Illusions of Glory

THE GREAT WAR ON THE EASTERN FRONT

RBM
Studio

RULES OF PLAY

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This is the "Living Rules" document for the game. It includes 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 causes domestic uprisings—which includes revolution in Russia's case.

Differences from prior versions of *Illusions of Glory* rules appear in blue text and may be preceded by this symbol: ▶. When a higher-level rule is marked by this icon, the icon applies to all lower- or sub-cases of that rule as well. Also, some rules include decimalized numbers that appear in parentheses. These 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.

Advance After Combat: If all defending units are destroyed or 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 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 as an 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 ½″ or ⅝″ 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:

	Russia
	Italy
	Great Britain
	France
	Serbia
	Montenegro

Central Powers:

	Austria-Hungary
	Germany
	Turkey

Neutrals:

	Greece
	Bulgaria
	Romania

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

▶ **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 (other than an undestroyed Fort) or a vacant region immediately becomes enemy-controlled when it is occupied by a enemy unit. 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 and is on Page 56.

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.

Headquarters Unit: The ½″ 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 ½″ playing piece with a NATO artillery symbol on a yellow background representing GE heavy artillery. This is a Combat Unit.

Large Combat Unit (LCU): The ⅝″ 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", "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.
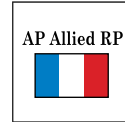
Replacement Points (RPs): These are used to rebuild reduced-strength units on the mapboard, and to rebuild destroyed units in the Replaceable Units Box. When a Strategy Card is played for its RP value (shown in the RP Box at the bottom of the card), the Replacement Points are not used immediately, but 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 ½″ 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.

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

Terrain: Mountain, Swamp, Forest, or Water Obstacle 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 $\frac{5}{8}$″ die cut counters
- One sheet of ½″ die cut counters
- One sheet of $\frac{5}{8}$″ and ½″ 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 green spaces), and Water Obstacles (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 required 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. Olive 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
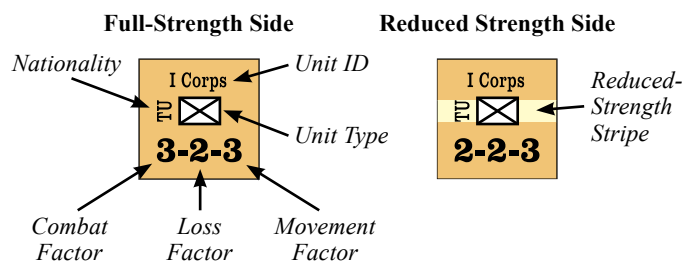
3.2.1 Combat Units

a. Combat Units have NATO-style symbols and are color-coded as follows: Regular Infantry (white unit symbol background), Elite Infantry (dark blue unit symbol background), Cavalry (red unit symbol background), Reserve Infantry (brown unit 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 ½″ 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 "12" space on the General Records Track.

b. ▶ Every 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. ▶ Every 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 (23.2).

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 "2" 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. ▶ Every 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 as an 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 "12" 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. Optional Rule: 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 AP player uses the rest of these Mobilization cards for his 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 play the Event by the end of the Fall 1914 Turn (Turn 2), he cannot play the Event for the rest of the game.

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

Any card played for an Event that affects the entire turn is left face-up in front of the player for the rest of that turn. 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.

4.3 Summer 1914 Turn (Turn 1) Restrictions

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 1914 Turn (Turn 1).

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. Neither player can move into Bulgaria during the Summer 1914 Turn (Turn 1), or in any later turn until Bulgaria is played as a Neutral Entry Event.

e. Neither player can move into Romania during the Summer 1914 Turn (Turn 1), or in any later turn until Romania is played as a Neutral Entry Event.

f. Neither player can move onto the Italian Front Inset Mapboard during the Summer 1914 Turn (Turn 1), or in any later turn until Italy is played as a Neutral Entry Event.

g. ▶ The CP player cannot attack into Serbia from Temesvar or Novi Sad during the Summer 1914 Turn (Turn 1).

h. ▶ Neither player can play a Reinforcement card during the Summer 1914 Turn (Turn 1).

i. ▶ 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

VP 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

Armistice

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 are permanently eliminated, go into the Eliminated Units Box, and cannot be rebuilt. Any reduced-strength SCUs are destroyed and go into the Replaceable Units Box. 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 it 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

▶ If the game has not ended, each player determines whether his War Commitment Level has increased. If a player's War Commitment Level has increased to the next one, he shuffles the cards for that War Commitment Level together with his Draw

Pile and his Discard Pile—excluding any cards that have been permanently removed—to form a new Draw Pile.

4. Check for National Collapse

    a. Determine if Bulgaria, Romania, or Serbia has collapsed (26.2.3, 26.5.3, and 26.6.2).

    b. Determine if Austria-Hungary has collapsed (23.5).

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 "2" 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 "2" 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.

Revolution

2. Russian Revolution Check

    a. If RUSSIAN REVOLUTION has been played, place the Revolution marker on the next turn space. 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 on 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.
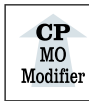
7.3 CP Mandatory Offensive Die Rolls

CP Mandatory Offensive die roll numbers are as follows:

1-2   **"AH(SB)":** At least one AH LCU must attack an SB 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 AND 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. **GERMANDOM AGAINST SLAVDOM:** 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, and can also be used to place an Uprising Unit in the first Action Round.

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.
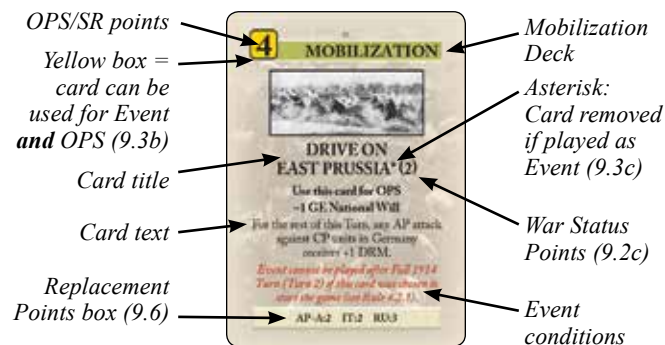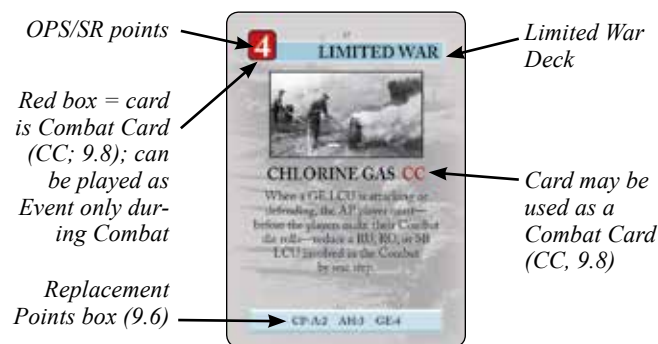
9.0 Strategy Cards

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:

OPS/SR points

Yellow box = card can be used for Event and OPS (9.3b)

Card title

Card text

Replacement Points box (9.6)

Mobilization Deck

Asterisk: Card removed if played as Event (9.3c)

War Status Points (9.2c)

Event conditions

CP Card, Limited War Deck:

OPS/SR points

Red box = card is Combat Card (CC; 9.8); can be played as Event only during Combat

Replacement Points box (9.6)

Limited War Deck

Card may be used as a Combat Card (CC, 9.8)

9.2 The Three Decks

a. Each player has a set of Strategy Cards composed of three decks: *Mobilization*, *Limited War*, and *Total War*.

b. 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.

c. 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

a. 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.

b. 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.

c. When a card with an asterisk is played as an Event, it is permanently removed from the game.

d. 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

a. The cost of activating a space for Movement or Attack equals the number of 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.

b. 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:

a. 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 number of friendly nationalities having units in the stack.

b. Combat Units stacked with HQs can be treated as one nationality for activation purposes.

c. ▶ 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. Spaces can be activated for either Movement or Attack in an Action Round, but not both. Spaces are activated for Movement by placing a Move marker on top of the units in each space. Spaces are activated for Attack by placing an Attack marker on top of the units in each space.

b. ▶ If a space containing an LCU is activated for Movement, a Trench can be built in that space (19.1).

c. Combat Units in a region 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. Combat Units on Lemnos 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.

f. Uprising Units in a region cannot be activated to Move or Attack.

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. Next, 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 LCUs 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. ▶ A player cannot use a Strategy Card for SR in consecutive Action Rounds of the same turn.

b. A player 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.

RU RP	AP Allied RP	CP Allied RP	GE RP

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 as an 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 a Strategy Card can no longer be played as an Event, the card can still be played for its War Status Points (instead of its OPS, SR, or RP points). A Strategy Card with an asterisk (*) is removed from the game when it is played this way.

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.

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, immediately place on the mapboard those Combat Units assigned to spaces by the Setup Chart for the Event (units do not 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 that is friendly-controlled.

d. If the CP player plays KING CONSTANTINE 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. Playing KING CONSTANTINE does not count as a Neutral Entry Event if Greece becomes a CP ally.

9.7.3 Reinforcement Events

a. A Strategy Card that is played to bring new units onto the mapboard as a Reinforcement Event is called a Reinforcement Card. A player can play only one Reinforcement Card 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. The attacker plays his CCs first, and then the defender plays his. The defender's CCs are therefore played during an opponent's Action Round. A player can play more than one CC in a Combat.

b. A player can play CCs in each and every Combat that takes place during an Action Round.

c. 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 LCUs 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 Uprising Unit can be placed in a space.

d. Only one HQ can occupy a space.

e. ▶ Any number of Combat Units can occupy a region or Lemnos. Only one Uprising Unit can be placed in a region.

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 or on Lemnos, and can be used to distinguish them from units that move or retreat into their 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. 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 more spaces than its Movement Factor (MF) allows in a single Action Round.

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. Units cannot move into Bulgaria, Italy, or Romania until that Nation enters the war.

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. ▶ After 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 until the space is recaptured by enemy 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. ▶ After capturing an enemy space, or recapturing a friendly space or from enemy control, a player retains control of the space when his units leave it, unless an Uprising Unit is placed there.

j. 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.

k. 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.
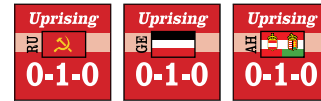
11.2.1 Uprising Units

a. ▶ An Uprising Unit takes control of an unoccupied space or unoccupied region by being placed in it. Once an Uprising Unit is placed on the mapboard, it is not controlled by any player.

b. An Uprising Unit only controls the space or region that it occupies.

c. Uprising Units are always in supply.

d. Combat Units cannot trace a supply line to a friendly Supply Source through a space containing an Uprising Unit.

e. 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. Uprising Units do not Attack and do not participate with other units in an Attack.

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 rolls a six-sided die on the Heavy Fire Table—except when Uprising Units or Alpine Trails are involved in the Combat. 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 provides the unit's LF towards 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 Obstacles, 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 played 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. The player selects units to absorb damage (12.6.2). If the Loss Number is equal to or greater than a full-strength unit's Loss Factor, the unit loses a step. If the Loss Number is equal to or greater than a reduced-strength unit's Loss Factor, the unit is destroyed.

1. If the destroyed unit is an SCU, put it into the Replaceable Units Box. Then select another unit to absorb any remaining damage.

2. If the destroyed unit is an LCU, put it in the Replaceable Units Box and replace it with a full-strength SCU—unless the LCU is Out-Of-Supply (12.6.6).

d. ▶ If the defending units are in a Fort space, and 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 destroying the Fort, which is destroyed if the remaining Loss Number is equal to or greater than the Fort's CF (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 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. ▶ The defender can halt a full Retreat if one of the retreating units takes an additional step loss after defending a Mountain, Forest, or Swamp space (12.7.4).

c. After defending units retreat, place a "Retreated" marker on top those units.

d. 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 eliminated or destroyed, 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 Swamp 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.

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 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 Fire Table used by the attacker shifts one column to the left.

12.4.2 Swamps

If the defending space is a Swamp, the attacker cannot make a Flank Attack against that space.

12.4.3 Water Obstacles

a. When all attacking units make their Attack across a defending space's Water Obstacle 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 Obstacle and clear sides in combination, the Water Obstacles 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 Zheleznodorozhnyye 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 Loss Number Mechanics

a. ▶ If the Loss Number 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 Loss Number (LN). The player taking fire must apply as much of his Loss Number as possible to his units. He cannot take fewer losses if it is possible for his units to absorb the entire Loss Number. The player taking fire cannot apply more losses to his units than the Loss Number. He must select a unit to absorb the entire LN. If it loses a step, the player taking fire must select another (or the same) unit to absorb the remaining LN. If an LCU is destroyed by losing a step, the player taking fire may select the SCU that replaced the destroyed LCU to absorb the remaining LN. If the SCU loses a step, the player taking fire must again select a unit to absorb the remaining LN until it loses a step (or is destroyed). The player taking fire repeats this process until his units absorb as much of the Loss Number as they can without exceeding it (or they are all destroyed).

b. If the Loss Number is less than the smallest LF among the units taking fire, then those units absorb no damage.

12.6.3 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 damage (Loss Number) inflicted by the enemy. Units taking fire must apply enough Loss Factors to cover the entire Loss Number inflicted by the enemy, even if it destroys one or more of those units.

c. If the Loss Number is equal to or greater than a full-strength unit's LF, the unit loses a step. If the Loss Number is equal to or greater than a reduced-strength unit's LF, the unit is destroyed. If the Loss Number is less than the unit's LF, then the unit absorbs the LN without taking 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 from either nationality.

▶ 12.6.5 Destruction of SCUs and Uprising Units

a. ▶ An SCU that is already reduced by a step and is damaged again is destroyed. Destroyed SCUs go into the Reserve Box.

b. Any destroyed Uprising Units are removed from the mapboard, but can be used again.

c. An SCU is destroyed if it is forced to retreat into or through a space that contains enemy units, an unbesieged enemy Fort, or an Uprising Unit. An Uprising Unit does not retreat.

d. A reduced-strength SCU that is Out-Of-Supply during the Attrition Phase is reduced by one step and is destroyed. An Uprising Unit is always supplied.

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. A reduced-strength LCU that is Out-Of-Supply during the Attrition Phase is permanently eliminated and goes into the Eliminated Units Box.

c. An LCU is permanently eliminated if it is 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.

f. ▶ SCUs that are destroyed always go into the Reserve Box, and are never 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.

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 (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. AP units that are forced to retreat into a Sea Invasion space as the first part of a two-space retreat must stop there (12.7.4).

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 Halting Retreats**

a. ▶ Defending units in Forests, Mountains, Swamps, or Trenches can reduce a two-space retreat by one space by taking a step loss from any of those units. A one-space retreat cannot be halted.

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 part of a two-space retreat, they halt their retreat at the Sea Invasion space and one of the retreating units takes a step loss.

c. ▶ 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.

d. ▶ Defending units that retreat from a Clear space into a Forest, Mountain, Swamp, or Trench as the first space of a two-space retreat cannot take a step loss to halt their retreat into the second space.

e. ▶ 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. An LCU is permanently eliminated, and goes into the Eliminated Units Box, if it is forced to retreat into or through a space containing enemy units, an unbesieged enemy Fort, or an Uprising Units.

b. ▶ An SCU is destroyed and goes into the Reserve Box if it is forced to retreat into or through a space containing enemy units, or an unbesieged enemy Fort, or Uprising Units.

12.7.6 Retreated Units and Further Attacks

a. If 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 are forced to retreat, LCUs that retreated into the defending space are permanently eliminated (and go into the Eliminated Units Box). SCUs that retreated into the defending space are destroyed (and go into the Reserve Box).

▶ **12.7.7 Retreats By Sea**

a. Units cannot retreat by Sea.

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 part of a two-space retreat, they halt their retreat at the Sea Invasion space and one of the retreating units takes a step loss.

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 halt their retreat at the Port space and one of the retreating units takes a step loss.

d. ▶ 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 in a two-space retreat, they halt their retreat at the Port space and one of the retreating units takes a step loss.

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 the stop in.

12.8 Advance After Combat

12.8.1 Which Units Can Advance

a. If all units defending a space are destroyed or 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, Forests, or cross Water Obstacles.

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**

a. Strategic Redeployment (SR) is used to transfer LCUs and SCUs unlimited distances overland through friendly-controlled spaces or to transport SCUs by Sea.

b. It costs 1 SR Point to transport a full strength or reduced strength SCU, an HQ, or a Heavy Artillery unit.

c. ▶ It costs 2 SR Points to transport a full-strength or reduced strength LCU..

d. Uprising Units cannot use SR.

e. Combat units that are Out Of Supply cannot use SR.

f. 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.

g. SR cannot be used by a specific Combat Unit more than once per Action Round.

h. 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.

i. Players can sequence the order of their SRs as they choose.

▶ 13.2 SR Routes

a. An LCU must trace its SR route overland along Single-Gauge Railroad lines. An SCU 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.

b. Combat Units only can only SR to spaces or regions containing friendly-controlled Supply Sources for their Nation, or to spaces that can trace a supply line to friendly-controlled Supply Sources for their Nation.

c. SR routes can only go into or through friendly-controlled spaces, even if these spaces are connected to spaces containing enemy units or enemy Forts.

d. Units can SR into, out of, or through a space containing a besieged enemy Fort.

e. Units can SR into a friendly-controlled region, or an uncontrolled region that contains friendly units, but must stop there.

f. Units cannot SR into a region that is controlled by an enemy or Uprising Unit.

▶ 13.3 SR By Sea

a. All SCUs, including HQs and GE Hvy Arty, can SR By Sea.

b. 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.

c. Lemnos is treated as a Port, but CP units cannot SR to Lemnos.

d. 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.

e. SCUs that SR By Sea from a Port on the Black Sea can only move to another friendly-controlled Port on the Black Sea.

f. LCUs cannot SR By Sea, but AP LCUs can move by Sea to or from Lemnos through a Sea Invasion space (25.0).

g. Units cannot SR By Sea during a Winter Turn.

13.4 SR and the Reserve Box

a. No units can SR into or out of the Reserve Box.

b. ▶ SCUs go to the Reserve Box 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 that are destroyed also go to the Reserve Box (12.6.5).

c. 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. Note that 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 or Montenegro, and GR units are always in supply within Greece.

14.0 Supply and Attrition

14.1 Determining Supply Status

14.1.1 Tracing Supply Lines

a. 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, place an Out-Of-Supply marker on the unit's space.

b. When an OOS unit can again trace an uninterrupted supply line, remove the Out-Of-Supply marker from the unit's space.

c. A supply line can be any length.

d. Uprising Units are always in supply.

e. When Greece is neutral, GR units are always in supply.

▶ 14.1.2 Limitations on Tracing Supply Lines

a. 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. ▶ Units cannot trace supply lines through a neutral space, except for spaces in neutral Greece (26.3.1) and spaces in neutral Albania (26.1.1).

c. 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 to other Ports after ROYAL NAVY BLOCKADE is played, except in the Baltic Sea and 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 and 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 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. Units that are Out-Of-Supply (OOS):

  1. Can be activated for Movement at 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. ▶ Each OOS unit with a CF of 2 or more is reduced to a CF of 1. Each OOS unit with a CF of 1 is reduced to a CF of 0.

▶ 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 destroyed and goes into the Reserve Box.

c. A space occupied by friendly OOS units becomes enemy-controlled if those units are destroyed or eliminated during the Attrition Phase, except where the space has an undestroyed friendly Fort.

d. Each player's destroyed and eliminated OOS units are removed simultaneously, and the destruction or 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 destroyed by Combat while Out-Of-Supply goes into the Reserve 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 any friendly-controlled Supply Sources for their Nation, except where: (1) it causes overstacking, (2) the Event specifies the location where the reinforcements must be placed, (3) these rules allow the reinforcements to be placed elsewhere, or (4) 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 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 or AH/GE Supply Sources, or as indicated on Reinforcement Cards.

b. AH reinforcements can be placed on friendly-controlled AH or GE/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.

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 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 cannot be used to rebuild units in the Replaceable Units Box.

g. 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.

b. ▶ Rebuilding an SCU on the mapboard costs 1 RP for every 2 steps.

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 Supply Sources for its Nation during the Replacement Phase cannot receive RPs.

▶ 16.5 Units Not Receiving RPs

a. Special Units (yellow symbol backgrounds) do not receive RPs.

b. Uprising Units do not receive RPs.

c. War In Africa prevents RPs from being spent to rebuild AP-A units for the remainder of the turn. If Convoy is drawn during that turn, it cannot be used to rebuild AP-A units.

▶ 16.6 Placement of Rebuilt Units

a. Rebuilt LCUs must immediately be placed on the mapboard.

b. Rebuilt RU, IT, TU, BU, SB, RO, and GR units must enter the mapboard on friendly-controlled Supply Sources for their own Nation.

c. Rebuilt GE units can enter the mapboard on any friendly-controlled GE Supply Source, or on any friendly-controlled AH/GE Supply Source.

d. Rebuilt AH units can enter the mapboard on any friendly-controlled AH Supply Source, or on any friendly-controlled AH/GE Supply Source.

e. Rebuilt BR and FR units can enter the mapboard on Lemnos or friendly-controlled Southern Italy (after Italy enters the war).

f. ▶ Rebuilt SB units can enter the mapboard on friendly-controlled Belgrade or Monastir prior to "Serbian Collapse". 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. When Belgrade is AP-controlled again, destroyed SB units that are rebuilt can enter the mapboard there or Monastir.

16.7 Converting RPs

16.7.1 Conversion of CP RPs

a. The CP player can convert one GE RP per turn into a TU RP until Royal Navy Blockade has been played.

b. 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

a. 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.

b. 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

a. If a player's current War Commitment Level is "Mobilization", and his War Status is at least 4 on or after the Fall 1914 Turn (Turn 2), his War Commitment Level rises to "Limited War" in the War Status Phase of that turn.

b. 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

a. If a player's current War Commitment Level is "Limited War", and his War Status reaches 11 or higher by the War Status Phase, his War Commitment Level rises to "Total War".

b. The player then adds his Total War cards to his Draw Pile and the 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.

▶ 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 a friendly region under enemy control by Movement or Advance After Combat. The enemy Control marker is 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. Attacks into a region can be made in combination with attacks friendly units already in the region, observing the rules for multinational attacks.

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. If a region contains terrain, the terrain's effects apply only to 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 retreats 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, but can only be built in Clear spaces. Trenches cannot be built in Mountain, Swamp, Forest, or 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. .

c. To entrench a space, it must be activated for Movement. A player cannot build more than one Trench in an Action Round and cannot build more than two Trenches in the same Action Phase.

d. An LCU that is used to entrench cannot move in the same Action Round.

e. The AP player uses the blue Trench markers, and the CP player uses the gray Trench markers.

f. Trenches can be built in Clear spaces containing Forts. Units defending a Fort space or besieging a Fort can entrench.

g. Uprising Units cannot build Trenches.

▶ 19.2 Trench Construction

a. An LCU of any nationality may attempt to build a Trench instead of moving. If the space contains more than one LCU, the LCUs that are not used to entrench may move.

b. Only one trench-building attempt may be made per space in an Action Phase, regardless of the number of LCUs in the space.

c. Entrenching is attempted by rolling a die. On a roll of 1 to 3, the attempt succeeds. On a roll of 4 to 6, the attempt fails.

c. It does not matter whether the LCU building a Trench is full strength or reduced strength.

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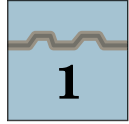
a. When a Trench is built in a space, place a Level 1 Trench marker of the player's color in that space. Only one Trench marker can be placed in a space.

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. A Trench marker remains in a 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. A Fort space containing a Trench marker, but no friendly units, does not benefit from the Trench.

d. A Trench marker in the attacker's space 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.

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 Combat Factor (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 an unoccupied Fort space contains a Trench, the Fort cannot benefit from the effects of a Trench.

c. Forts themselves cannot build Trenches.

20.1.5 Control of Fort Spaces

a. A Fort space cannot be controlled by the enemy as long as there is an undestroyed Fort in the space—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

GE units may not attack RU Fort spaces until OberOst is played or the CP War Status is at least 4. However, GE units may besiege unoccupied RU Fort spaces. AH units are not restricted by this rule.

▶ 20.1.8 German Forts

RU units may not 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 Fort is no longer besieged.

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 Obstacle side(s). Where attacking units make their Attack across a defending space's Water Obstacle and non-Water sides in combination, Flank Attacks are permitted.

b. Flank Attacks cannot be made against a Swamp 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.

c. Special Units (having yellow unit symbol backgrounds) cannot be used to assemble LCUs.

▶ 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. Uprising Units cannot be used to assemble LCUs.

22.3 How to Assemble LCUs

a. ▶ Units used to assemble an LCU in a space or a region (including Lemnos) must begin the Action Round there. An LCU is assembled in a space by activating that space for Movement, and then using units in the space to create the LCU. An LCU is assembled in a region (including Lemnos) by activating an SCU for Movement and then using the SCU and other units in the region (or Lemnos) to create the LCU. An LCU *can* assemble and move in the same Action Round. An LCU *cannot* assemble and attack in the same Action Round.

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 the SCUs from their space or region 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-stength LCU and a full-strength SCU:

(1) flip the LCU counter over to its full-strength side, and

(2) put the SCU in the Reserve Box.

d. To asssemble a reduced-strength LCU from two full-strength SCUs:

(1) take a reduced-strength LCU counter from the Replace-able Units Box,

(2) transfer the SCUs from their space or region to the Reserve Box, and

(3) put the reduced-strength LCU in that space or region.

22.4 How to Disassemble LCUs

a. ▶ To disassemble an LCU, activate the LCU's space—or activate the LCU itself in a region (including Lemnos)—for Movement. Units from a disassembled LCU can move in the same Action Round as the LCU's disassembly. Units from a disassembled LCU cannot attack in the same Action Round as the LCU's disassembly.

b. To disassemble a full-strength LCU into three full-strength SCUs:

(1) take three SCU counters from the Reserve Box,

(2) transfer the LCU from its space or region to the Replace-able 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 Replace-able 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. Put the LCU in the Replaceable Units Box.

d. 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.

e. ▶ 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 "12" 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 "2" space or below on the General Records Track), then Rebellion can break out in the that Nation. Rebellion is represented by placing an Uprising Unit 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: (1) immediately place an AH Uprising Unit in any unoccupied space in Austria-Hungary, or in either of its regions, without cost; or (2) wait until the next Action Phase and place an Uprising Unit in that Nation during any AP Action Round using a 1 OPS Cardless Play (8.2.e).

b. If the GE National Will marker has reached National Demoralization by Step 1 of the Rebellion/Revolution Phase, the AP player can: (1) immediately place a GE Uprising Unit in any unoccupied space in Germany, or in the Brandenburg region, without cost; or (2) wait until the next Action Phase and place

an Uprising Unit in that Nation during any AP Action Round using a 1 OPS Cardless Play (8.2.e).

c. If the RU National Will marker has reached National Demoralization by Step 1 of the Rebellion/Revolution Phase, the CP player can: (1) immediately place an RU Uprising Unit in any unoccupied space in Russia, or in any of its regions, without cost; or (2) wait until the next Action Phase and place an Uprising Unit in that Nation during any CP Action Round using a 1 OPS Cardless Play (8.2.e).

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

a. Uprising Units can be placed in any of their Nation's unoccupied spaces or in any of their Nation's regions.

b. Uprising Units cannot be placed in spaces or regions outside of their own Nation.

c. An Uprising Unit can be placed in a Fort space, but does not control the Fort and cannot use its Combat Strength.

d. 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.

e. 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

a. 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.

b. 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

a. When RUSSIAN FOOD RIOTS is played, place its marker in its space on the Russian Revolution Track as a reminder. This is a prerequisite for playing RUSSIAN REVOLUTION.

b. After this, 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.

c. 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

a. In each following Rebellion/Revolution Phase, move the Revolution marker ahead one Stage on the Russian Revolution Track.

b. 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 or the Replaceable Units Box, and put the RU LCU into the Replaceable Units Box. If no RU SCU is available, put the RU LCU into the Replaceable Units Box without a replacement.
- RU LCUs cannot be assembled.

c. The effects of each Stage are cumulative.

d. The Russian Revolution cannot advance Stages if there are no Uprising Units in Russia.

23.4.3 Suppressing the Russian Revolution

a. The AP player can suppress the Russian Revolution by following these steps:
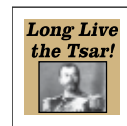
1. Destroy all RU Uprising Units on the mapboard.

2. Play LONG LIVE THE TSAR! and put its marker on the Russian Revolution Track.

3. After placing the "Long Live the Tsar!" marker on the Russian Revolution Track, remove the Revolution marker from the Russian Revolution Track.

4. 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.

b. 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

a. 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.

b. If Austria-Hungary collapses:

   1. Remove all AH Combat Units from the mapboard. Do not remove any AH Uprising Units, but place no more of them on the mapboard.

   2. 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.

   3. 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.

   4. Austro-Hungarian collapse is permanent.

23.6 Collapse of Germany

a. Germany does not collapse.

b. If AP and/or Uprising Units control all German VP spaces, but do not control Brandenburg, then:

   1. GE units that can trace a supply line to Brandenburg can still activate for Movement or Attack, can receive RPs, and can use SR; and

   2. GE reinforcements can be placed in Brandenburg.

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.

c. Each time that a GE, AH, RU, or IT LCU permanently eliminated, the Troop Quality marker of that Nation moves –2 on the General Records Track.

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 –3 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 consisting of Sud Army; Army of the Bug; RU and GE elite infantry; RU regional infantry (Caucasus, Siberia, Turkestan, Finland); and RU, AH, or GE cavalry are unaffected. This is also noted on their Reinforcement Cards.

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 come onto the mapboard with the step reductions described on the card.

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 or 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. 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 and inland spaces at the usual cost of 1 MP per space.

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 LCU or stack to a Sea Invasion space that has a Landing marker.

▶ 25.2.3 Using Sea Invasion Spaces

a. If a Sea Invasion space contains a Landing marker from a prior Action Round, an LCU or stack of LCUs can move from Lemnos to the Sea Invasion space and then stop. 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. AP 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.

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 be activated for Movement during a Winter Turn.

d. Sea Invasion spaces that contain Landing markers can be activated for Movement or Attack, but no LCUs can move from Sea Invasion spaces to Lemnos during a Winter Turn.

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.

b. When the withdrawn LCUs land on Lemnos, they must stop. 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.

c. Each LCU withdrawn under fire is reduced by one step.

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 back to Lemnos.

b. When the withdrawn units land on Lemnos, they must stop. 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.

c. AP LCUs making a Safe Withdrawal do not suffer any step reductions.

▶ 25.4 Enemy Capture of Sea Invasion Spaces

a. If a Sea Invasion Space contains a Landing marker, it can be attacked as a Clear space. CP units can Advance After Combat into the space or move into the space if unoccupied by AP units.

b. When a CP unit moves into a Sea Invasion space containing a Landing marker, this marker is removed from the game. The CP unit immediately returns to the Port connected to the Sea Invasion space. The CP player then adds 1 GE, AH, or CP-A RP to the General Records Track representing captured supplies.

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 unit for Movement and moving it from Odessa to any unoccupied Port on the Black Sea. This 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

a. CP units can enter any vacant space in neutral Albania, except for Port spaces, but CP units can still attack those Port spaces.

b. CP units can trace supply lines through any vacant space in neutral Albania, except for Port spaces.

c. AP units can trace supply lines through any vacant space in neutral Albania, including Port spaces.

d. AP units can enter Port spaces in neutral Albania. AP SCUs, including SB and MN SCUs, can use Port spaces in neutral Albania to SR By Sea.

e. Albania is neutral until Italy enters the war.

▶ 26.2 Bulgaria

26.2.1 General Rules

a. Neither player can move into Bulgaria until it enters the war.

b. BU units are placed on the mapboard when Bulgaria enters the war.

26.2.2 Bulgarian Entry into the War

a. 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.

b. 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).

c. 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 are only able 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

a. 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.

b. If Bulgaria collapses, permanently remove all BU units from the gameboard. Replace the LXI and LXII Gen. Kdo. LCUs with one full-strength GE Regular or Reserve Infantry SCU each. (If these are not available, there is no replacement.)

c. After Bulgaria collapses, AP and CP units can still enter or attack enemy units in BU spaces.

▶ 26.3 Greece

26.3.1 General Rules

a. 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.

b. GR units are in supply anywhere in Greece.

c. AP and CP units can enter or trace supply lines through any vacant space in neutral Greece, except for vacant Port spaces. AP and CP units can only trace supply lines through Port spaces in neutral Greece that they control. AP and CP SCUs can SR by Sea through Port spaces in neutral Greece that they control.

d. A player only controls a space in neutral Greece while he occupies it. However, there are exceptions:

   1. Salonika becomes an AP-controlled Port space without violating Greek neutrality when:
      (a) Intervention In The Balkans is played to put the BR/GR Nat'l. Defense Corps in Salonika,
      (b) AP LCUs enter Salonika from this Port's connected Sea Invasion space after Salonika Invasion is played,
      (c) AP units move into Salonika from any other spaces, or
      (d) AP units Advance After Combat into Salonika.

   2. Ft. Rupel and Doiran become CP-controlled without violating Greek neutrality when Surrender of Ft. Rupel is played.

   3. 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.

   4. 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.

e. 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.

f. 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

a. 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.

b. Greece becomes a CP ally if KING CONSTANTINE is played when all VP spaces in Serbia, Romania, and Bulgaria are CP-controlled.

c. If Greece becomes a CP ally:

    1. GREECE can never be played as an Event.

    2. 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).

    3. AP units can only trace supply lines through Greek spaces that they control.

d. If Greece becomes an AP ally, CP units can only trace supply lines through Greek spaces that they control.

e. If Greece enters the war, a player who moves into or through a space in Greece controls that space.

26.3.3 Greek Collapse

a. Greece does not collapse.

b. If CP units control both VP spaces in AP-allied Greece, GR units that can 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.

c. If AP units control both VP spaces in CP-allied Greece, GR units that can 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

a. Neither player can move units into the Italian Front Inset Map before Italy enters the war.

b. 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

a. When ITALY is played, the IT and AH 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.

b. 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).

c. After Italy enters the war, IT units that can trace a supply line to friendly-controlled Venice, Southern Italy, Vlore, or Durres can activate for Movement or Attack, use SR, and receive RPs.

d. 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

a. Italy does not collapse.

b. If CP units control both Italian VP spaces, but do not control Southern Italy, then: (1) IT, BR, and FR units that can trace a supply line to Southern Italy can still activate for Movement or Attack, can receive RPs, and can use SR; and (2) IT, BR, and FR reinforcements can be placed in Southern Italy.

▶ 26.5 Romania

26.5.1 General Rules

a. Neither player can move into Romania until it enters the war.

b. RO units are placed on the mapboard when Romania enters the war (see the Neutral Entry Setup Chart).

c. If Romania is neutral when the Russian Revolution begins, ROMANIA cannot be played as an Event (and cannot be played as an Event later if the Russian Revolution is suppressed).

d. Ploesti has an oil well symbol carried over from *Pursuit of Glory*. The symbol will become relevant if that game is linked to *Illusions of Glory*. Until then, the symbol has no effect.

26.5.2 Romanian Entry into the War

a. When ROMANIA is played, the RO, GE, AH, RU, and RU/SB 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.

b. 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).

c. When Romania enters the war, RO units that can trace a supply line to friendly-controlled Bucharest, Constanta, or Odessa can move or attack, use SR, and receive RPs.

d. RO units that cannot trace a supply line to Bucharest, Constanta, or Odessa--but can trace a supply line to other friendly-controlled AP Supply Sources--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 still activate for Movement or Attack, can use SR and can receive RPs.

c. After Romania collapses, AP and CP units can still enter or attack enemy units in RO spaces.

▶ 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 in Serbia and Montenegro are always in supply. Prior to Serbian Collapse, SB or MN units outside Serbia and Montenegro must trace a supply line to their Supply Source in Lemnos or to a Supply Source for any other AP Nation.

c. 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 SCU is a Special Unit, it does not receive RPs. Prior to Serbian Collapse, SB and MN units that can only trace a supply line to friendly-controlled Supply Sources for other AP Nations can move, can activate for Movement and Attack at +1 OPS, cannot use SR, and cannot receive RPs.

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) there are no SB LCUs in Serbia or Montenegro; or (3) 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:

  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 go to the Replaceable Units Box. Removed SB SCUs go to the Reserve Box. If removed, the MN SCU goes to the Eliminated Units Box.

  2. Only SB units in Lemnos can receive RPs until THE SERBS RETURN is played.

  3. SB LCUs units in the Replaceable Units Box cannot be rebuilt until THE SERBS RETURN is played.

c. After Serbia collapses, AP and CP units can still move into SB and MN spaces and attack enemy units in Serbia and Montenegro.

d. 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:

  1. TU units that can trace a supply line to Rodosto or Anatolia can still activate for Movement or Attack, use SR, and receive RPs; and

  2. TU reinforcements can be placed in either Rodosto or Anatolia if not controlled by AP units.

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. 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.

b. 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.

▶ 28.0 Treaty of Brest-Litovsk

a. After the CP player has played November Coup, 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.

d. When the Treaty of Brest-Litovsk takes effect:

1. RU units cannot enter or attack CP-controlled spaces and regions within Russia. (A region concurrently occupied by CP and Uprising Units is not CP-controlled.)

2. RU units cannot enter or attack spaces and regions outside Russia.

3. All RU units outside Russia, and all RU units stacked with RO units inside Russia, are interned and permanently removed without effect on Troop Quality.

4. RU units can only attack Uprising Units, and cannot attack CP or AP units.

5. AP and CP units cannot attack any RU units, and cannot enter any RU-controlled spaces or regions as a result of Movement or Combat.

6. AP and CP units can attack any enemy units or Uprising Units inside Russia, and can enter any enemy-controlled spaces or regions inside Russia as a result of Movement or Combat.

32.0 Strategy Card Histories & Notes

32.1 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, XXVI, XVIII, and I Turkestan 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 Zheleznodorozhnyye 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, III Siberia, and XXII 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 Przemysl behind Russian lines. The besieged Przemysl 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 XXIX, XXX, XXXI, XXXII, and XXXIII 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 "Germandom Against Slavdom": German insistence upon commanding the entire Eastern Front alienated Slavs comprising half of the Austro-Hungarian army, and led to some resistance against orders that came from the German OberOst (Supreme Headquarters East) instead of from AH Chief-of-Staff Conrad.

AP #44 The Brusilov Offensive: Beginning 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 in July 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 XXIX, XL, and XLI 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 AUSTRO-HUNGARIAN SAILOR REVOLT: In February 1918, a mutiny started in the AH Fifth Fleet at the Kotor naval base on the Adriatic Sea. Sailors on 40 ships joined the mutiny. Initial demands for better treatment were soon replaced by political demands and a call for peace. The mutiny was put down by force.

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.

32.2 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 XI 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 BURGFRIEDEN ("Party Truce"): Feuding political parties in the Reichstag set aside their differences and joined in support of the German war effort.

CP #5 HINDENBURG AND LUDENDORFF IN COMMAND: 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 Hindeburg 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 procras-

tinated 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 XVII and I Res. Infantry Corps attacked the RU 2nd Army at Tannenberg, striking its right flank. The GE I 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 XVII Res. and XXV 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 II and XXI Infantry Corps from the Western Front and with the XXXVIII Res. and XXXIX 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 XIII Infantry Corps from the Western Front and with the XXIV and XL 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 positons 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 VI Infantry Corps was released from Thrace to fight in Romania, and the TU XV 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 IV Res. and X 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 XVIII and XIX 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 Naroch: 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 Naroch. 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 The Struma and Monastir: In August 1916, Gen. Maurice Sarrail's AP force from Salonika checked a Bulgarian move to cross the Struma River and reach the Greek coast. Later that month, he attacked the Bulgarian 1st Army at Doiran but failed to dislodge them. In September 1916, Sarrail captured Monastir but his attempts to move further north were stopped by the German 11th Army.

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 XXII Res. and XXVII 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 Clearing the Dobruja: Leading a combined force of Germans, Austro-Hungarians, Turks, and Bulgarians against Romania, Gen. August von Mackensen conducted an offensive in the Dobruja region of Romania (bordered by the Danube River and the Black Sea) to drive out all Romanian and Russian forces.

CP #41 Austro-Hungarian Reinforcements: Created from regular and reserve divisions, the AH XXII, XXIII, XXIV, XXV, and XXVI 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 artillerists 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.

Credits

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Art Director & Package Design: Rodger MacGowan
Box Art and Design: Rodger MacGowan
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33.0 Acknowledgments

34.0 Bibliography

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

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Raicer, Ted S., *Crowns in the Gutter*. Bakersfield, Calif.: Strategy & Tactics Press, 2009.

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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 (*may* participate in an attack; *must* participate in defense)
Heavy Artillery	+1 or +2 only when attacking (unit *may* 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 only Roads and/or Mixed-Gauge Railroads 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