do not Attack and do not participate with other units in an Attack.

12.1.1 Defending in Spaces or Regions

- a. Units in a defending space can be attacked only once in an Action Round.
- b. Units in a region can be attacked by other units in that region and by units in spaces connected to it, but can only be attacked once in an Action Round. The defending player chooses which units will be defenders in the Combat (18.3.1).

12.1.2 Multiple Unit Combat

- a. All units participating in a Combat add their Combat Factors (CFs) together to calculate total Combat Strengths for the attacker and for the defender.
- b. Only the attacking units that participate in a Combat can Advance After Combat.
- c. Combat Units with a CF of "0" can participate in an Attack with other units having a CF or "1" or more. They add nothing to the attacker's total Combat Strength, but they can absorb losses.

12.1.3 Multinational Attacks

- a. Units of different nations can make a Combined Attack against the same defending space if at least one stack of attackers includes a unit (LCU or SCU) from each Nation in the attack.
- b. Activation of the multinational space costs 1 OPS per Nation having Combat Units in that space, but this is negated if an HQ is also in the space.

12.2 Combat Sequence

Combat is resolved using the following steps in the order presented:

A. Declare the Combat

The attacking player declares what units are participating in the Attack and which space they are attacking.

B. Announce Flank Attack

If the conditions for a Flank Attack are met, the attacking player can declare a Flank Attack Attempt.

C. Resolve Severe Weather Check

The attacker rolls a six-sided die to determine if his units attacking into Mountains (during a Winter Turn) or into Swamps (during a Summer Turn) will have the Attack affected by Severe Weather.

D. Calculate Combat Strengths

Each player adds the CFs of his units involved in the Combat to determine his total Combat Strength. The defending player also adds the strength of any Fort in defending space to his Combat Strength total.

E. Play Combat Cards

The attacking and defending players can play any number of CCs, as long as the conditions printed on each CC are met. The attacker plays his CCs first, followed by the defender.

F. Attempt Flank Attack

If the attacking player announced a Flank Attack Attempt, he resolves the Flank Attack before resolving any other Combat (21.4).

G. Resolve Combat

1. Determine Die Roll Modifiers

Each player examines his cards played and units involved to determine his total DRM for the Combat. Die Roll Modifiers are cumulative. The modified die roll cannot be reduced to less than 1 or increased to more than 6.

2. Determine Fire Table and Fire Column

Each player determines which Fire Table he must use:

- a. If a player uses one or more LCUs in a Combat, he ordinarily rolls a six-sided die on the Heavy Fire Table—but there are exceptions. If an undestroyed Fort is defending alone, the defending player rolls on the Heavy Fire Table.
- b. If a player uses only SCUs in a Combat, he rolls a six-sided die on the Light Fire Table—with one exception. If the SCUs are defending a friendly undestroyed Fort space, the player rolls on the Heavy Fire Table.
- c. If a Mountain space is attacked using only Alpine Trails, both the attacker and defender roll a six-sided die on the Light Fire Table. (This reflects the difficulty of battle along steep and constricted mountain trails.)
- d. If a player attacks Uprising Units, he rolls a six-sided die on the Light Fire Table. (This reflects the difficulty of attacking a dispersed adversary lacking a military formation.)
- e. Each player finds his Combat Strength (total CFs firing) on the appropriate Fire Table and determines his Fire Column, shifting columns as required by Trenches, Terrain, and Severe Weather Effects. Note that Trench, Terrain, and Severe Weather Effects are cumulative, but column shifts that cause the Fire Column to shift off the Fire Table are ignored.

3. Roll Dice and Determine Results

- a. Each player rolls a six-sided die, modifies it by his DRM, and cross-references the result with his Fire Column to determine his Loss Number—the potential damage that he inflicts on the enemy. Losses are taken by reducing or eliminating Combat Units and by destroying Forts. Each step removed from a unit applies the unit's LF to fulfilling the Loss Number.
- b. The players make their die rolls simultaneously, unless there is a Flank Attack Attempt, or all attacking units are crossing Water Crossings, or a Combat Card is played requiring that players roll sequentially to inflict damage.

4. Determine Combat Winner

- a. The player who rolls the higher Loss Number on the Fire Tables wins the Combat.
- b. If both players' Loss Numbers are the same, no one wins the Combat.
- c. A player who used CCs must discard them (put them into his Discard Pile) after the Combat, regardless of the outcome.

5. Apply Losses

- a. If the Loss Number is equal to or greater than the smallest Loss Factor (LF) among the units taking fire, then those units must absorb all the damage indicated by Loss Number.
- b. If the Loss Number is less than the smallest LF among the units taking fire, then those units absorb no damage.
- c. A player's units absorb damage by applying the entire Loss Number rolled by his opponent to his units' Loss Factors (12.6.2).
- d. If the defending units are in a Fort space, and the attacker's Loss Number exceeds what is needed to destroy all the defending Combat Units, the unused portion of the Loss Number can be applied to destroying the Fort (20.2).

12.2.1 Die Roll Modifiers

- a. Die Roll Modifiers are cumulative, so the following DRMs are added to or subtracted from the die roll in combination:
 1. If a player has at least one Cavalry unit attacking or defending a Clear space, he receives +1 DRM (even if the Clear space contains a Trench or an undestroyed Fort).
 2. If a player has at least one Cavalry unit attacking or defending in a region, he receives +1 DRM.
 3. If a player has at least one Mountain Infantry unit attacking or defending a Mountain space, he receives +1 DRM.
 4. If a player has at least one Mountain Infantry unit attacking or defending in a mountainous region (a region space with a mountain tag) he receives +1 DRM.
 5. If a player has an HQ unit stacked with attacking or defending units, he receives a +1 or +2 DRM as indicated in brackets on the HQ counter, if the HQ unit participates in the Combat (27.1).
 6. If the CP player has a Heavy Artillery unit stacked with attacking units, he receives +1 or +2 DRM as indicated in brackets on the Heavy Artillery counter. (Heavy Artillery units do not participate in defense.)
 7. If a player attacks a space using only Roads and/or Mixed-Gauge Railroads, he receives -1 DRM.
 8. Players receive the plus or minus DRMs indicated on Combat Cards that are played.
- b. No modified die roll can be reduced to less than 1 or increased to more than 6.

12.2.2 Retreat

- a. If the attacker wins the Combat and still has at least one full-strength attacking unit, all surviving defenders must retreat—except where defending units are entrenched or where Combat has taken place in a region. Defending units in a region that lose a Combat can retreat to a connected space or region but do not have to (they retreat within the region).
- b. Defending units in a Mountain, Forest, or Marsh space that lose a Combat must retreat, but can reduce a two-space retreat to one space by taking a step loss after Combat from one of the retreating units. Defending units in a Trench that lose a Combat can avoid retreat by taking a step loss after Combat from one of the retreating units.
- c. Defending units that retreat from Clear terrain into a Trench, Forest, Mountain, or Marsh space cannot take a step loss to cancel a second space of retreat.
 - d. After defending units retreat, place a "Retreated" marker on top those units.
 - e. Uprising Units do not retreat, and do not incur additional step losses for failing to retreat.

12.2.3 Advance After Combat

- a. If the defender retreats, up to three full-strength attacking units can advance into the defending space and any other space through which the defending units retreated (12.8.2).
- b. If the defending space is vacated after the defending units are destroyed or permanently eliminated, up to three full-strength



attacking units can advance into the defending space but can go no further.

- c. If attacking units win the Combat when attacking into a region from a space and/or another region, up to three full-strength attacking units can advance into the region—even if the defending units do not retreat. Attacking units that Advance After Combat into a region must stop there.
- d. Units cannot advance into a space where they would be Out-Of-Supply.

12.3 Severe Weather Checks

- a. When attacking into Mountain spaces during a Winter Turn, or attacking into Marsh spaces during a Summer Turn, the attacking player must make Severe Weather Checks. These are resolved before each Combat.
- b. The attacking player rolls a six-sided die for each Attack. If the number rolled is greater than the current Action Round number, then the Fire Table used by attacking Combat Units shifts one column to the left.
- c. If an HQ Unit participates in the Attack, the attacking units are unaffected by Severe Weather.
- d. Units of the attacking player that are not participating in the Attack are unaffected.
- e. A number of Combat Cards exempt attacking units from the effects of Severe Weather Checks.

12.4 Terrain Effects on Combat

Mountains, Swamps, and Water Crossings are terrain that negatively affects the attacker's effectiveness. These effects are cumulative.

12.4.1 Mountains

If the defending space is a Mountain, [the attacker cannot make a Flank Attack against that space. Also, the Fire Table used by the attacker shifts one column to the left.](#)

12.4.2 Marshes and Forests

If the defending space is a Marsh or Forest, the attacker cannot make a Flank Attack against that space.

12.4.3 Water Crossings

- a. When all attacking units make their Attack across a defending space's Water Crossing side(s), the defender fires first and inflicts damage on attacking units before any offensive fire takes place. For his offensive fire, the Fire Table Column used by the attacker shifts one column to the left. Flank Attacks are prohibited.
- b. If attacking units make their Attack across a defending space's Water Crossing and clear sides in combination, the Water Crossings have no effect on Combat. Flank Attacks are permitted.

12.5 Roads, Railroads, and Alpine Trails

- a. There is a DRM of -1 for an Attack using Roads alone, Mixed-Gauge Railroads alone, or Roads and Mixed-Gauge Railroads in combination.

- b. There is no DRM for using Single and Mixed-Gauge Railroads in combination, or using Roads and Single-Gauge Railroads in combination, to make an attack.
- c. After ZHELEZNODOROZHNYE VOYSKA is played, Mixed-Gauge Railroads connecting spaces in Russia to spaces in Germany or Austria-Hungary are treated as Single-Gauge Railroads when used by the AP player for Attack or for SR.
- d. After EISENBAHNTRUPPEN is played, Mixed-Gauge Railroads connecting spaces in Germany and Austria-Hungary to spaces in Russia are treated as Single-Gauge Railroads when used by the CP player for Attack or for SR.
- e. If a Mountain space is attacked using only Alpine Trails, both the attacker and defender must use the Light Fire Table. This rule does not apply when an a Mountain space is attacked using Alpine Trails in combination with roads or railroads.

12.6 Taking Losses

12.6.1 Loss Numbers

A player's die roll on the Fire Table results in a Loss Number, which determines the potential damage that he inflicts on his opponent's units.

12.6.2 Damage to Combat Units

- a. Damage to a full-strength LCU, SCU, or Uprising Unit is reflected by flipping the unit over to its lower-strength side. This is called a step reduction.
- b. Each step reduction taken by a unit applies the unit's Loss Factor (LF) to the Loss Number (LN) reflecting damage inflicted by the enemy. Units taking fire must apply enough LFs to cover the entire LN, even if it destroys one or more of those units.

12.6.3 Loss Number Mechanics

- a. If the Loss Number (LN) is equal to or greater than the smallest Loss Factor (LF) among the units taking fire, then the units taking fire must try to absorb all the damage indicated by the LN. If the LN is less than the smallest LF among the units taking fire, then those units absorb no damage.
- b. The player taking fire must apply as much of the Loss Number as possible to his units. His units cannot take fewer losses than is required to absorb the entire Loss Number. His units cannot take more losses than is required by the Loss Number.
- c. The player taking fire starts by selecting a unit to absorb the entire LN. He must choose a unit whose LF is equal to or less than the LN, if possible.
- d. If the LN is equal to or greater than a full-strength unit's LF, the unit loses a step. If the LN is equal to or greater than a reduced-strength unit's LF, the unit is destroyed. If the LN is less than the unit's LF, then the unit absorbs the LN without taking damage.
- e. [If an LCU is destroyed, follow the rules for "Destruction of LCUs" \(12.6.4\). If an SCU is destroyed, follow the rules for "Destruction of SCUs and Uprising Units" \(12.6.5\).](#)
- f. [Units taking fire absorb as much of the LN as they can without exceeding it \(or they are all destroyed\), for example:](#)

1. A full-strength LCU with an LF of 3 absorbs damage from an LN of 5 this way: First, the LCU applies its 3 LF points to the 5 LN damage and is reduced by 1 step. Next, there are 2 LN damage points remaining, but the reduced-strength LCU is not damaged further because its 3 LF is higher than the remaining damage. So, the remaining 2 LN damage points are absorbed by the reduced-strength LCU without another step reduction.
2. A full-strength LCU with an LF of 3 and a reduced-strength LCU with an LF of 3 absorb damage from an LN of 5 this way: First, the reduced-strength LCU must apply its 3 LF points to the 5 LN damage. It is destroyed and is replaced with an SCU (LF of 1) from the Reserve Box. The defending units must still absorb the remaining 2 LN damage points. The full-strength LCU has an LF of 3, and cannot be reduced by absorbing the remaining 2 LN damage points. The SCU must take two step losses to absorb the remaining 2 LN damage points. This will destroy the SCU. (The defender is not allowed to destroy one LCU and reduce the other, leaving a reduced LCU and full-strength SCU in the space, because this would apply 6 LF points to the damage.)

12.6.4 Destruction of LCUs

- a. An LCU that is already reduced by a step and is damaged again takes another step reduction and is destroyed. Destroyed LCUs go into the Replaceable Units Box.
- b. If an LCU is destroyed, an SCU of the same type and nationality is taken from the Reserve Box and replaces the removed LCU.
- c. If an LCU is destroyed, and there is no SCU of the same type and nationality in the Reserve Box to replace it, then replace the LCU with any other SCU of the same nationality from the Reserve Box.
- d. If there is no SCU available to replace a destroyed LCU, the LCU is permanently eliminated.
- e. A dual nationality LCU can be replaced by an SCU of the same type from either nationality. If there is no SCU of the same type in the Reserve Box to replace it, then replace the LCU with any other type of SCU from either nationality. If there is no SCU of either nationality available to replace the destroyed LCU, then the LCU is permanently eliminated.

12.6.5 Destruction of SCUs and Uprising Units

- a. An SCU that is already reduced by a step and is damaged takes another step reduction and is destroyed. Destroyed SCUs go into the Replaceable Units Box.
- b. Any destroyed Uprising Units are removed from the map-board, but can be used again.

12.6.6 Permanently Eliminating Units

- a. If an Out-Of-Supply LCU is destroyed by Combat, the unit cannot be replaced by an SCU. The LCU is permanently eliminated and goes into the Eliminated Units Box.
- b. Reduced-strength LCUs and SCUs that are Out-Of-Supply during the Attrition Phase are permanently eliminated and go into the Eliminated Units Box.

- c. LCUs and SCUs are permanently eliminated if they are forced to retreat into or through a space that contains enemy units, an unbesieged enemy Fort, or an Uprising Unit.
- d. When a Special Unit (yellow unit symbol background), HQ, or Heavy Artillery is destroyed, the unit is permanently eliminated and goes into the Eliminated Units Box.
- e. If all defending Combat Units stacked with an HQ or Heavy Artillery unit are destroyed or permanently eliminated, the HQ or Heavy Artillery unit is permanently eliminated.

12.7 Retreats

12.7.1 Who Must Retreat

- a. Defending units in a space, including OOS units, must retreat if the attacker wins the Combat and at least one attacking unit is full-strength after the attacker receives defensive fire. Retreat must occur even if the attacker chooses not to Advance After Combat, or cannot advance into the defending space.
- b. Defending units in a space do not retreat if there are no full-strength attacking units left after receiving defensive fire.
- c. Uprising Units do not retreat after losing a Combat.
- d. Attacking units do not retreat after losing a Combat.
- e. Defending units in a region do not have to retreat after losing a Combat, but may choose to retreat to an adjoining space or region.

12.7.2 Length of Retreat

- a. If the attacker's Loss Number is greater than the defender's Loss Number by one, the defending units retreat one space.
- b. If the attacker's Loss Number is greater than the defender's Loss Number by two or more, the defending units retreat two spaces.

12.7.3 How to Retreat

- a. Units can retreat into or through separate spaces and along separate routes. Units can retreat into a region, but must stop there. Only AP units can retreat to a Sea Invasion space having a Landing marker, but must stop there.
- b. Units cannot retreat into or through a space containing an enemy unit, an unbesieged enemy Fort, or an Uprising Unit. Units can retreat into a region containing an enemy unit or an Uprising Unit.
- c. Units cannot end their retreat in a space that would cause the space to become overstacked, but can retreat through the first space of a two-space retreat without regard for stacking limits.
- d. Every unit forced to end its retreat in an overstacked friendly space is reduced by one step and continues retreating to the nearest friendly-controlled space or region where it will not overstack. If the retreating unit is a reduced-strength LCU, it is destroyed and is replaced by a full-strength SCU. If there is no SCU to replace it, the LCU is permanently eliminated (12.6.4). If the retreating unit is a reduced-strength SCU, it is destroyed and goes into the Replaceable Units Box (12.6.5).

- e. If a unit has a choice of spaces into which it can retreat without overstacking, it must do so in the following priority:
 1. Into a friendly space that is in supply.
 2. Into a friendly space that is Out-Of-Supply.
 3. Into an empty enemy space that would keep the retreating unit in supply.
 4. Into an empty enemy space that would cause the retreating unit to be Out-Of-Supply.
- f. For two-space retreats, follow the retreat priority for the first space and then consult the priority again when retreating from the first space into the second.
- g. Units making two-space retreats can end their retreat in a space connected to the original defending space as long as the units retreat two spaces. Retreating units cannot retreat back into the original defending space.
- h. Units making two-space retreats do not take control of the first space into which they retreat, but take control of the space into which their retreat ends. Units making one-space retreats take control of the space into which their retreat ends.

12.7.4 Limiting Retreats

- a. Defending units in Forests, Mountains, or Swamps can reduce a two-space retreat to one space by taking a step loss from any of those units, but a one-space retreat cannot be **avoided**. Defending units in Trenches can **avoid** retreat by taking a step loss from one of the retreating units.
- b. If defending AP units in a Sea Invasion space are forced to retreat, or if defending AP units are forced to retreat into a Sea Invasion space as the first space of a two-space retreat, they stop their retreat in the Sea Invasion space and one retreating unit loses a step. (AP units can only occupy a Sea Invasion space if it has a Landing marker.)
- c. Defending CP units in a Port space cannot retreat into a Sea Invasion space. If defending CP units in a Port space are forced to retreat into a Sea Invasion space, they stop their retreat in the Port space and one retreating unit loses a step.
- d. If there is only one unit (or only one surviving unit) in the defending space, the unit cannot take a step loss that destroys it in order to stop Advance After Combat. The defending unit must retreat.
- e. Defending units that retreat from a Clear space into a Forest, Mountain, Marsh, or Trench as the first space of a two-space retreat cannot take a step loss to avoid retreating into the second space.
- f. If the “Brusilov HQ” unit is stacked with RU and/or RO units that are forced to retreat, one space of retreat can be canceled without taking a step loss. If the “Mackensen HQ” unit is stacked with CP units that are forced to retreat, one space of retreat can be canceled without taking a step loss.

12.7.5 Defending Units Unable to Retreat

- a. LCUs and SCUs are permanently eliminated, and go into the Eliminated Units Box, if they are forced to retreat into or through a space containing enemy units, an unbesieged enemy Fort, or an Uprising Unit.

- b. If LCUs or SCUs defending a Port space are forced to retreat into or through adjoining spaces containing enemy units, an unbesieged enemy Fort, or an Uprising Unit, they stop their retreat in the Port space and one retreating unit loses a step.

12.7.6 Retreated Units and Further Attacks

- a. If retreating units end their retreat in a space that is subsequently attacked in the same Action Round, the retreated units do not participate in the Combat, do not add their Combat Factors to the Combat Strength of units defending the space, and do not apply their Loss Factors to the Loss Number.
- b. If units defending the space **lose the Combat and are destroyed or forced to retreat**, LCUs and SCUs that retreated into the defending space are permanently eliminated and go into the Eliminated Units Box.

12.7.7 Retreats By Sea

- a. Units cannot retreat by Sea.
- b. If defending units in a Port space are forced to retreat into the Sea, or if defending units are forced to retreat through a Port space into the Sea, they stop their retreat in the Port space and one retreating unit loses a step.

12.7.8 Retreats and Controlling Spaces

- a. Retreating from a space after Combat does not automatically change control of that space.
- b. Control of a space changes after Combat when an attacking unit advances into that space.
- c. Retreating units do not control spaces that they pass through, but control spaces that they stop in.

12.8 Advance After Combat

12.8.1 Which Units Can Advance

- a. If all units defending a space are destroyed or **permanently** eliminated, retreat after Combat, or withdraw before resolving Combat (by playing a card), up to three full-strength attacking units (LCUs or SCUs) can Advance After Combat into the defending space—but must stop there.
- b. If the Attack was made from two or more spaces or regions, any three full-strength attacking units can Advance After Combat.
- c. Attacking units cannot Advance After Combat into a space where they would be Out-Of-Supply.
- d. Attacking units cannot Advance After Combat into an undestroyed enemy Fort space unless they can besiege the Fort.

12.8.2 Two-Space Retreats

When defending units take a two-space retreat, attacking units that Advance After Combat can move into any space that the defending units vacated or passed through—but must stop if they move into unbesieged Fort spaces, Mountains, Swamps, or Forests.

12.8.3 Control of Spaces and Advance After Combat

Advancing units immediately take control of any space that they move into, unless the space contains an undestroyed enemy Fort.

13.0 Strategic Redeployment (SR)

13.1 General Rules

- Strategic Redeployment (SR) is used to transfer LCUs and SCUs unlimited distances overland through friendly-controlled spaces or to transport SCUs by Sea.
- It costs 1 SR Point to transport a full strength or reduced strength SCU, an HQ, or a Heavy Artillery unit.
- It costs 2 SR Points to transport a full-strength or reduced-strength LCU.
- Uprising Units cannot use SR.
- Combat Units must be in supply or in the Reserve Box to use SR.
- A player cannot play his Strategy Cards for SR in consecutive Action Rounds of the same turn, but can in the last Action Round of one turn and the first Action Round of the next turn.
- SR cannot be used by a specific Combat Unit more than once per Action Round.
- SR points can be divided among different nationalities and spaces as a player sees fit. A player can SR some units from a space and not others without incurring any penalty.
- Players can sequence the order of their SRs as they choose.

13.2 SR Routes

- An LCU or GE Hvy Arty unit must trace its SR route overland along Single-Gauge Railroad lines. An SCU or HQ unit can SR overland along any combination of Single-Gauge Railroad lines and Roads. Mixed-Gauge Railroad lines cannot be used for SR until they are converted into Single-Gauge Railroad lines. Alpine Trails cannot be used for SR.
- Units only can only SR to a space or region containing a supplied unit of the same nationality (within stacking limits), to a friendly-controlled capital of their Nation, or to a friendly-controlled Supply Source for their Nation.
- SR routes can only go into or through friendly-controlled spaces, even if these spaces are adjacent to spaces containing enemy units or enemy Forts.
- Units can SR into, out of, or through a space containing a besieged enemy Fort.
- Units can SR into a friendly-controlled region, or an uncontrolled region that contains friendly units, but must stop there.
- Units cannot SR into a region that is controlled by an enemy or Uprising Unit.

13.3 SR By Sea

- SCUs and HQ units can SR By Sea, but GE Hvy Arty cannot.
- To SR By Sea, SCUs move from a Port they occupy (either a space or a region with a Port symbol) to another friendly-controlled Port.
- Lemnos is treated as a Port, but CP units cannot SR to Lemnos.
- SCUs in non-Port spaces or regions can SR By Sea by first moving to a Port and then stopping. In any following Action

Round, the SCUs can SR By Sea from the Port space or region they occupy to another friendly-controlled Port.

- SCUs that SR By Sea from a Port on the Black Sea can only go to another friendly-controlled Port on the Black Sea.
- No LCUs, GE Hvy Arty, or Uprising Units can SR By Sea.
- Units cannot SR By Sea during a Winter Turn.

► 13.4 SR and the Reserve Box

- SCUs in the Replaceable Units Box that are rebuilt go immediately into the Reserve Box.
- SCUs, excluding HQs and GE Hvy Arty, can SR from the Reserve Box onto the mapboard or SR from the mapboard into the Reserve Box.
- SCUs can SR from the mapboard into the Reserve Box if they are able to trace a supply line to their Nation's capital. They may SR out of the Reserve Box to any space or region containing a supplied unit of the same nationality (within stacking limits), to a friendly-controlled capital of their Nation, or to a friendly-controlled Supply Source for their Nation.
- SCUs also go into the Reserve Box from the mapboard when: (1) an LCU is assembled (22.3), (2) it is required by an Event, or (3) it is required by the rules (16.6).
- SCUs go the mapboard from the Reserve Box when: (1) an LCU is disassembled (22.4), (2) an LCU has been destroyed, or (3) it is required by the rules (16.6).

13.5 SR and Supply Sources

If all Supply Sources for a Nation's units are controlled by enemy Combat Units and/or Uprising Units, the Combat Units of that Nation cannot use SR. However, BR and FR units have a Supply Source in Lemnos that can never be controlled by the enemy. SB and MN units are always in supply within Serbia and Montenegro. GR units are always in supply within Greece.

14.0 Supply and Attrition

14.1 Determining Supply Status

14.1.1 Tracing Supply Lines



- To be in supply, a Combat Unit must trace an uninterrupted supply line to a friendly-controlled Supply Source for that unit's nationality or for an ally. When a Combat Unit cannot do so, immediately place an Out-Of-Supply marker on the unit's space.
- When an OOS unit can again trace an uninterrupted supply line, remove the Out-Of-Supply marker from the unit's space.
- A supply line can be any length.
- Uprising Units are always in supply.
- GR units are always in supply within Greece.
- SB and MN units are always in supply within Serbia and Montenegro.

14.1.2 Limitations on Tracing Supply Lines

- Combat Units cannot trace supply lines through an enemy-controlled space or an enemy-controlled region. Spaces and

regions controlled by Uprising Units are treated as enemy-controlled.

- b. **Combat Units cannot trace supply lines through neutral spaces except:** (1) CP and AP units can trace supply lines through spaces in neutral Greece (26.3.1), and (2) SB and MN units can trace supply lines through spaces in neutral Albania (26.1.1).
- c. SB and MN units can trace supply lines through spaces in neutral Albania (26.1.1).
- d. Combat Units cannot trace supply lines through a besieged friendly Fort space, or through an unbesieged enemy Fort space.

14.1.3 Tracing Supply through Ports

- a. Combat Units can trace a supply line by Sea from a friendly-controlled Port space, or from a friendly-controlled Region with a Port marker, directly or through a chain of friendly-controlled Ports to a Supply Source.
- b. CP units cannot use Ports to trace a supply line by Sea to other Ports after ROYAL NAVY BLOCKADE is played, except in the Baltic Sea and the Black Sea.
- c. AP and CP units cannot use Ports in the Black Sea to trace a supply line by Sea to other Ports outside of the Black Sea.
- d. AP and CP units cannot use Ports outside of the Black Sea to trace a supply line by Sea to other Ports in the Black Sea.

14.1.4 Isolated and Occupied Supply Sources

- a. Supply Sources that are cut off from all other friendly-controlled spaces can still supply friendly units occupying those Supply Sources.
- b. Supply Sources that are controlled by enemy units cannot supply any friendly units.
- c. Supply Sources that are recaptured from enemy control can supply friendly units again.

14.2 Supply Sources

14.2.1 Central Powers Supply Sources

- a. Supply Sources for CP units are in Germany, Austria-Hungary, Turkey, Bulgaria (after it enters the war), and Greece (if it enters the war as a CP ally).
- b. CP units can trace supply lines by land or through friendly-controlled Ports to CP Supply Sources.
- c. CP units that can trace supply lines to friendly-controlled Supply Sources of their own Nation can activate for Movement or Attack, use SR, and receive RPs.
- d. CP units that can only trace a supply line to friendly-controlled Supply Sources of other CP Nations can activate for Movement or Attack at +1 OPS, cannot use SR, and cannot receive RPs.
- e. Even when supplied, CP Special Units (yellow unit symbol backgrounds) cannot receive RPs.

14.2.2 Allied Powers Supply Sources

- a. Supply Sources for AP units are in Russia, Serbia, Montenegro, Italy, Lemnos, Albania (after Italy enters the war),

Romania (after it enters the war), and Greece (if it enters the war as an AP ally).

- b. AP units can trace supply lines by land or through friendly-controlled Ports to AP Supply Sources.
- c. AP units that can trace supply lines to friendly-controlled Supply Sources of their own Nation can activate for Movement or Attack, use SR, and receive RPs (the British-supported RU 2/4 Special SCU can also be supplied from Lemnos).
- d. AP units that can only trace a supply line to friendly-controlled Supply Sources of other AP Nations can activate for Movement and Attack at +1 OPS, cannot use SR, and cannot receive RPs.
- e. Even when supplied, Special Units (with yellow unit symbol backgrounds) cannot receive RPs.

► 14.2.3 Mixed-Nationality Unit Supply Sources

- a. Mixed-Nationality units are in supply if they can trace a supply line by land or through friendly-controlled Ports to Supply Sources for either nationality.
- b. Mixed-Nationality units that are in supply can activate for Movement or Attack, and can SR. However, they cannot receive RPs because they are Special Units (yellow unit symbol backgrounds).
- c. Mixed-Nationality units that can only trace a supply line to friendly-controlled Supply Sources for other allied Nations can activate for Movement and Attack at +1 OPS, cannot use SR, and cannot receive RPs.

14.3 Out-Of-Supply Effects

► 14.3.1 Limitations on OOS Units

- a. A unit that is Out-Of-Supply (OOS):
 1. Can be activated for Movement, but is limited to 1 MF.
 2. Can be activated for Attack, but:
 - a. Attacking OOS units cannot participate in a combined attack with supplied units, and
 - b. Attacking OOS units cannot use Combat Cards.
 3. Cannot use SR.
 4. Cannot receive RPs.
 5. Cannot build Trenches (but can use existing Trenches).
 6. Cannot be used to make Flank Attacks.
 7. Is reduced to a CF of 1 if it is an LCU or SCU whose CF > 1.

► 14.3.2 Supply and the Attrition Phase

- a. Any LCU that is Out-Of-Supply in the Attrition Phase is reduced by one step. An LCU that was reduced-strength before the Attrition Phase is permanently eliminated and goes into the Eliminated Units Box. It is not replaced by an SCU.
- b. Any SCU that is Out-Of-Supply in the Attrition Phase is reduced by one step. An SCU that was reduced-strength before the Attrition Phase is permanently eliminated and goes into the Eliminated Units Box.
- c. A space occupied by friendly OOS units becomes enemy-controlled if those units are permanently eliminated during the

Attrition Phase, except where the space has an undestroyed friendly Fort.

- d. Each player's eliminated OOS units are removed simultaneously, and the elimination of an enemy OOS unit cannot open a supply line to an OOS friendly unit.

► 14.3.3 Combat Effects on OOS Defending Units

- a. If an LCU is destroyed by Combat while Out-Of-Supply, it is not replaced by an SCU. The LCU is permanently eliminated and goes into the Eliminated Units Box. An SCU that is destroyed by Combat while Out-Of-Supply also goes into the Eliminated Units Box.
- b. Units that are Out-Of-Supply must still retreat if required after losing a Combat (12.7.1).

15.0 Reinforcements

15.1 General Rules

- a. Some cards allow reinforcements to enter the mapboard if played for that Event. They are called "Reinforcement Cards".
- b. Each player can play only one Reinforcement Card per Nation in a turn. Reinforcement Cards cannot be played in the Summer 1914 Turn (Turn 1).
- c. Reinforcements must be placed on friendly-controlled Supply Source spaces for their Nation, except where: (1) it causes overstacking, (2) these rules allow the reinforcements to be placed elsewhere, or (3) the Supply Source is enemy-controlled.
- d. Reinforcements entering the mapboard as part of a single Event do not have to be placed on the same space or in the same region.
- e. Reinforcements cannot be placed on a Supply Source in a besieged Fort space.
- f. Reinforcements enter the mapboard as full-strength units, unless the Reinforcement Card says otherwise.
- g. If reinforcements cannot be placed in a space or region containing a friendly-controlled Supply Source for their Nation, then they must be placed in a friendly-controlled region having such a Supply Source. If there are no friendly-controlled Supply Sources for their Nation, those reinforcements cannot enter the mapboard.
- h. A card cannot be played for reinforcements unless all its reinforcement units can be placed onto the mapboard.

► 15.2 AP Reinforcements

- a. RU reinforcements are placed on any friendly-controlled RU Supply Sources.
- b. IT reinforcements are placed on any friendly-controlled IT Supply Sources in the Italian Front Inset Mapboard.
- c. Supreme War Council is not a Reinforcement Card. BR and FR LCUs entering the mapboard are placed as indicated on the card. At the same time, all BR and FR SCUs are placed in the Reserve Box.
- d. Intervention in the Balkans is not a Reinforcement Card. Units entering the mapboard are placed as indicated on the card.

► 15.3 CP Reinforcements

- a. GE reinforcements can be placed on any friendly-controlled GE Supply Sources, or as indicated on Reinforcement Cards.
- b. AH reinforcements can be placed on friendly-controlled AH Supply Sources, or as indicated on Reinforcement Cards.
- c. TU reinforcements can be placed on friendly-controlled TU Supply Sources.
- d. When played for reinforcements, ARMY OF THE BUG is a GE Reinforcement Card and SUD ARMY is an AH Reinforcement Card.

► 15.4 Reinforcements and Control of Capitals

- a. If Petrograd is occupied by an enemy Combat Unit or RU Uprising Unit, Russia cannot receive reinforcements.
- b. If Berlin is occupied by an enemy Combat Unit or GE Uprising Unit, Germany cannot receive reinforcements.
- c. If both Vienna and Budapest are occupied by enemy Combat Units or AH Uprising Units, Austria-Hungary cannot receive reinforcements.
- d. If Constantinople is occupied by enemy Combat Units, Turkey cannot receive reinforcements.

16.0 Replacements

16.1 General Rules

- a. During the Replacement Phase, players can spend the number of Replacement Points (RPs) recorded by their RP markers for each Nation on the General Records Track to rebuild that Nation's units.
- b. Reduced-strength units on the mapboard are rebuilt in the spaces that they occupy. Units in the Replaceable Units Box are rebuilt in that box.
- c. RU, GE, AH, and IT RPs are only spent for that Nation's units, except where the rules or Event cards allow conversion.
- d. AP-Allied (AP-A) RPs are only spent for BR, FR, RO, SB, and AP-Allied GR units.
- e. CP-Allied (CP-A) RPs are only spent for TU, BU and CP-Allied GR units.
- f. RPs received from Event cards that specify using the RPs to repair (i.e., rebuild) units on the mapboard must be used immediately. They cannot be used to rebuild units in the Replaceable Units Box.
- g. From the start of the game, 1 GE RP can be converted into 1 TU RP each turn (16.7).
- h. Units in the Eliminated Units Box can never be rebuilt.

► 16.2 RP Costs

- a. Rebuilding an LCU on the mapboard or in the Replaceable Units Box costs 1 RP per step. (So, it costs 2 RPs to rebuild a full-strength LCU and 1 RP to rebuild a reduced-strength LCU.)
- b. Rebuilding an SCU on the mapboard or in the Replaceable Units Box costs 1 RP for every 2 steps. (So, it costs 1 RP to rebuild a full-strength SCU.)

16.2.1 Unspent RPs

RPs not spent during the Replacement Phase are lost. They cannot be saved for a future turn.

► 16.3 RPs and Control of Supply Sources

If enemy Combat Units and/or Uprising Units occupy all the Supply Sources for a Nation during the Replacement Phase, no RPs can be spent to rebuild that Nation's units.

16.4 RPs and Tracing Supply Lines

Combat Units that cannot trace supply lines to [friendly-controlled](#) Supply Sources for its Nation during the Replacement Phase cannot receive RPs.

16.5 Units Not Receiving RPs

- Special Units (yellow symbol backgrounds) do not receive RPs.
- Uprising Units do not receive RPs.
- [WAR IN AFRICA](#) prevents RPs from being spent to rebuild AP-A units this turn. If [Convoy](#) is drawn during the turn, it cannot be used to rebuild AP-A units.
- [GERMAN LABOR STRIKES](#) prevents RPs from being spent to rebuild GE units this turn.
- [RUSSIAN RAILROAD COLLAPSE](#) prevents RPs from being spent to rebuild RU units this turn.

► 16.6 Placement of Rebuilt Units

- LCUs that are rebuilt in the Replaceable Units Box must immediately enter the mapboard. They do not go into the Reserve Box.
- SCUs that are rebuilt in the Replaceable Units Box must immediately enter the mapboard or go into the Reserve Box.
- Rebuilt RU, GE, AH, IT, RO, SB, and GR units that enter the mapboard must be placed on friendly-controlled Supply Sources for their own Nations.
- Rebuilt BR and FR units can enter the mapboard on Lemnos or friendly-controlled Southern Italy (after Italy enters the war).
- If Serbia collapses, no SB units can be rebuilt until [THE SERBS RETURN](#) is played. After that, rebuilt SB units can only enter the mapboard on Lemnos until Belgrade is AP-controlled again. Destroyed SB units that are rebuilt can then enter the mapboard at Belgrade or AP-controlled Monastir.

16.7 Converting RPs

16.7.1 Conversion of CP RPs

- The CP player can convert one GE RP per turn into a TU RP until [ROYAL NAVY BLOCKADE](#) has been played.
- When [ROYAL NAVY BLOCKADE](#) is played, no GE RPs can be converted into TU RPs until a supply line can be traced through CP-controlled spaces from Berlin to Constantinople. (When Bulgaria enters the war, it is a CP ally and a supply line can then be traced through that Nation.)

16.7.2 Conversion of AP RPs

After playing [KITCHENER](#), the AP player can convert 1 AP-Allied RP per turn into an RU RP.

17.0 War Status

17.1 War Status Commitment Levels

There are three levels of War Commitment: Mobilization, Limited War, and Total War.

17.1.1 War Commitment Levels to Start the Game

The AP and CP players start the game in the Summer 1914 Turn (Turn 1) at the Mobilization Level. Each player's War Status marker, and the Combined War Status marker, all start at "0" on the General Records Chart.

17.1.2 Moving War Status Markers

When a Strategy Card contains War Status Points in parentheses to the right of the Event name, and the card is played as an Event, advance the player's War Status marker and the Combined War Status marker on the General Records Track by the number of points in parentheses.

17.2 Changing War Commitment Levels

- War Commitment Levels cannot change in the Summer 1914 Turn (Turn 1), but the War Status markers can still move on the General Records Track.
- Beginning with the Fall 1914 Turn (Turn 2), War Commitment Levels can change, and both players can check for changes in their War Commitment Levels during Step 4 of the War Status Phase.

17.2.1 From Mobilization to Limited War

- If a player's current War Commitment Level is "Mobilization", and his War Status [reaches 4 or higher by](#) or after the Fall 1914 Turn (Turn 2), his War Commitment Level rises to "Limited War" in the War Status Phase of that turn.
- The player then adds his Limited War cards to his Draw Pile and shuffles his Draw Pile and his Discard Pile together—excluding any cards that have been permanently removed—to form a new Draw Pile.

17.2.2 From Limited War to Total War

- If a player's current War Commitment Level is "Limited War", and his War Status [reaches 11 or higher by](#) the War Status [Phase of the turn, his War Commitment Level rises to "Total War"](#).
- The player then adds his Total War cards to his Draw Pile and shuffles his Draw Pile and his Discard Pile together—excluding any cards that have been permanently removed—to form a new Draw Pile.

17.2.3 Decrease in War Commitment Levels

A player's War Commitment Level never decreases, because his War Status cannot decrease.

17.3 Ending the War

17.3.1 Automatic Victory

- a. The game ends with a player's Automatic Victory or in an Armistice. During Step 1 of the War Status Phase, the players check to see if either has occurred.
- b. A CP Automatic Victory occurs if the VP total is 30 or more.
- c. An AP Automatic Victory occurs if the VP total reaches 0.

17.3.2 Armistice

- a. Armistice occurs when there has been no Automatic Victory by end of the Fall 1918 Turn (Turn 18).
- b. Armistice also occurs when the Combined War Status marker is in the same space as the Armistice marker on the General Records Track. During Step 2 of the War Status Phase, the players check to see if this has occurred.
- c. The Armistice marker starts the game at "40" on the General Records Track, but can move downward or upward again (but not beyond "40").
- d. The Armistice marker moves downward on the General Records Track by playing RUSSIAN WAR WEARINESS, and moves upward on the General Records Track by playing LONG LIVE THE TSAR!
- e. The Armistice marker also moves downward on the General Records Track when Nations collapse, as follows:

1. Serbian Collapse	-2	(26.6.2)
2. Romanian Collapse	-2	(26.5.3)
3. Bulgarian Collapse	-3	(26.2.3)
4. Austro-Hungarian Collapse	-4	(23.5)

18.0 Regions

18.1 Movement and Regions

- a. Units move from a space to a connected region at a cost of 1 MP.
- b. Units move between connected regions at a cost of 1 MP.
- c. Units move between the Italian Front Inset Mapboard and Carniola or Tyrol at a cost of 1 MP.
- d. Combat Units can move into a region occupied by enemy units or an Uprising Unit.
- e. Movement is always from point to point along a connecting line. Regions cannot be skipped.
- f. A unit must stop when it moves into a region.

18.1.1 Activating Units in Regions for Movement

- a. Regions are not activated for Movement, but units within the region are.
- b. A player can arrange individual units in a region into stacks of no more than three units each, at no OPS cost. (Place a "Stacked" marker on the units.)
- c. Activate individual units or stacks of units in a region for Movement, as if each unit or stack was a separate space, by placing a Move marker on each unit or stack.

- d. A player need not activate all the units that he has in a region, but can activate as many or as few as he wishes as long as he can pay the OPS cost for activating the stack.
- e. The OPS cost to activate a stack for Movement equals the number of number of nationalities having units in the stack (9.4.1).
- f. Movement of individual units or a stack within a region must be completed before units in another region or space can move.
- g. Stacks of units are not required to move together, and can move to different destinations, or move by different routes to the same destination. Some units in a Stack can move while other units in that Stack remain in place.
- h. Movement of all units must be completed before Combat begins.
- i. Units marked with a Move marker do not have to move, but unused OPS Points are lost.
- j. An Uprising Unit that is placed in a region does not move.

► 18.2 Control of Regions

- a. A Combat Unit takes control of a vacant region by moving into it. An Uprising Unit takes control of a vacant region by being placed there.
- b. If a region is occupied by enemy units or an Uprising Unit, a Combat Unit can move there but cannot take control of the region this way. It will have to destroy the occupying enemy units/Uprising Unit, or force the enemy units to retreat out of the region.
- c. If a region is already occupied by Combat Units, an Uprising Unit can still be placed there but cannot take control of the region this way.
- d. When a Combat Unit takes control of an enemy region, a Control marker for the unit's nationality is placed there.
- e. If an enemy region is captured by units of multiple or mixed nationalities, the Control marker for any of these units' nationalities can be placed there.
- f. Enemy control of a friendly region can be negated when friendly units enter that region by Movement or Advance After Combat. The enemy Control marker is then simply removed.

18.2.1 Control of Regions After Combat

Attacking units take control of a region after Combat when:

- a. There is at least one friendly unit in the region; and
- b. All enemy units in the region are destroyed, eliminated, or retreated; and
- c. There is no Uprising Unit in the region.

18.3 Combat and Regions

- a. Regions are not activated for Attack, but units within the region are.
- b. A player can arrange individual units in a region into stacks of no more than three units (at no OPS cost).
- c. Activate individual units or Stacks of units in a region for Attack, as if each unit or Stack was a separate space, by placing an Attack marker on each unit or Stack.
- d. A player need not activate all the units that he has in a region, but can activate as many or as few as he wishes as long as he can pay the OPS cost for activating the stack (9.4.1).
- e. Combat can occur between friendly and enemy units within the same region.
- f. Attacks can be made from a region to a connected region, from a region to a connected space, or from a space to a connected region.
- g. A multi-stack Attack can be made within a region.
- h. [An attack into a region can be made in combination with an attack by friendly units already in the region, observing the rules for multinational attack.](#)
- i. More than one Stack of attacking units in a region can combine to Attack a space connected to the region.
- j. An Uprising Unit that is placed in a region does not attack..

18.3.1 Defending in a Region

- a. Only one Stack of units in a region can defend against an Attack, with the defending player choosing which units will act as defenders in the Combat.
- b. If the defending player has more than three units in the region, he must use three of those units as defenders.
- c. If the defending player has three or less than three units in the region, he must use all those units as defenders.
- d. The defending player's other units (in excess of three) do not participate in the Combat and cannot be used to absorb Combat losses.

18.4 Regions and Terrain

- a. [Only one attack can be made against or within a region per Action Round. One stack of units in the region defends against the attack, with the defending player choosing which units will be defenders in the Combat.](#)
- b. Terrain in a region does not affect Movement.

► 18.5 Regions and Retreat

- a. Units retreating into a region as the first part of a two-space retreat do not retreat into a second space. Retreating into a region is a full retreat.
- b. If the defending unit or stack in a region loses a Combat, it can retreat to a connected space or region but does not have to. The defending unit or stack can retreat within the region.
- c. Combat Units that retreat into a vacant region take control of the region.

18.6 Regions and Advance After Combat

- a. Attacking units can Advance After Combat into a region—even when the region contains enemy Combat Units or an Uprising Unit—but must stop when they move into the region.
- b. If an Attack from outside the region wins the Combat, up to three full-strength attacking units (LCUs and SCUs) can Advance After Combat into the region.

18.7 Regions and Supply

18.7.1 Tracing Supply Lines through Regions

- a. Units can trace supply lines through unoccupied regions in their own Nation or in friendly Nations.
- b. Units can trace supply lines through regions in enemy Nations that are occupied by friendly units.
- c. Units can trace supply lines through any regions containing enemy Combat Units or an Uprising Unit if those regions are also occupied by friendly units.
- d. Units can trace supply lines into any region that they occupy.

19.0 Trenches

► 19.1 General Rules

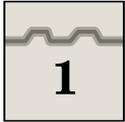
- a. [Trenches can be built during the Action Phase of any turn. Trenches can be built in Clear and Mountain spaces. Trenches can be built in Clear spaces containing Forts, so Units defending a Fort space or besieging a Fort can entrench. Trenches cannot be built in Marsh, Forest, and Sea Invasion spaces; in regions; or on Lemnos.](#)
- b. A player can only build a Trench in a space occupied by an LCU. The LCU is used to entrench the space. If the space contains more than one LCU, one of the LCUs stays in the space to entrench while the others may move.
- c. To entrench a space, it must first be activated for Movement.
- d. [After all movement for the Action Round is complete, the moving player rolls a die for each space which has an LCU attempting to entrench. The moving player may, but does not have to, place a Trench marker in each space where entrenching succeeded \(19.2c\).](#)
- e. An LCU that is used to entrench cannot move in the same Action Round.
- f. [The AP player uses the blue Trench markers, and the CP player uses the gray Trench markers.](#)
- g. Trenches can be built in Clear spaces containing Forts. Units defending a Fort space or besieging a Fort can entrench.
- h. [Uprising Units cannot build Trenches.](#)

► 19.2 Trench Construction

- a. [An LCU of any nationality may attempt to build a Trench in a Clear space. Only GE, AH, IT, and SB LCUs may attempt to build a Trench in a Mountain space. It does not matter whether the LCU building a Trench is full strength or reduced strength.](#)

- b. Only one trench building attempt may be made per space in an Action Round, regardless of the number of LCUs in the space.
- c. Entrenching is attempted by rolling a die. On a roll of 3 or less, the attempt succeeds. On a roll of 4 or more, the attempt fails.
- d. Once a Trench is built, it can be used by friendly LCUs and SCUs.
- e. A space can be activated in the same Action Round to build a Trench or to assemble/disassemble an LCU, but not both.

19.3 Trench Levels



- a. When a Trench is built in a space, place a Level 1 Trench marker of the player's color in that space. Only one Trench marker can be placed in a space.



- b. The Level 2 Trench marker at Doiran is the only Level 2 Trench in the game. (The vast trench systems built on the Western Front did not exist in this theater.)

19.4 Removing Trench Markers

- a. After a Trench is built in a space, the Trench marker remains in the space—even if the space contains no friendly units.
- b. If an enemy Combat Unit enters a Level 1 Trench, the marker is removed.
- c. If an Uprising Unit is placed on a space containing a Level 1 Trench, the marker is removed.
- d. When an enemy unit enters the Level 2 Trench at Doiran, replace it with a Level 1 Trench marker of the enemy's color except when SURRENDER OF FT. RUPEL is played (allowing the CP player to capture the Level 2 Trench intact).

19.5 Trench Effects on Combat

- a. If the defending space contains a Level 1 Trench marker, the Fire Table column used by the attacker shifts one column to the left. In addition, the Fire Table column used by the defender shifts one column to the right.
- b. If the defending space contains a Level 2 Trench marker, the Fire Table column used by the attacker shifts two columns to the left. The Fire Table column used by the defender still shifts only one column to the right.
- c. If a Trench marker is in the attacker's space, it does not affect Combat.

19.6 Out Of Supply Trenches

- a. If a space with a Level 1 Trench suffers OOS attrition, the Trench marker is removed. If a space with a Level 2 Trench suffers OOS attrition, the Trench marker is replaced with an enemy Level 1 Trench marker.
- b. Trenches in an undestroyed friendly Fort space do not suffer attrition.

20.0 Forts

20.1 General Rules

► 20.1.1 Entering a Fort Space

- a. Combat Units cannot enter a space containing an unbesieged enemy Fort during Movement or Advance After Combat unless they can besiege the Fort.
- b. If any Combat Units enter an unbesieged enemy Fort space during Movement or Advance After Combat, the number of units required to besiege the Fort must stop in that space.
- c. Uprising Units can be placed in a space containing an undestroyed Fort, but cannot attack or besiege the Fort.
- d. Combat Units occupying a friendly Fort space are not inside the Fort. Forts have a Combat Factor (CF) that represents the garrison.

20.1.2 Attacking a Fort before a Successful Siege

- a. Forts do not have to be besieged in order to be destroyed.
- b. An unbesieged Fort can be destroyed by an Attack from a connected space or region.
- c. A besieged Fort can only be attacked by units in its space.

20.1.3 Fort Combat Strength

- a. Forts add their CF to the Combat Strength of friendly units defending the Fort space.
- b. Forts do not add their CF to the Combat Strength of friendly units attacking from a Fort space.

20.1.4 Forts and Trenches

- a. If a Fort space also contains a Trench marker, defending units in that space apply the effects of the Trench to Combat.
- b. If a Fort space contains a Trench marker, but there are no friendly units in the space, the Fort does not benefit from the Trench.
- c. Forts themselves cannot build Trenches.

20.1.5 Control of Fort Spaces

- a. As long as there is an undestroyed Fort in the space, a Fort space cannot be controlled by the enemy—even if the Fort is besieged.
- b. A player cannot claim a VP for an enemy Fort space until he takes control of that space.

20.1.6 Forts and Advance After Combat

- a. If a space contains an undestroyed enemy Fort, attacking units cannot Advance After Combat into that space unless they can besiege the Fort.
- b. If a space contains an undestroyed enemy Fort and its defending units take a two-space retreat, attacking units in excess of those required to besiege the Fort can Advance After Combat beyond the Fort's space.
- c. If defending units take a two-space retreat through an undestroyed friendly Fort space that was not part of the Combat, attacking units can Advance After Combat into that Fort's space if they can besiege the Fort.

20.1.7 Russian Forts

CP units cannot attack RU Fort spaces until OberOst is played or the CP War Status is at least 4. However, CP units can besiege and pass through unoccupied RU Fort spaces (20.1.1).

20.1.8 German Forts

AP units cannot attack, enter, or besiege a GE Fort space during the Summer 1914 Turn (Turn 1).

20.2 Destroying a Fort

- a. When a Fort space containing friendly Combat Units is attacked, the Fort itself is unaffected by the Combat until all defending units are destroyed or permanently eliminated.
 1. If the attacker's Loss Number exceeds what is needed to destroy or permanently eliminate the defending Combat Units, the unused portion of the Loss Number can be applied to destroy the Fort.
 2. The Fort is destroyed if the remaining Loss Number is equal to or greater than the Fort's CF.
- b. A defending Fort is not affected by an attacker's Loss Number if any defending units survive the Combat—even if those defending units retreat from the Fort space.
- c. If a Fort is attacked when no defending units are in its space, the Fort is destroyed if the attacker's Loss Number is equal to or greater than the Fort's CF.
- d. Forts do not take partial damage. They are either fully intact or completely destroyed.
- e. Once a Fort is destroyed, it remains so for the duration of the game. Forts cannot be repaired.
- f. When a Fort is destroyed, immediately place a Destroyed Fort marker on the Fort space. If attacking units Advance After Combat into the destroyed Fort's space, transfer control of the space to the attacking player.

20.3 Besieging a Fort

► 20.3.1 How to Besiege an Enemy Fort



- a. To besiege an enemy Fort, at least one LCU—or a number of SCUs equal to the Fort's CF—must enter the Fort space as a result of Movement or Advance After Combat. When this occurs, place a Besieged Fort marker on the Fort space.
- b. If any Combat Units enter an unbesieged enemy Fort space during Movement, the number of units required to besiege the Fort must stop in that space. Excess units not required for a siege can continue their Movement.
- c. If any Combat Units enter an unbesieged enemy Fort space during Advance After Combat, the number of units required to besiege the Fort must stop in that space. Units not required for a siege can continue their Advance After Combat.
- d. Combat Units cannot enter an unbesieged enemy Fort space during Movement or Advance After Combat unless enough units will enter the space by the end of the Action Round to besiege the Fort.

20.3.2 Effects of Siege

As long as the besieger has a sufficient number of Combat Units in an enemy Fort space to besiege the Fort:

- a. The besieger can trace a line of supply into or through the Fort space.
- b. The besieger can move units through the Fort space during Movement without having to stop.

20.3.3 Attacks by Besieging Units

- a. A player can activate a besieged enemy Fort space for Attack, but only those Combat Units unneeded to besiege the Fort can participate in the Attack.
- b. All units in the besieged Fort space can attack the Fort itself.

20.3.4 Moving Units off Besieged Forts

- a. A player cannot Move units off a besieged enemy Fort space if it would leave an insufficient number of friendly units in that space to besiege the Fort.
- b. A player can move all his units off a besieged enemy Fort space if he is abandoning the siege.

20.3.5 Losses to Besieging Units

If units besieging an enemy Fort are attacked and take losses that reduce them below the minimum required to besiege the Fort, then:

- a. The siege is broken and the Besieged Fort marker is removed.
- b. No surrender die roll is made during the Siege Phase.
- c. Besieging units are required to leave that Fort space in their next Action Round, unless sufficient units are then added to besiege the Fort.
- d. The besieger's lines of supply cannot be traced through the Fort space, but can still be traced into that space.
- e. Additional friendly units that move into the enemy Fort space must stop until there are enough units to besiege the Fort.

20.4 Surrender of Besieged Forts

20.4.1 Making Surrender Checks

- a. During the Siege Phase of each turn, the players check to see if any besieged Forts surrender.



- b. To check for surrender, roll a six-sided die for each besieged Fort. If the number is greater than the Fort's CF, the Fort surrenders, and the Fort itself is destroyed. Place a Destroyed Fort marker on the Fort space, and transfer control of the space to the besieging player.
- c. If the die roll is equal to or less than the Fort's CF, the Fort does not surrender.

20.4.2 Sieges and Severe Weather Checks

Units can besiege Forts and conduct surrender checks without making a Severe Weather Check because a siege is not Combat.

20.5 Forts and Supply

- a. Forts do not need to trace a supply line to a friendly Supply Source, and are therefore unaffected by the Fort space being Out-Of-Supply.
- b. Units occupying a friendly Fort space must still trace a supply line to a friendly-controlled Supply Source belonging to its own Nation or an ally.
- c. Spaces containing friendly Forts remain under friendly control, even if the space would otherwise be Out-Of-Supply.
- d. Supply lines can be traced through a space containing a besieged enemy Fort.

21.0 Flank Attacks

The attacker can declare a Flank Attack Attempt against a defending space if the following conditions are met:

- a. There are attacking units in two or more spaces connected to the defending space.
- b. At least one of the attacking units is an LCU.

21.1 Restrictions on Flank Attacks

- a. Flank Attacks cannot be made against a space where all the attacking units make their Attack across a defending space's Water Crossing side(s). Where attacking units make their Attack across a defending space's Water Crossing and non-Water sides in combination, Flank Attacks are permitted.
- b. Flank Attacks cannot be made against a Marsh or Mountain space.
- c. Flank Attacks cannot be made against a space having a Trench marker.
- d. Flank Attacks cannot be made against units in a region.
- e. Flank Attacks cannot be made using OOS units.
- f. Flank Attacks cannot be made against a space occupied by Uprising Units.

21.2 Forts and Flank Attacks

- a. Flank Attacks cannot be made against Fort spaces that do not contain Combat Units.
- b. Flank Attacks can be made against unentrenched Combat Units in a Fort space.

21.3 Pinning Spaces and Flank Attack DRMs

- a. When attempting a Flank Attack, the attacker must designate one attacking space as the "Pinning Space".
- b. For each attacking space (other than the Pinning Space) that is not connected to an enemy-occupied space (other than the defending space), the attacking units receive a +1 DRM for the Flank Attack Attempt die roll.
- c. Some cards may also be played for Flank Attack DRMs.

21.4 Resolving Flank Attacks

- a. The attacker first rolls a six-sided die to resolve the Flank Attack Attempt, adjusted by any DRMs.
- b. If the modified die roll is 4 or more, then the Flank Attack Attempt succeeds and the attacker goes to the Resolve Combat step before the defender, including the infliction of losses on the defender. The defender's Combat Strength is reduced by any losses he incurs before he rolls for defensive fire.
- c. If the modified die roll is 3 or less, then the Flank Attack Attempt fails and the defender goes to the Resolve Combat step before the attacker, including the infliction of losses on the attacker. The attacker's Combat strength is reduced by any losses he incurs before he rolls for offensive fire.
- d. In a failed Flank Attack Attempt, the attacker's CCs are still used when he rolls for the results of his offensive fire.

22.0 Assembling & Disassembling LCUs

22.1 Where LCUs Can Be Assembled

- a. A full-strength LCU can be assembled in any friendly-supplied space or region that contains:
 1. Three full-strength SCUs of the same nationality as the LCU, or
 2. A reduced-strength LCU and a full-strength SCU of the same nationality.
- b. A reduced-strength LCU can be assembled in any friendly-supplied space or region that contains two full-strength SCUs of the same nationality as the LCU.

22.2 Composition of Assembled LCUs

- a. When assembling a full-strength LCU from three SCUs, the first two SCUs must be from the same nationality and unit type as the LCU being assembled, and the third SCU can be any infantry or cavalry from that nationality.
- b. When assembling a full-strength LCU from a reduced-strength LCU and a full-strength SCU, the SCU can be any infantry or cavalry from the LCU's nationality.
- c. When assembling a reduced-strength LCU, one SCU must be from the same nationality and unit type as the LCU being assembled, and the other SCU can be any infantry or cavalry from the LCU's nationality.
- d. A mixed-nationality LCU must be assembled by using SCUs of both nationalities. Assembling a full-strength LCU must use two SCUs from one nationality and one SCU from the other nationality. Assembling a reduced-strength LCU must use one SCU from each nationality.
- e. Special Units (having yellow unit symbol backgrounds) cannot be used to assemble LCUs.
- f. Uprising Units cannot be used to assemble LCUs.

22.3 How to Assemble LCUs

- a. Activate for Movement the space or the stack of units (in a region or Lemnos) where the LCU is being assembled.
- b. To assemble a full-strength LCU from three full-strength SCUs:
 1. Take a full-strength LCU counter from the Replaceable Units Box;
 2. Transfer two SCUs from their space or region to the Replaceable Units Box, and transfer one SCU to the Reserve Box; and
 3. Put the full-strength LCU in that space or region.
- c. To assemble a full-strength LCU from a reduced-strength LCU and a full-strength SCU:
 1. Put the full-strength SCU into the Reserve Box; and
 2. Flip the reduced-strength LCU over onto its full-strength side.
- d. To assemble a reduced-strength LCU from two full-strength SCUs:
 1. Take a reduced-strength LCU counter from the Replaceable Units Box;
 2. Transfer one SCU from its space or region to the Replaceable Units Box, and transfer one SCU to the Reserve Box; and
 3. Put the reduced-strength LCU in that space or region.
- e. An LCU cannot move in the same Action Round that it was assembled.

22.4 How to Disassemble LCUs

- a. Activate for Movement the space or the unit (in a region or Lemnos) where the LCU is being disassembled..
- b. To disassemble a full-strength LCU into three full-strength SCUs:
 1. Take three full-strength SCU counters from the Reserve Box;
 2. Transfer the LCU from its space or region to the Replaceable Units Box; and
 3. Put the full-strength SCUs in that space or region. The first two SCUs must be from the same nationality and unit type as the LCU being disassembled, and the third SCU can be any infantry or cavalry unit from that nationality.
- c. To disassemble a reduced-strength LCU into two full-strength SCUs:
 1. Take two SCU counters from the Reserve Box;
 2. Transfer the LCU from its space or region to the Replaceable Units Box; and
 3. Put the full-strength SCUs in that space or region. One SCU must be from the same nationality and unit type as the LCU being disassembled, and the other SCU can be any infantry or cavalry unit from that nationality.
- d. Units from a disassembled LCU cannot move in the same Action Round that the LCU was disassembled.
- e. A mixed-nationality LCU must be disassembled into SCUs of both nationalities. A full-strength LCU must be disassembled

into two SCUs of one nationality and one SCU of the other nationality. A reduced-strength LCU must be disassembled into one SCU from each nationality.

- f. If there are two reduced-strength LCUs in the same space or stack, one LCU can be disassembled into two full-strength SCUs and then one SCU can be used to build the remaining LCU to full strength.

23.0 Rebellion & Revolution

23.1 Mechanics of Rebellion

VP space losses and Events can diminish National Will and lead to Rebellion in Russia, Germany, or Austria-Hungary. This is represented by the downward movement of RU, GE, and AH National Will markers on the General Records Track. Each marker starts the game in the “19” space on the General Records Track.

23.2 Tracking National Will

- a. The RU, GE, and AH National Will markers move -2 on the General Records Track when its Nation loses control of a home VP space.
- b. The RU, GE, and AH National Will markers move +2 on the General Records Track when its Nation or an ally retakes control of that Nation’s home VP space.
- c. Movement of National Will markers for each of those Nations can also be affected by Events.
- d. If downward movement of the RU, GE, or AH National Will markers reaches National Demoralization (the “9” space or lower on the General Records Track), then Rebellion can break out in that Nation. Rebellion is represented by placing Uprising Units in that Nation (23.3).
- e. Downward movement of RU, GE, and AH National Will markers cannot go below the “0” space on the General Records Track.

23.3 Uprising Units

23.3.1 When to Enter the Mapboard

- a. If the AH National Will marker has reached National Demoralization by Step 1 of the Rebellion/Revolution Phase, the AP player can immediately place 2 AH Uprising Units in separate AH spaces and/or regions without cost.
- b. If the GE National Will marker has reached National Demoralization by Step 1 of the Rebellion/Revolution Phase, the AP player can immediately place 2 GE Uprising Units in separate GE spaces and the Brandenburg region without cost.
- c. If the RU National Will marker has reached National Demoralization by Step 1 of the Rebellion/Revolution Phase, the CP player can immediately place 2 RU Uprising Units in separate RU spaces and/or regions without cost.
- d. If the RU, GE, or AH National Will marker advances above National Demoralization, no more Uprising Units can be placed in that Nation until its National Will marker re-enters National Demoralization.

23.3.2 Where to Enter the Mapboard

- Uprising Units can be placed in any of their Nation's unoccupied spaces or in any of their Nation's regions.
- Uprising Units cannot be placed in spaces or regions outside of their own Nation.
- An Uprising Unit can be placed in a Fort space, but does not control the Fort and cannot use its Combat Strength.
- An Uprising Unit can be placed in a space containing a Trench marker, but the marker must then be removed. Uprising Units cannot use Trenches.
- If an Uprising Unit is placed in a VP space, it takes control of that space and the player who lost control of the space to the Uprising Unit loses 1 VP.

23.3.3 Uprising Units and Combat

- An Uprising Unit remains on the mapboard until it is destroyed by Combat. When an Uprising Unit is destroyed, it is removed from the mapboard but can be used again.
- Combat Units can attack an Uprising Unit of any Nation, since no Uprising Unit is friendly to them.

23.4 Russian Revolution

23.4.1 Timing of the Russian Revolution



- When RUSSIAN FOOD RIOTS is played, place its marker in the current Turn space as a reminder. This is a prerequisite for playing RUSSIAN REVOLUTION.
- Alternatively, RUSSIAN REVOLUTION can be played when there is an Uprising Unit in Russia. When RUSSIAN REVOLUTION is played, put the Revolution marker on the Turn Record Track one space ahead of the current turn.
- When RUSSIAN REVOLUTION is played, put the Revolution marker on the Turn Record Track one space ahead of the current turn.
- When the Turn marker enters the same turn space as the Revolution marker, transfer the Revolution marker to the red "RU Revolution" space on the Russian Revolution Track. This begins the Russian Revolution.

23.4.2 Stages of the Russian Revolution

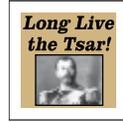
- In each following Rebellion/Revolution Phase, move the Revolution marker ahead one Stage on the Russian Revolution Track.
- As the Russian Revolution enters each Stage, apply the following effects:
 - Revolution Stage 1:** Cards can no longer be played to get RU Reinforcements.
 - Revolution Stage 2:** RU RPs cannot be accumulated, and AP-A RPs cannot be converted to RU RPs.
 - Revolution Stage 3:** Reduce all full-strength RU LCUs on the mapboard by one step.
 - Revolution Stage 4:** Replace each RU LCU with a full-strength RU SCU of any type (except an RU Uprising Unit), taken from the Reserve Box and put the LCU into the Replaceable Units Box. If no RU SCUs are available, put the

LCU into the Replaceable Units Box without a replacement. RU SCUs cannot be used to assemble LCUs.

- The effects of each Stage are cumulative.
- The Russian Revolution cannot advance Stages if there are no Uprising Units in Russia.

23.4.3 Suppressing the Russian Revolution

- The AP player can suppress the Russian Revolution by following these steps:



- Destroy all RU Uprising Units on the mapboard.
- Play LONG LIVE THE TSAR! and put its marker on the **current Turn space**.
- After placing the "Long Live the Tsar!" marker on the **current Turn space**, remove the Revolution marker from the Russian Revolution Track.
- When the Revolution marker is removed: (a) cards can be played to get RU Reinforcements, (b) cards can be played to get RU RPs, (c) RPs can be used to rebuild RU units, (d) AP-A RPs can be converted to RU RPs, and (e) RU LCUs can be assembled.
- The Russian Revolution remains suppressed until plays FALL OF THE TSAR is played. When this card is played, put the Revolution marker on the Turn Record Track one space ahead of the current turn. When the Turn marker enters the same Turn space as the Revolution marker, transfer the Revolution marker to the red "RU Revolution" space on the Russian Revolution Track. After that, the Russian Revolution resumes in accordance with these rules (23.4.2).

23.5 Collapse of Austria-Hungary

- If all VP spaces in Austria-Hungary are occupied by AP Combat Units and/or Uprising Units in Step 4 of the War Status Phase, Austria-Hungary collapses and is out of the war.
- If Austria-Hungary collapses:
 - Remove all AH Combat Units from the mapboard. Do not remove any AH Uprising Units, but place no more of them on the mapboard.
 - AP Combat Units can move into any AH spaces or regions, can attack any CP Combat Units or Uprising Units in Austria-Hungary, and can enter any AH spaces or regions as a result of Combat.
 - CP Combat Units can move into any AH regions or unoccupied AH spaces, can attack any AP Combat Units or Uprising Units in Austria-Hungary, and can enter any AH spaces or regions as a result of Combat.
 - Austro-Hungarian collapse is permanent.

23.6 Collapse of Germany

- Germany does not collapse.
- If AP and/or Uprising Units control Berlin and all other German VP spaces, but do not control Brandenburg, then GE units tracing a supply line to Brandenburg can still activate for Movement or Attack, receive RPs, and use SR.

24.0 Troop Quality

As RU, IT, GE, and AH casualties mount, the drain on their national manpower reserves and officer corps is reflected in the reduction of their Troop Quality.

24.1 Tracking Troop Quality



- a. Each of these Nations has a Troop Quality marker that moves downward on the General Records Track to represent this. Troop Quality markers all start in the “16” space on the General Records Track.
- b. Each time that a GE, AH, RU, or IT LCU is destroyed, the Troop Quality marker of that Nation moves -1 on the General Records Track **but the destroyed LCU can be rebuilt**.
- c. Each time that a GE, AH, RU, or IT LCU permanently eliminated, the Troop Quality marker of that Nation **moves -1** on the General Records Track **and the eliminated LCU cannot be rebuilt**.
- d. Each time that a Strategy Card is played to bring GE, AH, RU, or IT reinforcements onto the mapboard, the Troop Quality marker of that Nation **moves -2** on the General Records Track (unless the card says otherwise).
- e. Downward movement of RU, IT, GE, or AH Troop Quality markers cannot go below the “0” space on the General Records Track.

24.2 Effect on Reinforcements

- a. When the RU, IT, GE, or AH Troop Quality marker reaches Poor Troop Quality (the “1” space or below on the General Records Track):
 1. Infantry reinforcements of that Nation, taken during the Action Phase, are placed on the mapboard with the step reduction described on the Reinforcement Card.
 2. Reinforcements that are RU, AH, or GE cavalry, or GE Hvy Arty, are unaffected by this rule.
- b. When playing a Reinforcement Card causes the Troop Quality marker of a Nation to move into the Poor Troop Quality space, the reinforcements on that card do not come onto the mapboard with the step reductions described **on the card**. **The step reductions apply to the next Reinforcement Cards played**.

25.0 Sea Invasions

25.1 General Rules

- a. AP LCUs can conduct Sea Invasions, but AP SCUs cannot. No CP units can conduct Sea Invasions.
- b. Only LCUs on Lemnos can be used for Sea Invasions.
- c. Three Strategy Cards are used for Sea Invasions: SALONIKA INVASION, ALBANIAN GAMBIT, and NOEMVRIANA.
- d. Sea Invasions cannot be conducted during a Winter Turn.
- e. The AP player can play no more than one Sea Invasion card per non-Winter Turn.
- f. Playing RULE BRITANNIA is a prerequisite for playing any Sea Invasion card.
- g. Landing markers used to execute Sea Invasions, and are placed on the mapboard as indicated on the Sea Invasion cards.

25.2 Executing Sea Invasions

25.2.1 Using the Landing Marker

- a. The AP player executes a Sea Invasion in the as follows:



1. Play a Sea Invasion card and place a Landing marker in the Sea Invasion space indicated on the card.
 2. In any later Action Round, activate an LCU or stack of LCUs on Lemnos for Movement, move them to the Landing marker, and then stop.
 3. AP units that have moved from Lemnos to a Sea Invasion space are unaffected by playing U-BOATS IN THE MEDITERRANEAN or by playing UNRESTRICTED SUBMARINE WARFARE afterward.
 4. A Sea Invasion card cannot be played, and AP units cannot move from Lemnos to a Sea Invasion space, after U-Boats in the Mediterranean or Unrestricted Submarine Warfare has been played.
- b. There are three Sea Invasions that can occur in the game, and there are three Landing markers for use in those Sea Invasions.

25.2.2 Activating LCUs on Lemnos for Sea Invasion

- a. The AP player may arrange LCUs on Lemnos into stacks of no more than three units (at no OPS cost), and place a “Stacked” marker on top of the units.
- b. Activate an LCU or stack of LCUs on Lemnos for Movement by placing a Move marker on the unit or stack.
- c. The OPS cost to activate a stack for Movement equals the number of number of friendly nationalities having units in the stack (9.4.2).
- d. Move the **activated** LCU or stack to a Sea Invasion space that has a Landing marker.

25.2.3 Using Sea Invasion Spaces

- a. LCUs moving from Lemnos to a Sea Invasion space must stop on the Sea Invasion space. They cannot continue movement to another space in the same Action Round. Units cannot be moved from Lemnos to a Sea Invasion space by playing **FORCED MARCH**.
- b. In any later Action Round, the Sea Invasion space can be activated for Movement. AP LCUs which landed in that space can move to the connected Port space and inland spaces at the usual cost of 1 MP per space.
- c. In any later Action Round, the Sea Invasion space can also be activated for Attack and units in that space can attack the connected Port space if it contains enemy units.
- d. If a Sea Invasion space contains a Landing marker, AP LCUs can move to it from a connected Port space at a cost of 1 MP and then stop. In any later Action Round, the Sea Invasion space can be activated for Movement and LCUs in that space can move to Lemnos.
- e. LCUs moving from a Sea Invasion space to Lemnos must stop on Lemnos. They cannot continue movement through Lemnos to another Sea Invasion space in the same Action Round. Units cannot be moved from a Sea Invasion space to Lemnos by playing **CAVALRY SCREEN**.
- f. SCUs do not use Sea Invasion spaces for sea movement. They must **SR By Sea** from Port space to Port space. Lemnos is treated as a port (13.3).

25.2.4 Sea Invasion Space Limitations

- a. The same stacking limits that apply to spaces on land also apply to Sea Invasion spaces.
- b. If a Sea Invasion space does not contain a Landing marker, AP LCUs cannot move to that space until the AP player conducts a Sea Invasion and places a Landing marker in that space.
- c. Only three Landing markers can be used in the game. Once they are used, they cannot be re-used if removed from the mapboard. Once removed from the mapboard, a Landing marker is permanently removed from the game.

25.2.5 Winter Restrictions

- a. No Sea Invasion card can be played as an Event during a Winter Turn.
- b. No Landing marker can be placed on a Sea Invasion space during a Winter Turn.
- c. LCUs on Lemnos cannot move to a Sea Invasion space during a Winter Turn.
- d. Sea Invasion spaces that contain Landing markers can be activated for Movement or Attack during a Winter Turn, but no LCUs can move from Sea Invasion spaces to Lemnos then.

25.3 Withdrawal By Sea

- a. AP LCUs in a Sea Invasion space can move to Lemnos by a **Withdrawal Under Fire** or by a **Safe Withdrawal**.
- b. AP SCUs do not use Withdrawals By Sea.

25.3.1 Withdrawals Under Fire

- a. The AP player can **Withdraw Under Fire** by activating a Sea Invasion space for Movement when it is connected to a Port space occupied by enemy units. The AP player then moves his LCUs to Lemnos and places a “Withdrawal Under Fire” marker on them.
- b. When the withdrawn LCUs land on Lemnos, they must stop. Each LCU withdrawn under fire is reduced by one step.
- c. In any later Action Round, those LCUs can participate in another Sea Invasion, or move to a Sea Invasion space that already has a Landing marker. (Remove the “Withdrawal Under Fire” marker from them.)

25.3.2 Safe Withdrawal

- a. The AP player can make a **Safe Withdrawal** by activating a Sea Invasion space for Movement when it is connected to a Port space unoccupied by enemy units. The AP player then moves his LCUs to Lemnos and places a “Safe Withdrawal” marker on them.
- b. When the withdrawn LCUs land on Lemnos, they must stop. LCUs making a **Safe Withdrawal** do not suffer any step reductions.
- c. In any later Action Round, those LCUs can participate in another Sea Invasion, or move to a Sea Invasion space that already has a Landing marker. (Remove the “Safe Withdrawal” marker from them.)

25.4 Enemy Attack Against Sea Invasion Spaces

- a. If a Sea Invasion Space is occupied by AP units, it can be attacked as a Clear space.
- b. If all defending AP units are destroyed, the Landing marker in the space is removed from the game.
- c. The CP player then adds 1 GE, AH, or CP-A RP to the General Records Track representing captured supplies.
- d. CP units cannot attack an unoccupied Sea Invasion Space, even if it contains a Landing marker.

25.5 Russian Amphibious Assault

- a. Once per game, the RU Black Sea SCU can make an amphibious assault. This is done by activating the Port space it occupies for Movement, and then moving the unit to any unoccupied Port space on the Black Sea. It is done without using SR, but cannot occur during a Winter Turn.
- b. The RU Black Sea SCU cannot make an amphibious assault on Constanta until Romania enters the war, and cannot make an amphibious assault on Varna or Burgas until Bulgaria enters the war.
- c. Once the RU Black Sea SCU conducts its amphibious assault, that special ability cannot be used again. Place the “No RU Amphib Assaults” marker on its mapboard space as a reminder.
- d. The RU Black Sea SCU can besiege any enemy Fort by itself. Other AP units can therefore move through a space containing an undestroyed enemy Fort without stopping when the space is occupied by the RU Black Sea SCU.

26.0 Neutral & Minor Countries

26.1 Albania

26.1.1 General Rules

- AP and CP units cannot move, attack, or retreat into any spaces in neutral Albania.
- AP and CP units that move or retreat into neutral Albania are immediately interned and go directly to the Replaceable Units Box, except that: (1) SB and MN SCUs are not interned until the end of the Action Phase, and (2) SB and MN SCUs may SR from—but not to—neutral Albanian ports.
- SB and MN units can trace a supply line to Lemnos through neutral Albanian ports.
- Albania is neutral until Italy enters the war.
- Albania never collapses.

26.2 Bulgaria

26.2.1 General Rules

- AP and CP units cannot move, attack, or retreat into any spaces in neutral Bulgaria.
- AP and CP units that move or retreat into neutral Bulgaria are immediately interned and go directly to the Replaceable Units Box.
- BU units are placed on the mapboard when Bulgaria enters the war. (See the Neutral Entry Setup Chart.)
- BU units cannot move into Swamp spaces.
- BU units can attack, but cannot Advance After Combat, into Swamp spaces.
- BU units cannot move into Turkey. If a BU unit is forced to retreat into Turkey, it must leave Turkey by the end of the next Action Round or it will be interned and go directly to the Replaceable Units Box.

26.2.2 Bulgarian Entry into the War

- When BULGARIA is played, all the BU, GE, AH, BR, and FR units listed under “Bulgarian Entry” on the Neutral Entry Setup Chart are placed on the mapboard. Bulgaria then enters the game as a CP ally.
- If Bulgaria enters the war, the CP player receives a Victory Point for each Bulgarian VP space (and loses a Victory Point for each Bulgarian VP space later captured by the AP player).
- After Bulgaria enters the war, BU units that can trace a supply line to friendly-controlled Sofia or Burgas can move or attack, use SR, and receive RPs.
- BU units that can only trace a supply line to friendly-controlled Supply Sources for other CP Nations can activate for Movement or Attack at +1 OPS, cannot use SR, and cannot receive RPs.

26.2.3 Bulgarian Collapse

- Bulgaria collapses if the AP Player controls both Bulgarian VP spaces in Step 4 of the War Status Phase. Bulgarian Collapse is permanent, and BU Supply Sources can no longer supply CP units.

- If Bulgaria collapses, permanently remove all BU units from the gameboard. Replace the 61st and 62nd Gen. Kdo. LCUs with one full-strength GE Regular or Reserve Infantry SCU each. (If these are not available, there is no replacement.)
- After Bulgaria collapses, AP and CP units can still move into or attack BU spaces.

26.3 Greece

26.3.1 General Rules

- GR units are placed on the mapboard to start the game. Only a player allied with Greece can move them, except when SURRENDER OF FT. RUPEL is played to reposition neutral GR units.
- GR units are always in supply within Greece. GR units outside Greece must trace a supply line to Athens. Supplied GR units can activate for Movement or Attack, use SR, and receive RPs.
- AP and CP units can enter or trace supply lines overland through any vacant space in neutral Greece, but cannot trace supply lines by sea through a neutral Greek port.
- AP and CP units can only trace supply lines by sea through Port spaces in neutral Greece that are friendly-controlled.
- AP and CP SCUs can SR By Sea to or from friendly-controlled Port spaces in neutral Greece.
- A player only controls a space in neutral Greece while he occupies it. However, there are exceptions:
 - Salonika becomes an AP-controlled Port space without violating Greek neutrality when:
 - INTERVENTION IN THE BALKANS is played to put the BR/GR Nat'l. Defense Corps in Salonika,
 - AP LCUs enter Salonika from this Port's connected Sea Invasion space after SALONIKA INVASION is played,
 - AP units move into Salonika from any other spaces, or
 - AP units Advance After Combat into Salonika.
 - Ft. Rupel and Doiran become CP-controlled without violating Greek neutrality when SURRENDER OF FT. RUPEL is played.
 - If an AP or CP unit moves into Athens while Greece is neutral, this violates Greek neutrality. The moving player places his Control marker there and rolls a six-sided die. Greece enters the war as an ally of the opposing player on a die roll of 5 or 6.
 - If a CP unit moves into Salonika while Greece is neutral, this also violates Greek neutrality. The CP player places his Control marker there and rolls a six-sided die. Greece enters the war as an AP ally on a die roll of 5 or 6.
- AP and CP units can attack each other in neutral Greece, but an attack on any neutral GR unit will immediately cause Greece to enter the war as an ally of the attacker's opponent.
- If Greece enters the war as an AP ally, the AP player receives one Victory Point for each Greek VP space that is not CP-controlled. The AP player does not receive a Victory Point for Athens or Salonika if he already controls it. (The AP player loses one VP for each Greek VP space later captured by the CP player.)

- g. If Greece enters the war as a CP ally, the CP player receives one Victory Point for each Greek VP space that is not AP-controlled. The CP player does not receive a Victory Point for Athens or Salonika if he already controls it. (The CP player loses one VP for each Greek VP space later captured by the AP player.)

26.3.2 Greek Entry into the War

- Greece enters the war as an AP ally when GREECE is played in the AP Action Round—unless KING CONSTANTINE is played in the CP Action Round immediately after.
- Greece becomes a CP ally if KING CONSTANTINE is played when all VP spaces in Serbia, Romania, and Bulgaria are CP-controlled.
- If Greece becomes a CP ally:
 - GREECE cannot be played for its Event, [but the card can still be played for its War Status Points](#).
 - The CP player takes control of all GR units except for the BR/GR Nat'l. Defense Corps SCU (which always belongs to the AP player).
 - AP units can only trace supply lines through Greek spaces that they control.
- If Greece becomes an AP ally, CP units can only trace supply lines through Greek spaces that they control.
- [Greece cannot switch sides. When Greece becomes an AP or a CP ally, no card can be played to make it join the opposing side.](#)
- [When Greece enters the war, a player who moves into or through a space in Greece controls that space.](#)

26.3.3 Greek Collapse

- Greece does not collapse.
- If CP units control both VP spaces in AP-allied Greece, GR units that can only trace a supply line to friendly-controlled Supply Sources of other AP Nations can activate for Movement or Attack at +1 OPS, cannot use SR, and cannot receive RPs.
- If AP units control both VP spaces in CP-allied Greece, GR units that can only trace a supply line to friendly-controlled Supply Sources of other CP Nations can activate for Movement or Attack at +1 OPS, cannot use SR, and cannot receive RPs.

26.4 Italy

26.4.1 General Rules

- AP and CP units cannot move, attack, or retreat into any spaces in neutral Italy.
- AP and CP units that [move or](#) retreat into neutral Italy are immediately interned and go directly to the Replaceable Units Box.
- IT units are placed on the mapboard when Italy enters the war. (See the Neutral Entry Setup Chart.)

26.4.2 Italian Entry into the War

- When ITALY is played, AP and CP units listed under “Italian Entry” on the Neutral Entry Setup Chart are placed on the Italian Front Inset Map. Italy then enters the war as an AP ally.
- If Italy enters the war, the AP player receives a Victory Point for each Italian VP space (and loses a Victory Point for each Italian VP space later captured by the CP player).
- After Italy enters the war, IT units that can trace a supply line to friendly-controlled Venice or Southern Italy can activate for Movement or Attack, use SR, and receive RPs.
- IT units that can only trace a supply line to friendly-controlled Supply Sources for other AP Nations can activate for Movement or Attack at +1 OPS, cannot use SR, and cannot receive RPs.

26.4.3 Italian Collapse

- Italy does not collapse.
- [If CP units control both Italian VP spaces, but do not control Southern Italy, then:](#)
 - [IT, BR, and FR units that can trace a supply line to Southern Italy can activate for Movement or Attack, use SR, and receive RPs; and](#)
 - [IT, BR, and FR reinforcements can be placed in Southern Italy.](#)

26.5 Romania

26.5.1 General Rules

- Neither player can move into Romania until it enters the war.
- RO units are placed on the mapboard when Romania enters the war (see the Neutral Entry Setup Chart).
- If Romania is neutral when the Russian Revolution begins, ROMANIA cannot be played for its Event (and cannot be played for its Event later if the Russian Revolution is suppressed). [It can still be played for its War Status Points.](#)

26.5.2 Romanian Entry into the War

- When ROMANIA is played, AP and CP units listed under “Romanian Entry” on the Neutral Entry Setup Chart are placed on the mapboard. Romania then enters the war as an AP ally.
- If Romania enters the war, the AP player receives a Victory Point for each Romanian VP space (and loses a VP for each Romanian VP space later captured by the CP player).
- After Romania enters the war, RO units that can trace a supply line to friendly-controlled Bucharest, Constanta, or Odessa can activate for Movement or Attack, use SR, and receive RPs.
- RO units that can only trace a supply line to friendly-controlled Supply Sources for other AP Nations can activate for Movement or Attack at +1 OPS, cannot use SR, and cannot receive RPs.

26.5.3 Romanian Collapse

- a. Romania collapses if the CP player controls both VP spaces in Romania in Step 4 of the War Status Phase.
- b. If Romania collapses:
 1. RO units that can trace a supply line to Odessa remain on the mapboard, but all other RO units are removed.
 2. RO units that can trace a supply line to Odessa can activate for Movement or Attack, use SR and receive RPs.
- c. After Romania collapses, AP and CP units can still move into RO spaces and attack enemy units in Romania.

26.6 Serbia and Montenegro

26.6.1 General Rules

- a. SB and MN units are placed on the mapboard to start the game.
- b. SB and MN units are always in supply inside Serbia and Montenegro. Supplied SB units can activate for Movement or Attack, use SR, and receive RPs. If the MN unit is in supply, it can activate for Movement or Attack and use SR. Since the MN Mountain SCU is a Special Unit, it does not receive RPs.
- c. SB or MN units outside Serbia and Montenegro must trace a supply line to Belgrade or Monastir. SB and MN units that can only trace a supply line to friendly-controlled Supply Sources for other AP Nations activate for Movement or Attack at +1 OPS, cannot use SR, and cannot receive RPs.
- d. GE units cannot enter Serbia or Montenegro until BULGARIA is played.

26.6.2 Serbian Collapse

- a. Serbia collapses if: (1) the CP Player controls both Serbian VP spaces in Step 4 of the War Status Phase, or (2) the AP player declares that Serbia has collapsed. The AP player cannot declare Serbian Collapse if AP units occupy Belgrade. Serbian Collapse can only occur once per game.
- b. If Serbia collapses, place the “Serbian Collapse” marker on the current Turn space, and:
 1. SB and MN units that can trace a supply line to Lemnos remain on the mapboard, but all other SB/MN units are removed. Removed SB LCUs and SCUs go to the Replaceable Units Box. If removed, the MN SCU goes to the Eliminated Units Box.
 2. No SB units on the mapboard can receive RPs until THE SERBS RETURN is played.
 3. SB units in the Replaceable Units Box cannot be rebuilt until THE SERBS RETURN is played.
- c. Serbian Collapse is not permanent, and its effects are canceled when AP units retake control of Belgrade.

26.7 Turkey

26.7.1 General Rules

- a. TU units are placed on the mapboard to start the game.
- b. TU units that can trace a supply line to friendly-controlled Constantinople, Rodosto, or Anatolia can activate for Movement or Attack, use SR, and receive RPs.
- c. TU units that can only trace a supply line to friendly-controlled Supply Sources of other CP Nations can activate for Movement or Attack at +1 OPS, cannot use SR, and cannot receive RPs.

26.7.2 Turkish Collapse

- a. Turkey does not collapse.
- b. If AP units control both Turkish VP spaces, but do not control both Rodosto and Anatolia, then TU units that can trace a supply line to friendly-controlled Rodosto or Anatolia can activate for Movement or Attack, use SR, and receive RPs.
- c. TU units that can only trace a supply line to friendly-controlled Supply Sources of other CP Nations can activate for Movement or Attack at +1 OPS, cannot use SR, and cannot receive RPs.
- d. TU units cannot move into Swamp spaces.
- e. TU units can attack, but cannot Advance After Combat into Swamp spaces.

27.0 Headquarters & Heavy Artillery

- a. HQs and GE Heavy Artillery do not count toward stacking limits, and do not count toward besieging requirements.
- b. HQs and GE Heavy Artillery must end their movement stacked with a friendly Combat Unit.
- c. If all Combat Units stacked with an HQ or Heavy Artillery are destroyed or permanently eliminated, the HQ and Heavy Artillery are permanently eliminated.
- d. Only one friendly HQ or one GE Heavy Artillery unit can occupy a space with other Combat Units, but a GE Heavy Artillery unit can occupy the same space with a German HQ.
- e. An HQ can participate in only one Attack per Action Round, but can be withheld from an Attack in which it could participate. An HQ must participate in the defense of a space that it occupies. HQs never absorb combat losses.
- f. An HQ that loses a Combat is reduced by one step. If it was already reduced, it is permanently eliminated and goes into the Eliminated Units Box.
- g. Any HQ that wins a Combat is increased by one step if it was already reduced. A full-strength HQ receives no bonus for winning a Combat.
- h. An HQ that participates in a Combat is unaffected if the Combat results in a tie.
- i. GE Heavy Artillery may participate in an attack. It does not participate in the defense of a space.

27.1 Special Effects of HQs & Heavy Artillery

- a. An HQ that participates in a Combat adds a DRM equal to the number in brackets on the HQ counter. The DRM applies whether the HQ is stacked with attacking or defending units. Only one attacker HQ and only one defender HQ can participate in a specific Combat.
- b. GE Heavy Artillery that participates in an Attack adds a DRM equal to the number in brackets on its counter. The counter flips over after its first use, and is permanently removed after its second use. Only one GE Heavy Artillery can participate in an Attack.

28.0 Treaty of Brest-Litovsk

- a. When the VP marker reaches the “26” space on the General Records Track, the AP player can play TREATY OF BREST-LITOVSK.
- b. When TREATY OF BREST-LITOVSK is played, put its marker on the Turn Record Track two spaces ahead of the current turn.
- c. When the Turn marker enters the same Turn space as the “Treaty of Brest-Litovsk” marker, the treaty takes effect and Russia is out of the war.

28.1 Effect of Treaty

- a. When the Treaty of Brest-Litovsk takes effect:
 1. All RU units are removed from the gameboard except for the 2/4 Special and RU/SB Yugo SCUs.
 2. Remove the RU 2/4 Special and RU/SB Yugo SCUs from the gameboard and replace each of them with a full-strength BR Inf. SCU from the Reserve Box (if available).
 3. Place RU Control Markers in all of the RU-controlled spaces and regions within Russia (or as many markers as are available).
 4. AP and CP units cannot move into RU-controlled spaces and regions within Russia.
 5. AP and CP units can attack RU Uprising units and take control of spaces or regions that they occupy.
 6. All GE LCUs outside of Germany immediately go into the Brandenburg region. After that, one GE LCU in the Brandenburg region can be activated for Movement in each following CP Action Round.

Sequence Of Play

A. Mandatory Offensive Phase

B. Action Phase

C. Attrition Phase

D. Siege Phase

E. War Status Phase

1. Check for Automatic Victory
2. Check for Armistice
3. Check War Commitment Levels
4. Check for National Collapse

F. Rebellion/Revolution Phase

1. National Will Check
2. Russian Revolution Check

G. Replacement Phase

H. Strategy Card Draw Phase

1. Discard Combat Cards
2. Draw Cards
3. Reshuffle

I. End of Turn

