

Illusions of Glory

THE GREAT WAR ON THE EASTERN FRONT

2nd Edition



PLAYBOOK

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This is the “Living Playbook” document for the game. It includes updates and clarifications to the original Playbook. To aid readability, updates and clarifications are indicated in blue text.

PLAYBOOK

1.0 Extended Example of Play

Turn 9 (Summer 1916), Mandatory Offensive Phase

National Will: RU=12; GE=17; AH=13

Troop Quality: RU=8; GE=10; AH=4

War Status: AP=15; CP=14 (Combined War Status=29)

Victory Points: 22

Mandatory Offensive Modifiers: AP= +2, CP= +1

AP Deployment

Brest-Litovsk: RU 2nd Inf. & 3rd Inf.; Trench 1

Kowel: RU 4th Inf. & RU 5th Inf.; 1 x RU Cav SCU

Lutsk: RU Guards Inf. & RU 20th Inf.; RU 2nd Cav.; Brusilov HQ [2]

Rovno: RU 13th Inf. & RU 15th Inf.

Proskurov: RU 4th Sib. Inf. & RU 6th Sib. Inf.

Kamenets-Podolsk: RU 11th Inf.; RU 1st Cav.

CP Deployment

Warsaw: GE 17th Res Inf. & GE 3rd Res. Inf.; Destroyed Fort marker

Lublin: GE 11th Inf. & GE 17th Inf.

Ivangorod: GE 10th Res. Inf.; Destroyed Fort marker

Rawa Ruska: GE 1st Inf.; GE 1st Cav.

Brody: AH 2nd Inf. & AH 6th Inf.

Dubno: GE Guards Inf., GE 20th Inf., & GE 25th Res. Inf. Corps, GE Hvy Arty [1]; Mackensen HQ [2]; Destroyed Fort marker

Tarnopol: GE 10th Inf. & GE 21st Inf.

Czernowitz: AH 11th Inf.; Trench 1



AP Cards—

AP #24: THE GREAT RETREAT

AP #37: RUSSIAN REINFORCEMENTS

AP #41: FORCED MARCH

AP #43: PRINCE SIXTUS

AP #44: THE BRUSILOV OFFENSIVE

AP #45: THE SOMME

AP #48: WAR WEARY AUSTRO-HUNGARIANS



CP CARDS—

CP #30: AUSTRO-HUNGARIAN REINFORCEMENTS

CP #31: GERMAN WAR INDUSTRY

CP #34: RASPUTIN

CP #36: GERMAN REINFORCEMENTS

CP #44: FEUERWALZE

CP #45: RUSSIAN ARMY MORALE DISSOLVES

CP #48: RUSSIAN RAILROAD COLLAPSE

Mandatory Offensive Die Rolls:

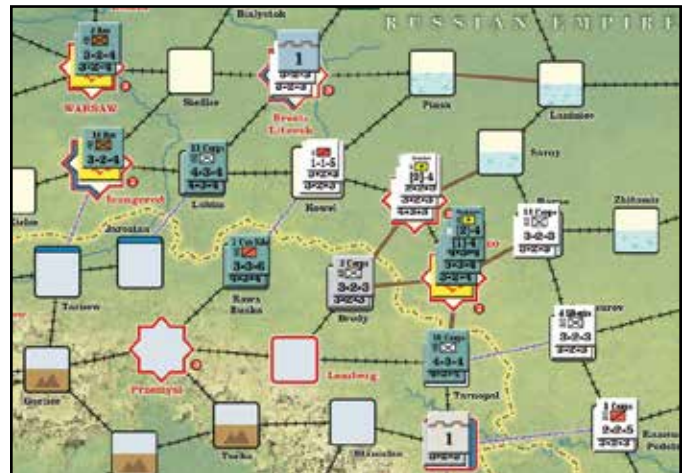
AP player rolls a 6 for Mandatory Offensive, which becomes an 8 for “None or Made” (7.2).

CP player rolls a 2 for Mandatory Offensive, which becomes a 3 for “GE” (7.3).

Turn 9 (Summer 1916), Action Phase

Action Round 1—

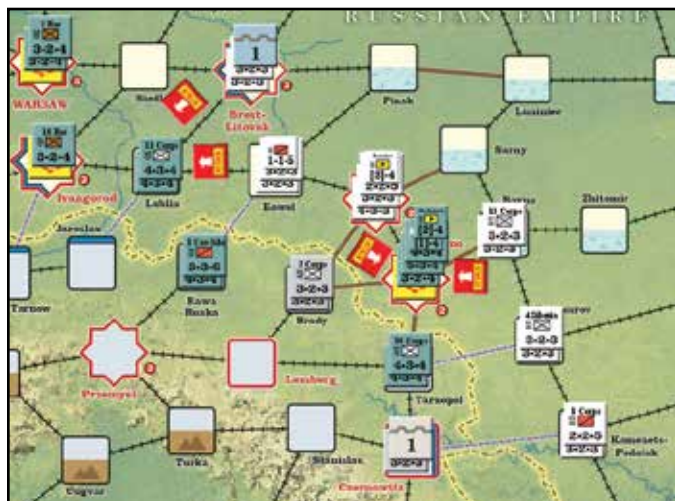
AP Round 1: AP plays **PRINCE SIXTUS** as an Event, so that GE and AH units cannot make combined attacks this turn. **Place “Sixtus” marker on current Turn space. Also, all future AH Mandated Offensives are canceled. Place “No AH(IT) MO” and “No AH(SB) MO” markers in corresponding spaces on the CP MO Table. AH National Will is reduced to 11.**



CP Round 1: CP plays RASPUTIN as an Event Card to reduce RU National Will to 10.

Action Round 2—

AP Round 2: AP plays THE BRUSILOV OFFENSIVE for both the Event and 4 OPS to activate Lutsk and Rovno for Attack against Dubno (with Brusilov HQ participating), and activate Brest-Litovsk and Kowel for Attack against Lublin. Place “Brusilov” marker on current Turn space. AP War Status increases to 16 and Combined War Status increases to 30.



AP attack on Dubno rolls a 2 for its offensive fire on the 15 Column of the Heavy Fire Table with a +5 DRM (+1 DRM for 2nd Cav. Corps, +2 DRM for THE BRUSILOV OFFENSIVE and +2 DRM for Brusilov HQ). The modified die roll becomes 6 and inflicts a Loss Number of 7. CP rolls a 3 for its defensive fire on the 12-14 column of the Heavy Fire Table (with +2 DRM for Mackensen HQ). The modified die roll becomes a 5 and also inflicts a Loss Number of 7.

The CP player first chooses the full-strength GE 20th Inf. to absorb damage from AP offensive fire. This unit absorbs the entire 7LN, applies its LF of 3, and takes a step reduction. The CP player then chooses the full-strength GE 25th Res. Inf. to absorb the remaining 4LN, applies the unit's LF of 2 from each side of the counter, and takes two step reductions. The unit is destroyed and is replaced by a full-strength GE Res. Inf. SCU. The entire LN is absorbed by defending units (12.6.3). GE Troop Quality is reduced to 9 (24.1).

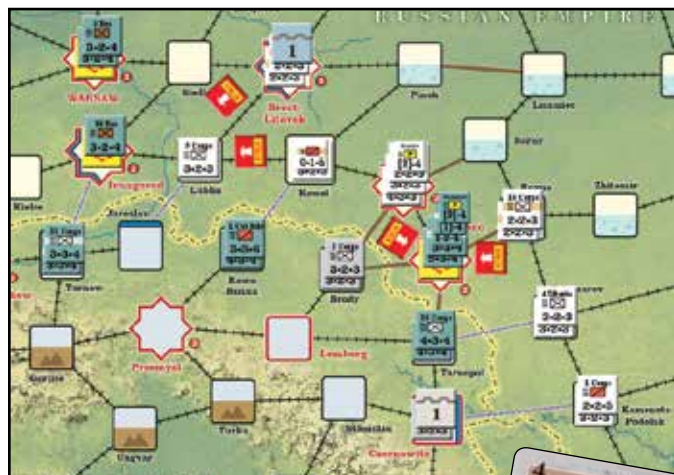
The AP player first chooses the full-strength RU 13th Inf. to absorb damage from CP defensive fire. This unit absorbs the entire 7LN, applies its LF of 2, and takes a step reduction. The AP player then chooses the full-strength RU 15th Inf. to absorb the remaining 5LN, applies the unit's LF of 2, and takes a step reduction. The AP player finally chooses the full-strength RU Guards Inf. to absorb the remaining 3LN, applies the unit's LN of 3, and takes a step reduction. The entire LN is absorbed (12.6.3).

There is no Loss Number difference in favor the either player, so the Combat has no winner. Neither HQ unit is reduced. The defender does not have to retreat (12.2).

AP declares a Flank Attack Attempt against Lublin, with Brest-Litovsk as the pinning space. Kowel is connected to another enemy-occupied space, in addition to the defending space, so the attacking units receive no DRM for the Flank Attack Attempt die roll. This die roll is 4, so the Flank Attack Attempt succeeds (21.4). AP then rolls a 5 for its offensive fire on the 12-14 Column of the Heavy Fire Table with a +3 DRM (+2 DRM for THE BRUSILOV OFFENSIVE and +1 DRM for the RU Cav SCU). The modified die roll becomes a 6 and inflicts a Loss Number of 7. The CP player first chooses the full-strength GE 17 Inf. to absorb damage from AP offensive fire. This unit absorbs the entire 7LN, applies its LF of 3, and takes a step reduction. The CP player then chooses the full-strength GE 11 Inf. to absorb the remaining 4LN, applies its LF of 3, and takes a step reduction. The reduced-strength GE 11 Inf. absorbs the remaining 1LN without taking further damage (12.6.2).

After applying damage inflicted by the Flank Attack, CP rolls a 5 for its defensive fire on the 6-8 Column of the Heavy Fire Table, and inflicts a Loss Number of 5. The AP player first chooses the full-strength RU 2nd Inf. to absorb CP defensive fire. This unit absorbs the entire 5LN, applies its LF of 2, and takes a step reduction. The AP player then chooses the full-strength RU 3rd Inf. to absorb the remaining 3LN, applies its LF of 2, and takes a step reduction. The AP finally chooses the full-strength RU Cav. SCU to absorb the remaining 1LN, applies its LF of 1, and takes a step reduction. The entire LN is absorbed (12.6.3).

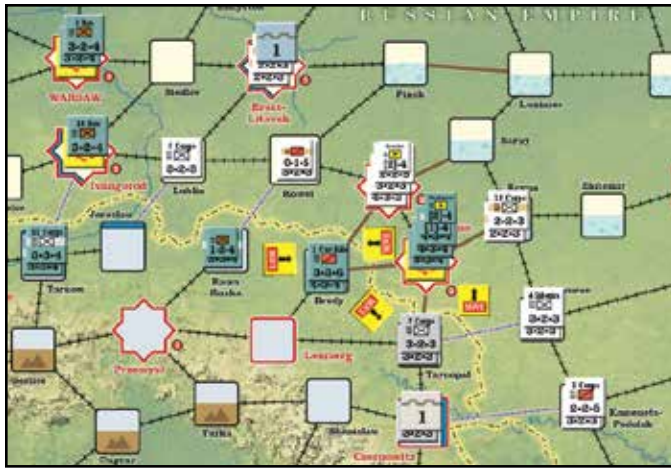
Since there is a Loss Number difference of 2 in favor of the AP player, the reduced-strength GE 11th Inf. & GE 17th Inf. must retreat two spaces to Tarnow. The CP player cannot stop his retreat. The full-strength RU 5th Inf. advances after combat into Lublin (12.8.2).



CP Round 2: CP plays GERMAN REINFORCEMENTS for 4 OPS to activate Rawa Ruska, Tarnopol, and Brody for Movement, and activate Dubno for Movement to build a Trench 1 in that space (19.1). The CP player rolls a 2 for the trench construction attempt, which succeeds in building a Trench 1 in Dubno. GE

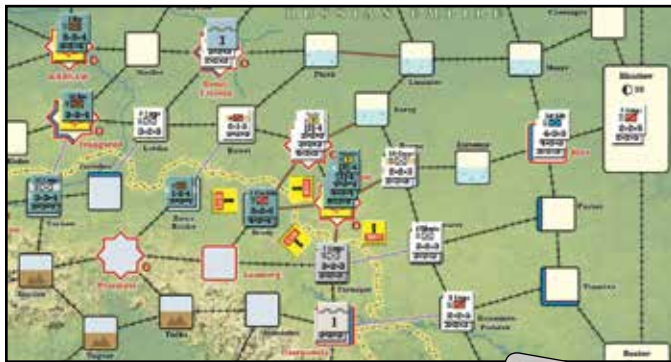


20th Inf. & GE Inf. SCU move from Dubno to Rawa Ruska. GE 10th Inf. & GE 21st Inf. move from Tarnopol to Dubno. AH 2nd Inf. & AH 6th Inf. move from Brody to Tarnopol. GE 1st Inf. & GE 1st Cav. move from Rawa Ruska to Brody.



Action Round 3—

AP Round 3: AP plays RUSSIAN REINFORCEMENTS as a Reinforcement Card (15.1), places RU 1st Guards Inf. and 2nd Guards Inf. in Kiev, places RU Guards Cav. in Kiev, places RU 5th Cauc. Inf. in Brest-Litovsk, and places RU 5th Cav. & 7th Cav. in Kharkov. The RU Guards Inf. is removed from the game. RU Troop Quality is reduced to 5 for using a Reinforcement Card.



CP Round 3: CP plays RUSSIAN RAILROAD COLLAPSE for 3 OPS to activate Dubno and Brody for Attack, and activate Tarnow for Movement. GE 11th & GE 17th Inf. move from Tarnow to Jaroslau. GE 1st Inf. & GE 1st Cav. (from Brody) attack Lutsk. GE 10th Inf. & GE Hvy Arty (from Dubno) attack Lutsk. GE 21st Inf., GE Guards Inf., and Mackensen HQ (from Dubno) attack Rovno. CP plays FEUERWALZE as a Combat Card for the attack on Lutsk. CP rolls a 2 for its offensive fire on the 9-11 Column of the Heavy Fire Table with a +2 DRM (+1 DRM for GE Hvy Arty and +1 DRM for the GE 1st Cav.). The modified die roll becomes a 4 and inflicts a Loss Number of 5. The



GE Hvy Arty is reduced by 1, is used up, and is removed from the game.

The AP player must first absorb damage from FEUERWALZE before he rolls for defensive fire. He chooses the full-strength RU 2nd Cav. to absorb the entire 5LN, applies the unit's LF of 2 from each side of the counter and reduces the unit by two steps. The unit is destroyed and replaced by a full-strength RU Cav. SCU. The AP player chooses the full-strength RU Cav. SCU to absorb the remaining 1LN, applies the unit's LF of 1, and reduces the unit by one step. The entire LN is absorbed (12.6.3). RU Troop Quality is reduced to 4 for the destroyed LCU.

AP rolls a 1 for its defensive fire (including the Lutsk fort) on the 5 Column of the Heavy Fire Table, with a +2 DRM (for Brusilov HQ), making a modified die roll of 3 and inflicting a Loss Number of 4. The CP player chooses the GE 1st Cav. to absorb the entire 4LN, applies the unit's LF of 3, and reduces the unit by one step. The remaining 1 LN is absorbed by this reduced-strength unit without taking any further damage. There is a Loss Number difference of 2 in favor of the CP player, so the attacker wins the Combat and Brusilov HQ is reduced by a step (27.0).

Ordinarily, defending units would take a two-space retreat. Brusilov HQ reduces the retreat to one space without taking a step loss. The defender retreats one space to Sarny. The attacker advances the full-strength Inf. & 10th Inf. into Lutsk to besiege the Fort. FEUERWALZE is discarded (9.8) and goes into the CP player's Discard Pile.

For its attack on Rovno, CP rolls a 3 for its offensive fire on the 9-11 Column of the Heavy Fire Table with a +2 DRM for Mackensen HQ, making a modified die roll of 5 and inflicting a Loss Number of 5. AP rolls a 5 for its defensive fire on the 4 Column of the Heavy Fire Table, inflicting a Loss Number of 4.

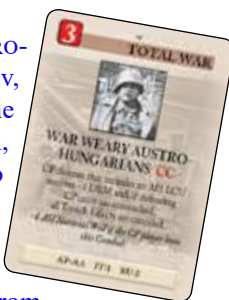
The AP player chooses the reduced-strength RU 13th Inf. to absorb the entire 5LN, applies the unit's LF of 2, and takes a step reduction. It is destroyed and replaced by a full-strength RU Inf. SCU. Then, the AP player chooses the reduced-strength RU 15th Inf. to absorb the remaining 3LN, applies the unit's LF of 2, and takes a step reduction. It is destroyed and replaced by a full-strength RU Inf. SCU. Finally, the AP player chooses a full-strength RU Inf. SCU to absorb the remaining 1LN, applies the unit's LF of 1, and reduces the unit by one step. The entire LN is absorbed (12.6.3). RU Troop Quality is reduced to 2 for the two destroyed LCUs.

The CP player chooses the full-strength GE 21st Inf. to absorb the entire 4LN, applies the unit's LF of 3, and takes a step reduction. The reduced-strength GE 21st Inf. Corps absorbs the remaining 1LN without taking further damage (12.6.2). There is a Loss Number difference of 1 in favor of the CP player, so the attacker wins the Combat. The defender must retreat 1 space, and retreats to Zhitomir. The CP player declines to advance into Rovno.

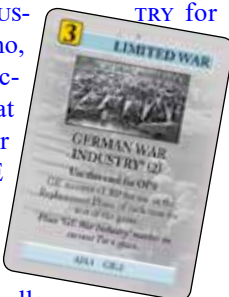


Action Round 4—

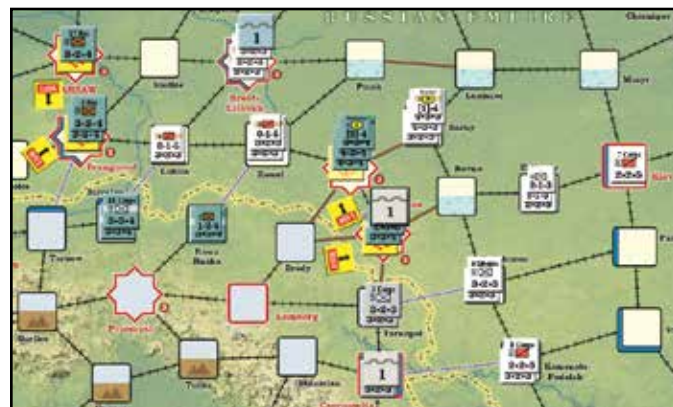
AP Round 4: AP plays WAR WEARY AUSTRO-HUNGARIANS for 3 OPS to activate Kiev, Sarny, and Kharkov for Movement. The RU 20th Inf. moves from Sarny to Kowel, while the RU Cav. SCU in Sarny moves to Lublin. The RU 1st & 2nd Guards Inf. and RU Guards Cav. move from Kiev to Sarny. The RU 5th Cav. moves from Kharkov to Zhitomir, and the RU 7th Cav. moves from Kharkov to Kiev.



CP Round 4: CP plays GERMAN WAR INDUSTRY both the Event and 3 OPS to activate Dubno, Brody, and Warsaw for Movement, and activate Ivangorod to build a Trench 1 in that space (19.1). The “GE War Industry” marker is placed on the current Turn space. GE Guards Inf. and Mackensen HQ move from Dubno to Lutsk. GE 1st Cav. moves from Brody to Dubno. GE 3rd Res. Inf. moves from Warsaw to Ivangorod. The CP player rolls a 5 for the trench construction attempt, which fails to build a Trench 1 in Ivangorod.



CP War Status increases to 16 (9.7.1) and Combined War Status increases to 32.



Action Round 5—

AP Round 5: AP plays THE SOMME for 4 OPS to activate Sarny and Kowel for Attack against Lutsk, and activate Zhitomir and Brest-Litovsk for Movement. The RU 5th Cav. and RU Inf. SCUs in Zhitomir move to Rovno. The RU 5th Cauc. Inf. moves from Brest-Litovsk to Lublin.



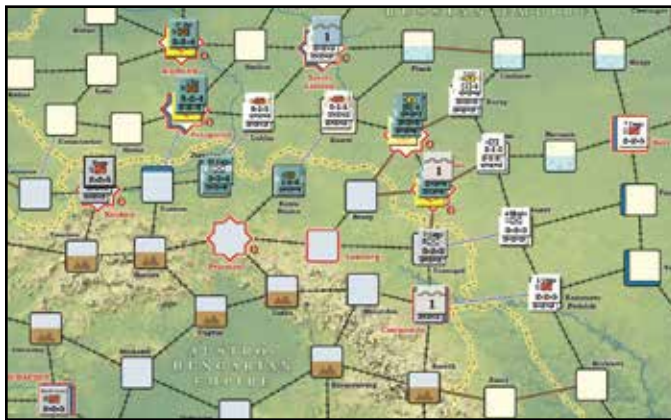
AP declines a Flank Attack Attempt to avoid the possibility of a losing die roll. So, the AP attack on Lutsk rolls a 2 for its offensive fire on the 16+ Column of the Heavy Fire Table with a +4 DRM (+2 for BRUSILOV OFFENSIVE, +1 for Brusilov HQ, and +1 for the RU Guards Cav.). The modified die roll becomes a 6 and inflicts a Loss Number of 7. CP rolls a 3 for its defensive fire on the 12-14 Column of the Heavy Fire Table with a +2 DRM for Mackensen HQ. The modified die roll becomes a 5 and inflicts a Loss Number of 7.

The CP player chooses the full-strength GE 10th Inf. to absorb the entire 7LN, applies the unit's LF of 3, and takes a step reduction. The CP player next chooses the GE 1st Inf. to absorb the remaining 4LN, applies the unit's LF of 3, and takes a step reduction. The reduced-strength GE 1st Inf. absorbs the remaining 1LN without taking further damage (12.6.2).

Attacking AP units then absorb defensive fire. The AP player chooses the full-strength RU 4th Inf., to absorb the entire 7LN, applies the unit's LF of 2, and reduces the unit by one step. Next, the AP player chooses the RU 2nd Guards Inf. to absorb the remaining 5LN, applies the unit's LF of 3, and reduces the unit by one step. Finally, the AP player chooses the full-strength RU 20th Inf. to absorb the remaining 2LN, applies the unit's LF of 2, and reduces the unit by one step. The entire LN is absorbed (12.6.3).

There is no Loss Number difference in favor the either player, so the Combat has no winner. Neither HQ unit is reduced. The defender does not have to retreat (12.2).

CP Round 5: CP plays AUSTRO-HUNGARIAN REINFORCEMENTS as a Reinforcement Card (15.1), places AH 18th & 19th Inf. Corps in Krakow, places AH Hauer Cav. in Krakow, and places AH Brudermann Cav. in Budapest. AH Troop Quality is reduced to 1 for using a Reinforcement Card, going into Poor Troop Quality. Future AH reinforcements (LCUs) will come onto the mapboard reduced by 1 Step.



Action Round 6—

AP Round 6: AP plays FORCED MARCH for its Replacement Points. The AP player receives 2 RU RPs, 1 IT RP, and 1 AP-Allied RP.



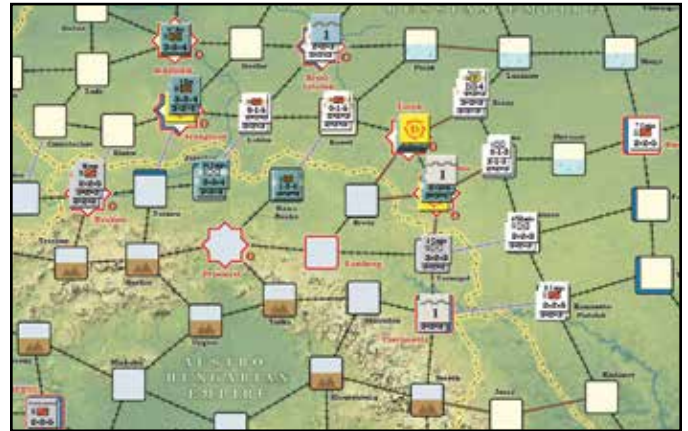
CP Round 6: CP plays RUSSIAN ARMY MORALE DIS- SOLVES for its Replacement Points. The CP player receives 4 GE RPs, 3 AH RPs, and 2 CP-Allied RPs.

Turn 9 (Summer 1916), Attrition Phase

No OOS attritions.

Turn 9 (Summer 1916), Siege Phase

CP player makes a surrender check for besieged Lutsk. He rolls a 5, which is greater than the Fort's CF. The result is that the Fort surrenders, the CP player gains control of this Victory Space, the VP marker is moved to 23, and RU National Will is reduced to 9 (going into National Demoralization).



Turn 9 (Summer 1916), War Status Phase

War Status: AP=16; CP=16 (Combined War Status=32)

Victory Points: 23

No Automatic Victory. No Armistice.

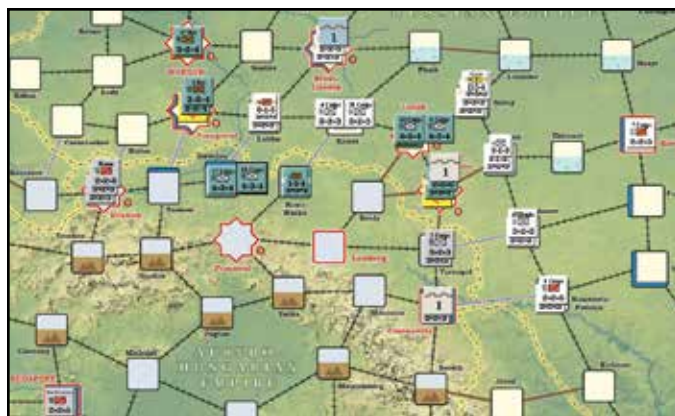
Turn 9 (Summer 1916), Rebellion/Revolution Phase

National Will: GE=17, AH=11, RU=9 (Demoralized). The CP player places RU Uprising units in Petrograd and Novgorod (23.3.1). The VP marker is moved +2, and the RU National Will marker moves -2.



Turn 9 (Summer 1916), Replacement Phase

AP player spends 2 RU RPs to increase RU 4th & RU 20th Inf. by 1 Step each. CP player spends 4 GE RPs to increase GE 1st, GE 10th, GE 11th & GE 17th. Inf. by 1 Step each.



Turn 9 (Summer 1916), Strategy Card Draw Phase

AP Cards—

RUSSIAN REINFORCEMENTS, **PRINCE SIXTUS**, and **THE BRUSILOV OFFENSIVE** were played for their Events, so they were removed from the game. **THE SOMME** and **WAR WEARY AUSTRO-HUNGARIANS** were played for OPS Points, and went into the AP Discard Pile. **FORCED MARCH** was used for Replacement Points, and also went into the AP Discard Pile. **THE GREAT RETREAT** is left in the AP player's hand the end of the Action Phase, so he draws six cards from the AP Draw Pile.

CP Cards—

AUSTRO-HUNGARIAN REINFORCEMENTS, **GERMAN WAR INDUSTRY**, and **RASPUTIN** were played for their Events, so they were removed from the game. **GERMAN REINFORCEMENTS** and **RUSSIAN RAILROAD COLLAPSE** were played for OPS Points and went into the CP Discard Pile.

RUSSIAN ARMY MORALE DISSOLVES was played as a Reinforcement Card and went into the CP Discard Pile. **FEUERWALZE** was played as a Combat Card, and also went into the CP Discard Pile. There are no cards left in the CP player's hand the end of the Action Phase, so he draws seven cards from the CP Draw Pile.



2.0 Brusilov Offensive Scenario

2.1 The Brusilov Offensive and Beyond

- Follow the Brusilov Offensive Setup below (2.1.1).
- Start the game in the Summer 1916 (Turn 9) and follow the Brusilov Game Start below (2.1.2).
- Play the game until there is an Automatic Victory or Armistice, following the Sequence of Play (6.0).
- At the end of the game, the Victory Point score determines the winner (5.2).

2.1.1 Brusilov Offensive Setup

- Use only the following AP Strategy Cards: AP #3, 5, 8, 9, 16, 19, 23, 24, 26, 27, 29-32, 34, 36-55.
- Use only the following CP Strategy Cards: CP #2, 6, 9, 11, 17, 18, 21, 26, 28-30, 32-55.
- Use the Brusilov Offensive Unit Setup Chart.
- Place the Turn marker in the Summer 1916 (Turn 9) space on the Turn Track.
- Place the VP marker in the “22” space on the General Records Track.
- Place the AP War Status marker in the “15” space, and place the CP War Status marker in the “14” space, on the General Records Track.
- Place the Combined War Status markers in the “29” space on the General Records Track.
- Place the RU National Will marker in the “12” space, the AH National Will marker in the “13” space, and the GE National Will marker in the “17” space on the General Records Track.
- Place the RU Troop Quality marker in the “8” space, the AH Troop Quality marker in the “4” space, GE Troop Quality in the “10” space, and IT Troop Quality in the “7” space on the General Records Track.
- Place the Replacement Points (RP) markers for each Nation next to the General Records Track.
- Place the AP and CP Mandatory Offensive (MO) markers in the “None or Made” space on each player's MO Track. Place the AP MO Modifier marker on the “2” space of its Mandatory Offensive Modifier Track. Place the CP MO Modifier marker on the “1” space of its Mandatory Offensive Modifier Track.
- Place the “1 GE RP to TU RP” marker on its space in the CP Reserve Box.
- Place the “1 AP-A RP to RU RP” marker on its space in the AP Reserve Box.
- Place the “AP Railroads”, “CP Railroads”, and “German War Industry” in the Summer 1916 (Turn 9) space on the Turn Track. Place the “Royal Navy Blockade”, “Sea Invasions Allowed”, “U-Boats in the Med.”, “AP Convoys”, and “RU Amphib Assaults Allowed” markers in their spaces on the mapboard. Place a “Landing” marker on the Sea Invasion space connected to Salonika.
- Place a Destroyed Fort marker on each of the following Fort spaces: Lotzen, Kovno, Olita, Grodno, Lomza, Warsaw, Ivangorod, Brest-Litovsk, Przemsyl, Lutsk, and Belgrade.

- p. Place GE Control markers on Mitava, Radviliskaya, Bialystok, Warsaw, Ivangorod, Brest-Litovsk, and Kowel. The CP player controls all RU non-Fort spaces west of this line and may put GE Control markers on those spaces also.
- q. Place AH Control markers on all spaces in Serbia and Montenegro.
- r. Place a “Landing” marker on the Sea Invasion space connected to Salonika.
- s. Place the AP Action Round markers next to the AP Action Round Chart, and place the CP Action Round markers next to the CP Action Round Chart.
- t. Place the Move/Attack activation markers where both players can reach them.
- u. Place all other markers within reach.

2.1.2 Brusilov Game Start

- a. Starting the game for the AP player:
 1. The AP player makes a deck from his Strategy Cards.
 2. The AP player then takes THE BRUSILOV OFFENSIVE card from the deck, and shows this card to the CP player.
 3. The AP player then shuffles his deck and draws a hand of 6 more cards.
 4. The AP player makes a Draw Pile from the rest of his Strategy Cards.
 5. The AP player is not required to play THE BRUSILOV OFFENSIVE first.
- b. Starting the game for the CP player:
 1. The CP player makes a deck from his Strategy Cards.
 2. The CP player takes a 4 OPS card from his deck, and shows this card to the AP player.
 3. The CP player then shuffles his deck and draws a hand of 6 more cards.
 4. The CP player makes a Draw Pile from the rest of his Strategy Cards.
 5. The CP player is not required to play the 4 OPS Point card first, and is not required to play the card as an Event if the card is played.



3.0 Strategy Tips

3.1 Allied Powers Strategy

From the start, AP units should be used aggressively to pick up VP spaces in East Prussia or Galicia before the Central Powers can reinforce. When CP forces go on the attack, the loss of Russian VP spaces must be stiffly resisted to prevent RU National Demoralization and the arrival of RU Uprising Units. Keeping these Uprising Units off the board is important to preventing a revolution that will take Russia out of the game.

If the AP pursues a Galicia offensive to start the game, then it should try to cut Austria-Hungary in half by capturing Pecs. AH units south of that line would be cut off from their home Supply Sources. Turkey would be impeded from converting GE RP's into TU RPs. Bulgaria would be isolated.

AP forces should be used to impose heavy losses on AH units before Germany fills the gap. AH Troop Quality can erode quickly and force the CP to use fewer and decreasingly effective AH units to stop a Russian onslaught. It would also lead to AH National Demoralization that forces the CP to divert units from the front to put down consequent uprisings. The CP risks Austro-Hungarian collapse AH uprisings are ignored. An AH collapse makes it more likely that the Allied Powers can win the war on the Eastern Front.

If the AP pursues an East Prussia offensive to start the game, try to push past the German defenders before they can reinforce. RU units will outnumber the stronger GE units at first. The AP player may advance into Germany early and take whatever VP spaces he can before German defenses firm up and force him to turn south.

If GE units cannot blunt a Russian advance, the AP may continue west to impose more losses on GE units, capture more VP spaces in Germany, and induce uprisings to threaten German supply and transportation lines.

The AP should bring Italy into the war as soon as possible to add VPs and force the Central Powers to thin out their units fighting Russia. This would impede the expected Central Powers' strategy of capturing a sufficient number of Russian VP spaces

to induce RU National Demoralization, consequent uprisings, and the Russian Revolution.

The AP should also land BR, FR, and resurrected SB units in the Balkans when possible. This will force the Central Powers to divert units and defend its southern flank. Another opportunity to thin out CP units will help prevent their massing for an offensive elsewhere.

Bringing Romania into the war is a double-edged sword. On the one hand, it adds two AP Victory Points and opens another front against Austria-Hungary. On the other hand, Romania can be overwhelmed by CP forces and yield two CP Victory Points.

Forcing the CP to fight Russian, Italian, and Romanian Fronts simultaneously, and defend against AP units in the Balkans, could stretch the Austro-Hungarian defenses so thin that they break and eventually lead to an AH collapse.



3.2 Central Powers Strategy

The CP should try to pinch off the Polish Salient and capture Russian VP spaces there. Seizing other Russian VP spaces lined up near the front is the next priority. Capturing enough of those would help induce RU National Demoralization and consequent uprisings. Imposing severe RU casualties in the process would erode RU Troop Quality. The AP would then be forced to divert decreasingly effective RU units from the front to put down the uprisings or risk a Russian Revolution. Inducing the Russian Revolution (even if the AP temporarily suppresses it), makes it more likely that the Central Powers can win the war on the Eastern Front.

If the AP starts off with a Galicia offensive, AH units should use the Carpathian Mountains to block a Russian advance. Use GE units to fill holes in your line that will appear as AH units take losses.

Generally, GE LCUs have the advantage in a stand-up fight against an enemy in a clear space or region. They are usually more powerful (see Combat Factor), can absorb more punishment (see Loss Factor), and are more mobile (see Movement Factor). Do not hesitate to attack AP units under these circumstances.

The Central Powers will start the game with an AH Mandatory Offensive against Serbia. So, the CP should do what it can to take Serbian VP spaces. At the same time, he will the CP pressed to move AH units east and oppose an invading Russian Army. Bring Bulgaria into the war as soon as possible to help collapse Serbia and bring Turkey into play.

Until Romania enters the war, BU and TU units should move against AP forces in the Balkans and in Greece to protect Austria-Hungary's southern flank. If Romania enters the war, available BU and TU units should be turned north to aid AH forces against the Romanian army.

Before Italy enters the war, the CP should move two AH or GE LCUs to the Carniola region. This will help the allocation of just enough forces to hold IT units at bay until Russia is defeated. Then, the CP can shift units to the Italian and Balkan Fronts to take the offensive against AP forces there.



4.0 Strategy Card Histories & Notes

4.1 Allied Powers Cards

AP #1 DRIVE ON EAST PRUSSIA: Tsar Nicholas II responded to French requests for direct aid from by ordering a change from the original Russian plan to attack Austria-Hungary and watch Germany. Instead, the Russian First and Second Armies were sent into East Prussia.

AP #2 RUSSIAN REINFORCEMENTS: The Russian 9th Army, which included the RU Guard, 1st Turkestan, 18th & 26th Infantry Corps, assembled in August 1914.

AP #3 PLEHVE: Gen. Pavel Plehve was an aggressive and tactically skillful leader who commanded the Russian 5th Army in the 1914 Battle for Galicia, and later stopped the 1915 German drive on Riga. Plehve commanded the RU Northwestern Front from 1915 to early 1916, and died in April 1916.

AP #4 ZHELEZNODOROZHNYE VOYSKA (“Railway Troops”): Russia built railroads using a different gauge than its neighbors to impede transportation for invading armies. After the war began, alterations to rail connections with Austria-Hungary were needed to support the Imperial Russian Army in the Battle of Galicia. This was done by the Zheleznodorozhnyye Voyska, the oldest railway troops in the world, established in 1851 as an engineering corps unit of the Imperial Russian Army.

AP #5 NO RETREAT: Stavka ordered Gen. Nikolai Ivanov not to retreat his depleted Southwestern Front forces facing a Central Powers counter-offensive in Galicia.

AP #6 PRITTWITZ: Gen. Maximilian von Prittwitz (nicknamed “The Fat One”) commanded the German 8th Army in East Prussia when the war started, but his indecisiveness caused the German Supreme Army Command (Oberste Heeresleitung or “OHL”) to remove him and appoint Gen. Paul von Hindenburg as his successor.

AP #7 GALICIA OFFENSIVE: Russian 3rd, 4th, 5th, and 8th Armies drove into Galicia during September 1914, and Austria-Hungary lost nearly half of its forces engaging the Russians.

AP #8 PUTNIK: Gen. Radomir Putnik led the Serbian Army to successive victories over Austro-Hungarian invaders until Bulgaria also struck Serbia to avenge its defeat by the Serbs in the Second Balkan War. Overwhelmed by CP attacks from left and right, Putnik refused surrender and force-marched his troops to Albanian ports. From there, they were evacuated by AP ships to the Greek isles. In poor health during and after the Serbia Withdrawal, Putnik died in May 1917.

AP #9 BATTLE FOR WARSAW: As part of a joint GE/AH offensive into Poland, started in September 1914, the German 9th Army attempted to capture Warsaw twice but was repulsed. In August 1915, after three weeks of hard fighting, Warsaw fell to the German 12th Army.

AP #10 KITCHENER: Severe munition shortages that the Imperial Russian Army experienced in the first half of 1915, due to inadequate domestic production, were cured in part with shipments arranged by Lord Horatio Kitchener. (In 1898, Lord Kitchener won fame for winning the Battle of Omdurman and securing control of Sudan for the British Empire.) Kitchener died in 1916 when his ship sank after striking a mine while he was travelling to Russia for diplomatic negotiations.

AP #11 ROYAL NAVY BLOCKADE: British naval vessels blockaded the Turkish coast following Turkey’s entry into the war as a CP ally in November 1914. It cut off shipping that the Ottoman Empire depended upon for importing, exporting, and internal transportation.

AP #12 RUSSIAN REINFORCEMENTS: The Russian 10th Army, which included the II Caucasus, 2nd Caucasus, 3rd Siberia & 22nd Finnish Infantry Corps, assembled in August 1914.

AP #13 STAVKA: Supreme Headquarters of the Imperial Russian Army. It controlled an active army of 114 infantry and 36 cavalry divisions. Stavka prepared two war plans: Plan G designed a three-army offensive against Germany while using three armies to hold off Austria-Hungary, and Plan A designed a four-army offensive against Austria-Hungary while using two armies to hold off Germany.

AP #14 RULE BRITANNIA: Royal Navy surface combatants achieved dominance in the Mediterranean basin by Fall 1914, bottling up the Austro-Hungarian Navy and sweeping away the German Navy.

AP #15 CONRAD: Field Marshall Franz Conrad von Hötzendorf, Austro-Hungarian Chief-of-Staff, had a keen strategic mind that was offset by an unrealistic view of his army’s abilities. The result was that he devised a series of brilliant plans that all failed.

AP #16 ALEXEYEV: Gen. Mikhail Alexeyev commanded the Northwestern Front and skillfully extricated Russian troops from entrapment in the Polish Salient during 1915. Tsar Nicholas II later appointed him as Stavka Chief-of-Staff.

AP #17 SIEGE OF PRZEMYSL: The Russian offensive into Galicia pushed to the Carpathian Mountains by October 1914, leaving the AH fortress at Przemyśl behind Russian lines. The besieged Przemyśl garrison surrendered in March 1915.

AP #18 INTERVENTION IN THE BALKANS: Responding to the AH/BU invasion of Serbia, France and Britain convinced Greek Prime Minister Venizelos to allow the landing of an AP expeditionary force at Salonika. Greece's King Constantine, wishing to avoid the Kaiser's wrath (the Kaiser was his brother-in-law), made Venizelos resign. The BR/GR National Defense Corps that landed at Salonika was led by the British, but was also composed of Greek soldiers who supported Venizelos and opposed King Constantine.

AP #19 SHORE BOMBARDMENT: British and French surface combatants were used as floating artillery to give AP troops near the Mediterranean shore a slight but continuous advantage in battle.

AP #20 RUSSIAN REINFORCEMENTS: The RU 29th, 30th, 31st, 32nd & 33rd Infantry Corps were built to fill manpower shortages resulting from casualties suffered in the Battle for Galicia.

AP #21 ITALY: Although a member of the pre-war Triple Alliance with Austria-Hungary and Germany, Italy declared its neutrality in 1914. It argued that the Triple Alliance was defensive in nature, and Austria-Hungary's aggression against Serbia did not obligate Italy to take part. Also, an Italian nationalist movement called Italia Irredenta (Unredeemed Italy) demanded seizure of Italian-inhabited territories in Austria-Hungary. This idea was adopted by a significant part of the Italian political elite. Italy was persuaded to enter the war in May 1915 as an AP ally because of its ambition to take the Trentino region, the port city of Trieste, and the eastern Adriatic coast from Austria-Hungary.

AP #22 SALONIKA INVASION: British and French troops landed at Salonika and, as their numbers grew, so did their combat power. Adding a rebuilt Serbian Army, this force put Bulgaria out of the war, liberated Serbia, and prepared to invade Austria-Hungary when the CP sued for peace.

AP #23 CONVOY: In response to the threat posed by German U-Boats to Mediterranean shipping, AP troop transports and supply ships traveled in groups guarded by British and French destroyers and other surface combatants assigned to sink or drive away enemy submarines.

AP #24 THE GREAT RETREAT: Beginning in September 1915, the Imperial Russian Army was withdrawn from Poland to avoid envelopment by German and Austro-Hungarian forces. When this process ended in October 1915, Russian forces held a 400-mile line stretching from Riga in the north to Czernowitz in the south.

AP #25 POLIVANOV: Alexei Polivanov was appointed Russian Minister of War in June 1915, after which he created Special Councils with industrialists to reform faulty armament and munition production systems, bringing an end to Russian war materiel shortages. Polivanov also brought the Imperial Russian Army up to modern European standards. Despite his accomplishments, Polivanov was later dismissed for offending "mad monk" Grigory Rasputin.

AP #26 CADORNA: When Italy entered the war, Gen. Luigi Cadorna was the Italian Army Chief-of-Staff. As attrition from the Isonzo River battles sapped his troops' willingness to fight, he adopted a policy of capital punishment to motivate them. In the Eleventh Battle of the Isonzo, Cadorna put tremendous pressure on the AH defenders and almost broke through.

AP #27 RUSSIAN REINFORCEMENTS: During his tenure as Minister of War, Alexei Polivanov instituted a new recruitment system that raised 2,000,000 well-trained, disciplined, and motivated troops.

AP #28 SARRAIL: Gen. Maurice Sarrail was appointed to command multinational AP forces at Salonika, designated as the Army of the Orient. He reorganized them and supplied them across a narrow span of the Adriatic to avoid German U-Boats. Sarrail built a potent force and led it north in Fall 1915 to assist the Serbian Army, but was blocked by Bulgarian units. After Serbia fell, Sarrail retreated to a defensive perimeter around Salonika. In September 1916, he went on the offensive to relieve Romania but was stalled again by stiff CP resistance.

AP #29 ALBANIAN GAMBIT: This is a hypothetical derived from the AP decision to land troops in Macedonia for the purposes of liberating Serbia, defeating Bulgaria, and rolling back the Turks.

AP #30 GERMAN LABOR STRIKES: Food shortages, an ever-rising cost of living, and increasing frustrations with the war drove long-suffering German workers to go on strike 137 times in 1915, 240 times in 1916, and 561 times in 1917.

AP #31 MASSED CAVALRY CHARGE: An abundance of cavalry enabled the Imperial Russian Army to launch massed cavalry charges against retreating Austro-Hungarian infantry in 1914. As the war dragged on, changing battle tactics and advanced weaponry reduced the opportunity for successful massed cavalry charges.

AP #32 THE SERBS RETURN: In Fall 1915, a multinational CP force defeated the Serbian Army and drove it into exile. The Serbs rebuilt their army, assisted by the Allied Powers, and were brought to Greece for an offensive that liberated Serbia and prepared to invade Austria-Hungary.

AP #33 ITALIAN REINFORCEMENTS: Gen. Luigi Cadorna was compelled to raise additional divisions by 1916 due to his strategy of attritional warfare against the Austro-Hungarians.

AP #34 NOEMVRIANA ("November Events"): In 1916, AP troops landed in Athens to prevent King Constantine from allying Greece with the Central Powers. His pro-German leanings, firing Venizelos, and surrendering Ft. Rupel to Bulgaria made the Allied Powers suspicious that this was coming. AP forces met organized resistance from armed Greek monarchists, and a confrontation took place in which King Constantine nearly declared war on the Allied Powers. AP naval forces then imposed a blockade against Greece, and King Constantine was forced to abdicate in 1917.

AP #35 BRUSILOV: Stavka gave Gen. Alexei Brusilov command of the Imperial Russian Army's Southwest Front in March 1916. Reviewing tactics employed by German troops at the Battle of Lake Naroch, and adjusting for shortcomings in Russian arms, he designed a system to break through Austro-Hungarian trench lines opposite his forces.

AP #36 CAVALRY SCREEN: Russian cavalry were often used to probe the strength of enemy forces in front of advancing Russian infantry, and protect the rear and flanks of retreating Russian infantry by positioning themselves between the infantry and pursuing CP troops.

AP #37 RUSSIAN REINFORCEMENTS: During his tenure as Minister of War, Alexei Polivanov raised additional Guards divisions and reorganized Russian cavalry into corps-sized formations.

AP #38 THE ARAB REVOLT: In June 1916, the Arab Revolt began and caused the Ottoman loss of Islam's holiest shrines. Arabs marched on Damascus, and fought for dominion of the Hejaz. The revolt forced a diversion of Turkish troops to battle Arab insurgents.

AP #39 ROMANIA: Coveting territory in Transylvania, Romania declared war on the Central Powers in August 1916 and attacked north into Austria-Hungary with two of its four armies. A mixed AH and GE force stopped the Romanian offensive, while a second CP force comprised of Germans, Austro-Hungarians, and Turks attacked into Romania from the south. Bucharest fell in December 1916.

AP #40 GREECE: Following the abdication of King Constantine, Greece joined the Allied Powers in June 1917. Greek soldiers then fought alongside French and British troops in the Balkan front.

AP #41 FORCED MARCH: Throughout the war, Russian commanders used forced marches to reinforce beleaguered RU positions, extricate RU troops from entrapment, and pursue retreating AH troops.

AP #42 ITALIAN REINFORCEMENTS: Still more Italian divisions were raised by 1917 due to losses suffered in the Isonzo battles, the massive AH/GE Caporetto attack, and the AH Asiago offensive.

AP #43 PRINCE SIXTUS: Prince Sixtus of Bourbon-Parma was a Belgian officer in World War 1 and a central figure in the Sixtus Affair, which was an attempt to negotiate a treaty to end Austria-Hungary's participation in the Great War separately from its Central Powers allies.

AP #44 THE BRUSILOV OFFENSIVE: In June 1916, Gen. Alexei Brusilov launched simultaneous attacks along the entire RU Southwestern Front. This prevented defending Austro-Hungarians from sending reserves to any single point of attack. As Russian troops drove forward, thinned AH formations collapsed. Attrition eventually wore down the Russians, causing the Brusilov Offensive to run out of steam by September 1916.

AP #45 THE SOMME: A large-scale offensive in July 1916, where the French and British coordinated their forces. The Germans were compelled to triple the number of defending divisions. German commanders insisted that their troops fight for every yard, massing forward positions with troops and making them easy targets for British artillery. The resulting carnage led to the dismissal of Gen. Erich von Falkenhayn as chief of OHL.

AP #46 "DESPERATE FRANKIE": Repeated military failures ended Gen. Maurice Sarrail's command over the Army of the Orient. He was succeeded by Gen. Franchet d'Espèrey in early 1918. In September 1918, d'Espèrey led an army of Greeks, French, Serbs, British, and Italians on a successful offensive in Macedonia that took Bulgaria out of the war. He followed this victory by overrunning much of the Balkans, and was preparing to invade Austria-Hungary. Collapse of the Southern Front was one of several developments forcing the November 1918 Armistice. During his final campaign, d'Espèrey was given the nickname "Desperate Frankie" by British officers.

AP #47 BULGARIAN ARMY BREAKS: By 1918, Bulgarian troops were poorly equipped, short of ammunition and food, and tired of war. They were left virtually alone to fend off AP forces in the Balkans, as the German Army transferred its units to the Western Front. In September 1918, the Allied Powers launched an offensive into Serbia using French, British, and Serb troops. When the defending Bulgarians could no longer hold, AP units broke through their lines. The Bulgarian Army was forced into a general retreat.

AP #48 WAR WEARY AUSTRO-HUNGARIANS: Plagued by starvation, a shortage of weapons, and insufficient munitions, Austro-Hungarian units frequently abandoned their positions under pressure from advancing AP forces in 1918.

AP #49 RUSSIAN REINFORCEMENTS: Formed from *Opolchenie* ("Militia Brigades"), the RU 29th, 39th, 40th & 41st Infantry Corps were composed of second reserve manpower and older recruits.

AP #50 LONG LIVE THE TSAR!: This hypothesizes a Tsar capable of suppressing rebellion, keeping the loyalty of his subjects and his military, and defeating a revolution. The mechanics used by *Illusions of Glory* to represent this (23.4.3) separate it from other World War 1 card-driven games.

AP #51 SUPREME WAR COUNCIL: The disastrous Battle of Caporetto convinced the Allied Powers that they needed closer cooperation. They formed the Supreme War Council as an advisory body, which later developed into a unified command. Its first act was to send six French and five British divisions to the Italian Front.

AP #52 SCORCHED EARTH: Russian troops created a zone of destruction during their retreat from the Imperial German Army in the summer and the autumn of 1915. Retreating along a front of more than 600 miles, they destroyed anything that might be of use to their enemy, including railways, cities, and farms. They also forcibly removed huge numbers of people.

AP #53 TURKISH DESERTIONS: While every ethnic group in the Ottoman Empire contributed to the ranks of Turkish Army deserters, the majority were Turks and Anatolian Muslims. Physical and mental exhaustion, elusiveness of victory, and the perception that the Ottoman Empire was dying caused desertions from Turkish army units. By the end of the war, there were at least 500,000 desertions. Deserters roamed the countryside, living off the land and becoming bandits. Turkish troops had to be detached in ever greater numbers to deal with the security problems that these deserters created.

AP #54 THE KERENSKY OFFENSIVE: In March 1917, the Tsar lost political legitimacy and control of his military. He abdicated and was replaced by a Provisional Government headed by Prince Georgy Lvov, with Alexander Kerensky—a member of the *Duma* (Parliament)—in his cabinet. Kerensky prodded Gen. Brusilov, now Russian commander-in-chief, to launch an attack in Galicia. It was briefly successful, and then collapsed under a counterattack by CP forces. The failure of the “Kerensky Offensive” brought down the Lvov government, but elevated Kerensky himself to head its replacement.

AP #55 TREATY OF BREST-LITOVSK: In November 1917, after wrestling power away from the Provisional Government, the Bolsheviks began peace negotiations with Germany. The peace talks broke down in February 1918 due to the Germans’ harsh demands. Germany then launched an offensive toward Petrograd, Moscow, and Kiev. Russian forces were overwhelmed by the German assault. In March 1918, Russia signed the Treaty of Brest-Litovsk to end hostilities with Germany on terms dictated by the Germans.



4.2 Central Powers Cards

CP #1 GUNS OF AUGUST: In August 1914, the German 8th Army prepared for attacks from the Russian 1st and 2nd Armies into East Prussia. The Germans set an ambush for the RU 1st Army west of Gumbinnen. If successful, they would next move against the RU 2nd Army. If not, the GE 8th Army planned to retreat behind the Vistula River.

CP #2 VON FRANÇOIS: Gen. Hermann von François commanded the GE I Infantry Corps in August 1914. Aggressive to the point of insubordination, he attacked a division of the Russian 1st Army east of Gumbinnen and caused the German 8th Army to lose the element of surprise.

CP #3 GERMAN REINFORCEMENTS: The German 8th Army was reinforced by the GE 9th and Guard Res. Infantry Corps, taken from von Schlieffen’s right wing on the Western Front, and by a cavalry unit from Belgium.

CP #4 BURGRIEDEN (“Party Truce”): Feuding political parties in the Reichstag set aside their differences and joined in support of the German war effort.

CP #5 HINDENBURG & LUDENDORFF: After losing the Battle of Gumbinnen on August 20, 1914, the German 8th Army planned a retreat from East Prussia. Dissatisfied with this decision, OHL sacked the army’s commander (Gen. Maximilian von Prittwitz) and replaced him with Gen. Paul von Hindenburg, a veteran of the Franco-Prussian War. In turn, von Hindenburg appointed Gen. Erich Ludendorff as the army’s Chief-of-Staff.

CP #6 WIRELESS INTERCEPTS: Orders were transmitted to Imperial Russian Army units by wireless in an easily decipherable code that was intercepted and decoded by the Germans, who were then able to prepare for and counter Russian combat plans.

CP #7 RENNENKAMPF: Gen. Pavel Rennenkampf commanded the Russian 1st Army in August 1914. He led his army into East Prussia from Kovno while the Russian 2nd Army advanced into East Prussia from the south. Between them, they were supposed to trap the German 8th Army. However, Rennenkampf procrastinated after his victory at Gumbinnen and failed to help close the trap. This left the advancing RU 2nd Army unsupported against German forces at Tannenberg.

CP #8 LANDWEHR TO THE FRONT: Germany’s Landwehr was a third category of troops, after the regular army and the reserves. They were intended to be a territorial defense force, but combat losses compelled the Germans to integrate them into front-line units as replacements.

CP #9 TANNENBERG: On August 26, 1914, the GE 17th and 1st Res. Infantry Corps attacked the RU 2nd Army at Tannenberg, striking its right flank. The GE 1st Infantry Corps attacked the Russians’ left flank. Although threatened with encirclement, the Russians delayed their retreat so that the Russian 1st Army could attack the Germans from behind. When that failed to materialize, it was too late for an orderly retreat. Only fragments of the RU 2nd Army managed to escape. The GE 8th Army followed this up by pushing briefly into Russia.

CP #10 OBEROST: Created in 1914, *OberOst* (Supreme Headquarters East) consisted of its commander and his military staff, along with the districts they controlled. The first commander of *OberOst* was Gen. Paul von Hindenburg. When Gen. Erich von Falkenhayn was dismissed as head of OHL in 1916, von Hindenburg replaced him. Prince Leopold of Bavaria was then given titular command of *OberOst*, but operational control was given to Gen. Max von Hoffmann.

CP #11 MASURIAN LAKES: After decimating the Russians at Tannenberg, the German 8th Army turned on the Russian 1st Army near the Masurian Lakes. German forces nearly broke through the Russian left, and Russian counterattacks failed. The RU 1st Army withdrew to Kovno.

CP #12 GERMAN REINFORCEMENTS: The German 9th Army was formed in Fall 1914 from the GE 17th Res. & 25th Res. Infantry Corps, the 1st Cavalry Kommando, and other units from the GE 8th Army.

CP #13 EISENBAHNTRUPPEN (“Railroad Troops”): Organized into brigades of rail construction, rail traffic, and general labor companies, German railroad troops fulfilled three main missions—to facilitate the rail transport of troops and supplies, to repair damaged rail lines, and to extend standard gauge rail lines for troop mobility.

CP #14 GERMAN REINFORCEMENTS: *OberOst* was reinforced with the GE 2nd & 21st Infantry Corps from the Western Front and with the 38th Res. and 39th Res. Infantry Corps in late 1914.

CP #15 MACKENSEN: Gen. August von Mackensen was given command of the German 9th Army in Fall 1914. His forces captured Lodz on December 6, 1914. In May 1915, he took command of the newly-formed GE 11th Army, and spearheaded an offensive that broke through the Russian lines at the Battle of Gorlice-Tarnow. After that, Mackensen and the GE 11th Army moved to the Serbian front where they attacked Belgrade in September 1915. In September 1916, Mackensen led a combined force of Germans, Austro-Hungarians, Turks, and Bulgarians against Romania. He devised a tactic, later named the “Mackensen Wedge”, in which massive artillery barrages were used to blow open a defending line at the point of attack.

CP #16 HOFFMANN: With the best operational mind of any Eastern Front general, Gen. Max von Hoffmann designed the battle plans that destroyed the Russian 2nd Army at Tannenberg, defeated the RU 1st Army in Masuria, stopped the Kerensky Offensive, and finished the Russian Army.

CP #17 CHLORINE GAS: In 1915, German forces used chlorine gas against the Imperial Russian Army during battles south of Warsaw and at Osowiec, causing thousands of Russian casualties.

CP #18 GERMAN REINFORCEMENTS: *OberOst* was reinforced with the GE 13th Infantry Corps from the Western Front and with the 24th & 39th Res. Infantry Corps in early 1915.

CP #19 U-BOATS IN THE MEDITERRANEAN: The introduction of German U-Boats into the Mediterranean changed the balance of naval power and impeded the transport of AP troops and supplies by sea until AP navies devised the convoy system. Without armed escorts, no AP invasion could be attempted or even contemplated in the face of the submarine menace.

CP #20 SUD ARMY: Assembled in January 1915 from Austro-Hungarian and German formations to fill a gap in Galicia, the Sud Army fought on the Eastern Front as a multinational unit until it was dissolved in January 1918.

CP #21 ARMY OF THE BUG: Named for the Bug River, the Army of the Bug was a German command formed in July 1915. It fought exclusively on the Eastern Front until it was dissolved in March 1918.

CP #22 THE BLACK HAND: Founded in May 1911 by Serbian Army officers, the Black Hand Society aimed to unite Serb-inhabited territories by training and arming guerilla fighters and saboteurs. They organized and facilitated the assassination of Archduke Franz Ferdinand during his 1914 visit to Sarajevo, leading to the outbreak of war. Assassinations and other illegal activities by the Black Hand spurred Serbian Prime Minister Nikola Pašić to arrest their members and destroy the organization.

CP #23 BULGARIA: Coveting territory in Serbian Macedonia, and seeking revenge for its defeat by the Serbs in the Second Balkan war, Bulgaria entered the war as a CP ally in September 1915. Its invasion of Serbia, while the Serbian Army was fully engaged against German and Austro-Hungarian forces, sealed a defeat of the Serbs. Bulgarian troops then blocked the advance of AP forces from Greece into the Balkans. Left virtually alone, as German units transferred to the Western Front, the Bulgarian Army was worn down by AP forces and collapsed.

CP #24 SURRENDER OF FT. RUPEL: In May 1916, King Constantine ordered the surrender of a Greek fort guarding the Rupel Pass to approaching Bulgarian forces. The Greek king may have been trying to avoid war with Bulgaria, but the Allied Powers viewed it as proof that he secretly sided with his brother-in-law, Kaiser Wilhelm II, and that Greece might become a CP ally. Bulgaria also occupied the fortified mountain positions at Doiran.

CP #25 RUSSIAN WAR MATERIEL SHORTAGE: A shortage of Russian artillery shells and rifles that threatened in 1914 became a full-blown crisis in early 1915. Russia’s pre-war industrial development was outmatched by the needs of modern war. It opened a whole host of questions about the viability of Tsarist Russia’s economic and political systems. This storm was delayed when Alexei Polivanov was appointed Russian Minister of War in June 1915. Polivanov created Special Councils with industrialists to reform the faulty requisition, production, and delivery systems causing Russian war materiel shortages.

CP #26 VON BOJNA: General Svetozar Boroevic von Bojna (later promoted to Field Marshal) commanded the AH VI Infantry Corps in Galicia during 1914, and successfully fought off superior Russian forces from his defensive positions in the Carpathian Mountains. In May 1915, von Bojna was given command of the Austro-Hungarian 5th Army in Italy and distinguished himself in defensive fighting along the Isonzo River.

CP #27 THE TSAR TAKES COMMAND: Tsar Nicholas II replaced the Grand Duke with himself as commander of Stavka after Russia’s defeat at the Battle of Brest-Litovsk. The Tsar was militarily unqualified for such a command, which also caused him to neglect his political duties as leader of the Russian nation.

CP #28 TURKISH REINFORCEMENTS: The TU 6th Infantry Corps was released from Thrace to fight in Romania, and the TU 15th Infantry Corps was released from Gallipoli to fight in Galicia. Still, the Turks lacked the ability to support the number of corps that they put into the field. As the war continued, the strain severely damaged their largely agrarian economy.

CP #29 GERMAN REINFORCEMENTS: In 1915, the GE 4th Res. & 10th Res. Infantry Corps were transferred from the Western Front to reinforce *OberOst*.

CP #30 AUSTRO-HUNGARIAN REINFORCEMENTS: Created from regular and reserve divisions, the AH 18th & 19th Infantry Corps saw action in Galicia and Italy. A number of independent cavalry divisions were consolidated into two corps-sized formations and assigned to Gen. Leopold von Hauer and to Gen. Adolph von Brudermann.

CP #31 GERMAN WAR INDUSTRY: Unable to rely on foreign suppliers due to the AP naval blockade, Germany greatly expanded its own production of armaments and munitions.

CP #32 LAKE NAROKH: In 1916, the French pleaded with Tsar Nicholas II to and relieve German pressure on Verdun. On March 18, 1916, Stavka launched a coordinated attack by the RU Northwest Front and the RU Western Front against outnumbered German forces near Lake Narokh. After an ineffective two-day Russian artillery barrage, Northwestern Front forces attacked and were driven back. The Western Front's attack bogged down because an early spring thaw melted the winter ice and made the battlefield swampy. Its assaults were restricted to narrow land bridges where Russian troops were vulnerable to German artillery and machine guns. The offensive lost all momentum by month's end.

CP #33 GERMAN AIR SUPERIORITY: Only 5,600 airplanes were built in Russia before October 1917, while Germany produced 45,000. In addition, the Imperial Russian Air Service faced great difficulties in keeping the aircraft they did have in the air. Since it was difficult to get new airplanes in a timely manner, and because the IRAS faced a shortage of aircraft for such a large front, it kept out-of-date aircraft flying as long as possible. Russian pilots flew obsolete machines in combat throughout the war against much better German aircraft.

CP #34 RASPUTIN: Grigory Rasputin became known as the "Mad Monk" for his depravity, eccentricities, and obsessions. Rasputin's ability to treat the Tsar's hemophiliac son enabled him to manipulate the Tsarina and, through her, the Tsar and the Russian Empire. Rasputin hurt the Russian war effort by engineering the appointment of corrupt and incompetent officials. In December 1916, Russian nobles tried to save their country by assassinating Rasputin.

CP #35 KING CONSTANTINE: When war broke out, Greece's King Constantine was faced with a dilemma. He sympathized with Germany, ruled by his wife's brother. He was also aware that a maritime country like Greece could not antagonize the Allied Powers, whose navies dominated the Mediterranean. The king chose a policy of neutrality but his Prime Minister, Eleftherios Venizelos, was fervently pro-AP. When Bulgaria attacked Serbia, Venizelos tried to use his majority in the Greek Parliament to ally Greece with the Allied Powers. After Venizelos permitted AP forces to land at Salonika, King Constantine fired him and he fled there. In August 1916, Venizelos established a provisional revolutionary government in Salonika and declared war on the Central Powers. AP navies blockaded pro-monarchist areas of Greece and forced King Constantine to abdicate.

CP #36 GERMAN REINFORCEMENTS: In 1916, the GE 22nd Res. & 27th Res. Infantry Corps, along with one battalion of heavy artillery, were transferred from the Western Front to reinforce *OberOst*.

CP #37 ENVER-FALKENHAYN SUMMIT: As Minister of War and de facto Commander-in-Chief, Enver Pasha was the most powerful figure in the Ottoman Empire's government and brought the Ottoman Empire into the war as a German ally. At a meeting with Gen. Erich von Falkenhayn in 1916, Enver pledged to send troops to Galicia and assist in the invasion of Romania.

CP #38 VERDUN: When German forces attacked Verdun in February 1916, the French defenders were ordered to hold at all costs. Gen. Henri Petain, who commanded the French at Verdun, received a regular supply of fresh divisions. Nearly two-thirds of the entire French Army fought at Verdun at one time or another. OHL planned to turn Verdun into a killing ground for the French Army, but the French defenders fought tenaciously and used an interior line of forts to keep Verdun out of German hands.

CP #39 FALKENHAYN: After his dismissal from OHL in 1916, Gen. Erich von Falkenhayn was sent east to command Turkish troops.

CP #40 VON SANDERS: Gen. Otto Liman von Sanders was largely responsible for making the Ottoman army an effective fighting force during World War I. In 1913, he was appointed director of a German military mission to reorganize the Turkish army, and greatly improved its combat capabilities after its defeat in the First Balkan War.

CP #41 AUSTRO-HUNGARIAN REINFORCEMENTS: Created from regular and reserve divisions, the AH 22nd, 23rd, 24th, 25th & 26th Infantry Corps were sent to the Italian Front and drove the Italian Army into retreat during 1917.

CP #42 VON BELOW: In 1917, Gen. Otto von Below commanded the Austro-German 14th Army on the Italian Front. On October 24, 1917, his army attacked Italian positions along the Isonzo River in the Battle of Caporetto (Twelfth Isonzo). Von Below's troops infiltrated enemy lines and, after three days, outflanked the entire Italian position. Nearly one-half of Italy's divisions were wrecked, enabling von Below to advance within 20 miles of Venice. However, von Below's army lacked the strength to press on when *OberOst* refused to send it reinforcements.

CP #43 UNRESTRICTED SUBMARINE WARFARE: The use of naval escorts and armed merchantmen by AP nations had greatly eroded the success and survivability of U-Boats under “Prize Rules” (requiring submarines to surface and allow merchantmen crews to escape). Beginning in February 1917, the Germany and Austria-Hungary authorized U-Boats based in the Adriatic to abandon these restrictions and sink enemy vessels without warning to increase the submarine’s combat effectiveness and improve its chances of survival. To sustain AP troops in the Balkans, it was necessary to run supplies across narrow and shallow stretches of water, where U-Boat attacks could be thwarted more easily.

CP #44 FEUERWALZE: Lt. Col. Georg Bruchmüller devised a fireplan for German artillery that emphasized a high rate of fire, and barrages mixed with concentrations, to destroy defenses and make defenders take cover while attacking forces advanced on their positions. Barrages advanced ahead of the attackers to allow them to take enemy positions and move on. This became known as the *Feuerwalze* (“fire-roller”). Since communication between artillerymen and advancing troops was problematic, barrage timing was critical. Artillery had to follow a precise firing plan. If the barrage advanced too slowly, attacking forces could not exploit their gains. A barrage that advanced too quickly enabled defenders to regroup and fiercely resist attacking troops.

CP #45 RUSSIAN ARMY MORALE DISSOLVES: Loss of morale by Russian troops was directly connected to terrible physical conditions, inadequate equipment, military failure, and a chronic shortage of competent officers. They were also exposed to a flow of pacifist and anti-monarchist propaganda from turbulent Russian cities. As a result, Russian soldiers deserted, defected, and even murdered their officers.

CP #46 VON HUTIER: Gen. Oskar von Hutier perfected infiltration tactics for the German 8th Army’s attack on Riga in 1917. Using *Feuerwalze* to create an opening, German troops seized a foothold across the Dvina River and formed three columns of divisions. They ignored defensive strongpoints and drove through the Russian lines. The outer two columns rolled up those lines, while the middle column drove for the Baltic coast to trap the Russians in a pocket.

CP #47 RUSSIAN WAR WEARINESS: By 1917, the Russian people had enough of war and the hardships it imposed. The war caused price inflation that outpaced wage increases, angering the working class. It also caused a shortage of civilian medical supplies and services. Lost battles, mounting casualties, and a demoralized army fueled pacifist and anti-monarchist propaganda. Social and economic unrest grew in the cities. Strikes, protests, and riots ensued.

CP #48 RUSSIAN RAILROAD COLLAPSE: In the winter of 1916-1917, Russia’s railroad system began to break down from overuse. Insufficient numbers of train engines and rolling stock to adequately supply both the Russian Army and the civilian populace caused food shortages in the cities.

CP #49 RUSSIAN FOOD RIOTS: During the winter of 1916-1917, rioting broke out in Russian cities due to food shortages. In Petrograd, Tsar Nicholas II ordered that food riots be put down with force. His troops refused to leave their barracks or shoot the rioters. Some soldiers went over to the mob.

CP #50 RUSSIAN REVOLUTION: Catastrophic military losses, and scarcity of food and medicines in the cities, finally caused the Russian people to revolt against their government.

CP #51 FALL OF THE TSAR: As riots mounted against food shortages and other hardships caused by the war, the Tsar lost political legitimacy in the eyes of the Russian people. In March 1917, Tsar Nicholas II was forced to abdicate when he also lost control over his military. He was replaced by a provisional government later headed by Alexander Kerensky.

CP #52 NOVEMBER COUP: On November 6, 1917, a coup conducted by revolutionists, soldiers, sailors, and workers seized control of Petrograd’s telephone exchange, railroad stations, and bridges. As a result, the Kerensky Government fled and the Bolsheviks came to power.

CP #53 WAR IN AFRICA: Before the war, Germany managed to build a colonial empire in Africa. These colonial holdings were in Togo, Kamerun, and German Southwest Africa (Namibia) on the Atlantic coast, as well as German East Africa (Tanganyika) abutting the Indian Ocean. The AP campaign to seize these colonies lasted from 1914 to 1917 and diverted almost 250,000 of its troops to Africa.

CP #54 TSAR’S ARMORIES: As German forces advanced into Russia, they seized arms, materiel, and supplies from Russian stockpiles to supplement their own.

CP #55 KAISERSCHLACHT: The German Army launched an offensive along the Western Front on March 21, 1918, to defeat the Allied Powers before the overwhelming resources of the United States could be fully deployed. Germany also had a temporary advantage in numbers due to the transfer of nearly 50 divisions from the Eastern Front (after the Treaty of Brest-Litovsk). *Kaiserschlacht* (“Kaiser’s Battle”) was intended to break through the Allied lines, outflank the British forces holding the front from the Somme River to the English Channel, and defeat the British Army. The Germans hoped that once this was achieved, France would seek an armistice. After significant early successes, the German Army was unable to move supplies and reinforcements fast enough to maintain its advance. All the German attacks petered out due to attrition and the lack of supplies.



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I recommend this short list of books, which also served as research sources for *Illusions of Glory*:

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NOTES

NOTES

Light Fire Table

(If all firing units are SCUs)*

Combat Factors Firing									
Die Roll	0	1	2	3	4	5	6	7	8+
1	-	-	-	1	1	1	1	2	2
2	-	-	1	1	1	1	2	2	3
3	-	1	1	1	2	2	2	3	3
4	1	1	1	2	2	2	3	3	4
5	1	1	2	2	2	3	3	4	4
6	1	2	2	2	3	3	4	4	5

*Attacks against Uprising Units must use the Light Fire Table.

Heavy Fire Table

(If at least one firing unit is an LCU or a Fort)*

Combat Factors Firing										
Die Roll	1	2	3	4	5	6-8	9-11	12-14	15	16+
1	-	1	1	2	2	3	3	4	4	5
2	1	1	2	2	3	3	4	4	5	5
3	1	2	2	3	3	4	4	5	5	7
4	1	2	3	3	4	4	5	5	7	7
5	2	3	3	4	4	5	5	7	7	7
6	2	3	4	4	5	5	7	7	7	7

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

DIE ROLL MODIFIERS (DRMs)

Note: A modified die roll cannot be more than 6 or less than 1.

Unit(s) in Combat include: DRMs

HQ	0, +1, or +2 in attack or defense (<i>may</i> participate in an attack; <i>must</i> participate in defense)
Heavy Artillery	+1 or +2 only when attacking (unit <i>may</i> participate in an attack; does not participate in defense)
Mountain Infantry	+1 if one or more Mountain Infantry units attacks or defends a Mountain space (alone or with any other unit types)
Cavalry	+1 if one or more Cavalry units attacks or defends a Clear space (alone or with any other unit types)
All Units	-1 if units are using Roads, Mixed-Gauge Railroads, Sea Invasion Lanes, or any combination of them, to attack a space

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

