World War 1 1914-1918

[1.0] INTRODUCTION

World War I is a simulation on the army level of the land combat in Europe from 1914 to 1918. The simulation is primarily a land conflict with the secondary influence of naval forces abstractly simulated. The game covers five years in semi-annual (six-month) turns.

[2.0] GENERAL COURSE OF PLAY

World War I is basically a two-Player game. Each Player moves his units and then both Players alternately attack each other through three Combat Phases, attempting to fulfill the conditions of victory. To move from one hexagon to another, each unit expends a portion of its Movement Allowance. Combat is resolved by comparing the Combat Strength Points of opposing units and expressing the comparison as a difference (differential) between the attacker and defender. A die is rolled and the outcome indicated on the Combat Results Table (CRT) is applied to the units involved.
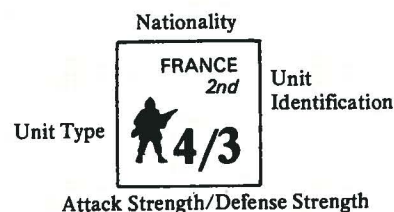
[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP

The seventeen by twenty-two inch mapsheet portrays the area of Europe from the English Channel into European Russia and from the Baltic to the Mediterranean Sea. The hexagonal grid is superimposed upon the mapsheet to regulate the movement and position of the playing pieces. Each hexagon has a small, four-digit number printed in it to identify that map position.

[3.2] THE PLAYING PIECES

Differently colored sets of playing pieces (henceforth known as units) are supplied. They represent the various armed forces that were involved in World War I. It is strongly recommended that the Players sort the units by type and color. This greatly facilitates setting up and playing the game. The playing pieces are distinguished by nationality, type and strength as represented by the various numbers and symbols printed on their faces.

[3.21] Sample Unit

Nationality — FRANCE 2nd — Unit Identification — Unit Type — Attack Strength/Defense Strength

[3.22] Summary of Unit Types

Infantry Army (BRITAIN 1st, 4/4)

Stosstruppen Army (German only) (GERMANY Stoss 1, 4/6)

Tank Army (French only) (FRANCE 1st. Tnk, 4/3)
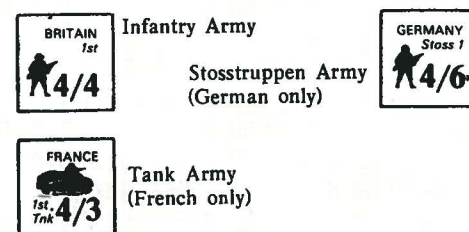
[3.23] Definition of Terms:

Attack Strength is the basic attacking power of a unit quantified in Attack Strength Points.

Defense Strength is the basic defending power of a unit quantified in Defense Strength Points.

Movement Allowance is the basic movement ability of a unit quantified in Movement Points. A unit expends one Movement Point of its total Movement Allowance to enter most hexes. All units have a Movement Allowance of five Movement Points. This value is not shown on the counter.

Combat Resource Points (CRP) are a quantification of the ability of a nationality to absorb losses in combat and to build units. CRP's (pronounced "Krips") are recorded on the CRP Track found on the map.

[3.3] GAME CHARTS AND TABLES

Various visual aids are provided for the Players to simplify and illustrate certain game functions. These are: the Combat Results Table, the Turn-Record/Phase Record Track, the Terrain Effects Chart and the Combat Resource Point (CRP) Track.

[3.4] GAME EQUIPMENT INVENTORY

A complete game of World War I should contain the following parts:

Game Map, 22" x 17"

Game Rules Folder

Set of Die-Cut Counters (100 pieces)

Folio (Folio Edition only)

Randomizer Chits (Folio Edition only)

Note: Players receiving the subscription version of World War I must supply their own die. Folio purchasers have been supplied with a set of chits which can be used as a substitute for dice.

If any of these parts are missing or damaged, write to:

"World War I Game"
Customer Service
Simulations Publications, Inc.
44 East 23rd Street,
New York, N.Y. 10010

Questions regarding the rules of the game will be answered is accompanied by a stamped, self-addressed envelope. Send rules questions to the above address and mark the envelope "Rules Questions: World War I."

[3.5] GAME SCALE

Each Game-Turn represents six months of real time. Each hex is equivalent to 70 kilometers from side to side. Each counter represents an army-sized unit.

[4.0] THE SEQUENCE OF PLAY

GENERAL RULE:

World War I is played in turns called **Game-Turns**. In each Game-Turn, the Players alternately move their units and conduct attacks with them. All actions take place within a rigid order of procedure. Any action taken out of order is a violation of the rules. The order is indicated below in terms of specific Phases of activity. **Read this outline carefully**, since **World War I** has a somewhat unusual Sequence of Play.

SEQUENCE OUTLINE OF THE GAME-TURN

1. **Allied Movement Phase:**
The Allied Player moves his units, as he desires, within the limitations of the rules of movement. Normal land movement, rail movement, and sea movement are all conducted in this Phase.

2. **Central Powers Movement Phase:**
The Central Powers Player moves his units as desired within the limitations of the rules of movement. The Central Powers Player is not allowed to conduct sea movement.

3. **Superior Player Determination Phase:**
Which Player will be considered to be the "Superior Player" for the remainder of the Game-Turn is determined by totalling up the Combat Resource Points of each of the Players. The Player with the greater amount of CRP's presently at his disposal is the "Superior Player." In the first Game-Turn of the Historical game, the Central Powers is the Superior Player (by a margin of 60 to 46). In case of a tie, the Central Powers Player is considered to be Superior. Note that in this determination, only the CRP's of those nations actively allied with each other are counted.

4. **Superior Player's First Attack Phase:**
The Superior Player may attack Enemy units adjacent to Friendly units, within the limitations of the rules of combat. Attacks are resolved in any order the Superior Player desires. Results are applied as each attack is resolved. Units suffering losses in this Phase may **not** be voluntarily destroyed to satisfy the loss; they must retreat and/or lose Combat Resource Points instead (if possible). Defending Fortifications **may** be voluntarily destroyed to satisfy loss requirements.

5. **Inferior Player's First Attack Phase:**
The Inferior Player may now attack Enemy units adjacent to Friendly units, within the limitations of the rules of combat. The Players suffer the same loss-taking restrictions as outlined in Phase 4, above.

6. **Superior Player's Second Attack Phase:**
Same as Phase 4.

7. **Inferior Player's Second Attack Phase:**
Same as Phase 5.

8. **Superior Player's Third Attack Phase:**
Same as Phase 4, except that defending units **may** be voluntarily destroyed to satisfy loss requirements.

9. **Inferior Player's Third Attack Phase:**
Same as Phase 5, except that defending units **may** be voluntarily destroyed to satisfy loss requirements.

10. **CRP Allocation and Build Phase:**
a. Each Player adds the new CRP's due to his countries to the totals recorded on the CRP Track.

b. The Allied Player may now build new armies, placing them in their permissable hexes-of-appearance. The CRP Markers are adjusted on the track to reflect any expenditures. Arriving US units are also placed on the map.

c. The Central Powers Player may now build his new armies.

d. Both Players may now lend CRP's amongst their countries.

e. All units and fortifications that are out of supply are **destroyed**.

The Game-Turn Marker is now advanced one space to the right and the Phase Marker is reset to the First Phase of the Game-Turn and the Players begin the sequence again. This procedure is repeated until all ten Game-Turns have been played. After the completion of the Tenth Game-Turn, the performance of the Players is evaluated in terms of Victory Conditions, in order to determine who wins **World War I**.

[5.0] MOVEMENT

GENERAL RULE:

During the Movement Phase, the Phasing Player (defined as the Player whose Movement Phase is in progress) may move as many or as few of his units as he wishes. He may move as many hexes as desired within the limits of the Movement Allowance (five Movement Points) and the restraints of the Terrain Effects Chart and the Zone of Control rules. Unused Movement Points may not be accumulated from Phase to Phase nor may they be transferred from unit to unit.

PROCEDURE:

Each unit in **World War I** has a Movement Allowance of **five Movement Points**. Move each unit individually, tracing its course through a path of contiguous hexes on the map. Once a unit has been moved and the Player's hand withdrawn, its path may not be retraced or changed during the Game-Turn.

CASES:

[5.1] HOW TO MOVE UNITS

[5.11] During the Movement Phase, only the Phasing Player's units may be moved. All, some or none of his units may be moved. No Enemy movement and no combat may occur during the Friendly Movement Phase.

[5.12] Movement is calculated in terms of **Movement Points**. Basically, each unit expends one Movement Point of its total Movement Allowance for each hex it enters, although Rough terrain hexes cost two Movement Points to enter. See the Terrain Effects Chart.

[5.2] MOVEMENT INHIBITIONS AND PROHIBITIONS

[5.21] A Friendly unit may **never** enter (or pass through) a hex containing an Enemy unit. No more than one unit may occupy a single hex at the end of the Movement Phase. Their is no "stacking" in **World War I**, as there is in many other SPI games. Friendly units may pass through hexes containing other Friendly units as long as two or more Friendly units don't occupy the same hex at the end of a Movement Phase.

[5.22] A unit must stop immediately upon entering an Enemy controlled hex. A unit may never move directly from one Enemy Zone of Control to another (see 6.12).

[5.23] A unit may not expend more Movement Points that its Movement Allowance in any Game-Turn. A unit may use all, some or none of its Movement Points in a Game-Turn. If a unit does not expend all of its Movement Allowance in a Movement Phase, it may **not** save its Movement Points for another Game-Turn, or "lend" them to another unit.

[5.24] Units may move only during their **own** Movement Phase, not during any other Phase (although movement may occur during the Combat Phase as a result of Combat).

[5.25] The Movement Allowance for all units is five Movement Points per Movement Phase.

[5.3] RAIL MOVEMENT

[5.31] A unit which moves from one Rail hex directly into an adjacent Rail hex through a Rail hexside expends only ⅓ Movement Point, regardless of other terrain in the hex. Fractions remaining from rail movement are rounded off **downward** when calculating non-rail movement.

[5.32] Any number of units may use rail movement in a single Game-Turn. Units of either side may use rail movement in any rail hex.

[5.33] Before using rail movement, a unit must be able to trace a line of rail hexes (connected by rail hexsides) from its hex to a Friendly supply source (see 9.1). The line must be free of Enemy units and Enemy Zones of Control.

[5.34] A unit may use rail movement only **once** per Movement Phase. Units may combine rail and non-rail movement in the same Movement Phase as long as no regular movement is performed **between** any rail moves made by a given unit in a given Phase.

[5.35] Units using rail movement must stop moving upon entering an Enemy controlled hex. Units which begin the Movement Phase in an Enemy controlled hex **may** exit that hex via rail movement.

[5.4] ALLIED PLAYER SEA MOVEMENT

One Allied unit per Allied Movement Phase may make a sea move. That one unit may be either a British, French or US unit.

[5.41] The act of sea movement costs a unit its entire Movement Allowance of five Movement Points (i.e., sea movement cannot be combined with other types of movement in the same Phase).

[5.42] The unit to be moved by sea must **start** its Movement Phase in a clear terrain coastal hex. This hex may be **any** clear coastal hex except those in Germany and northern Russia.

[5.43] The unit may **end** its sea move in any clear coastal hex in Italy, Greece, Bulgaria, Turkey, Rumania or the Black Sea coast of Russia. A unit may not end its sea move on any French, Belgian, Netherlands, German or northern Russian coastal hex.

[5.44] The unit may not "remain at sea;" the move must be completed in a single Movement Phase.

[5.45] The starting and/or ending hex of the sea move may be in an Enemy Zone of Control, but, of course, it may not be an Enemy occupied hex (i.e., a unit may not fight its way ashore).

[5.46] With one exception, a sea move need not be traced through a path of hexagons as must be done in land movement. The one exception is when moving to or from a coastal hex on or east of the line of hexes 1332, 1432, 1532, 1632, 1733. If a neutral or Enemy unit occupies one or more of those hexes, no sea movement may be made east of that unit (into the Black Sea or into that line of hexes). The fortification in hex 1733 must also be eliminated to make possible sea movement east of 1733.

[5.47] Sea movement does not affect combat nor does it affect the unit's movement ability in subsequent Movement Phases. A unit may attack and defend normally in the same Game-Turn that it makes a sea move.

[5.48] When a unit makes a sea move to a coastal hex, that coastal hex acts as a supply point which links to the west map edge (via sea). See 9.0, Supply.

[5.5] FRANCO-ITALIAN TRANSIT

[5.51] Any number of Allied units may move from France to Italy (or from Italy to France) by entering the Franco-Italian Transit Area and spending the remainder of that Game-Turn in it. At the start of the next Allied Movement Phase they may move out into either Italy or France.

[5.52] Units may only enter and exit the Franco-Italian Transit Area via hexes 0110 and 0113.

[5.53] Units may enter and/or exit the Area via rail movement.

[5.54] No unit may ever enter and leave the Area in the same Movement Phase.

[5.55] Units may not attack from or into the Transit Area nor may they retreat into it as a result of combat. Zones of Control do not extend into or out of the Area.
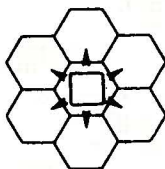
[6.0] ZONES OF CONTROL

GENERAL RULE:

The six hexagons immediately surrounding a hex constitute the Zone of Control of any unit in that hex. Hexes upon which a unit exerts a Zone of Control are called "controlled hexes" and inhibit the movement of Enemy units. Despite the limiting nature of Zones of Control on movement, units are never forced to attack upon entering a Zone of Control. Units must stop when entering an Enemy Zone of Control; they may leave on their next Game-Turn. The presence of more than one Zone of Control has no additional effect. Zones of Control never extend across the borders of uninvolved neutrals nor across blocked hexsides.

CASES:

[6.1] MOVEMENT EFFECTS

[6.11] All units must cease movement immediately upon entering an Enemy controlled hex.

[6.12] Units which begin their Movement Phase in an Enemy controlled hex may leave that hex. No unit, however, may move directly from one Enemy controlled hex to another Enemy controlled hex. A unit which begins the Movement Phase in an Enemy Zone of Control may only enter another Enemy controlled hex by first moving to a non-controlled hex (or hexes) and then entering the Enemy controlled hex (and end its movement).

[6.13] There is no additional Movement Point cost to enter or leave an Enemy controlled hex. Only normal terrain costs are paid (see the Terrain Effects Chart).

[6.14] The same cases apply to units moving by rail and to units using regular non-rail movement.

[6.15] The presence of Friendly units does not alter the effects of an Enemy Zone of Control exerted upon those Friendly occupied hexes; i.e., for movement purposes Enemy Zones of Control **do** extend into Friendly occupied hexes.

[6.16] **Friendly** Zones of Control have no effect on **Friendly** units.

[6.17] Zones of Control do not extend through blocked hexsides. Zones of Control do not extend into or out of the Franco-Italian Transit Area box.

[6.2] ZONE OF CONTROL EFFECT ON COMBAT

Zones of Control have no direct effect upon combat; i.e., simply being in an Enemy Zone of Control does not oblige a unit to attack. Zones of Control do, however, have an effect upon retreat performed as a direct result of combat (see 6.3).

[6.3] ZONE OF CONTROL EFFECT UPON RETREATS AND SUPPLY LINES

[6.31] Friendly units may not retreat (nor trace a supply line) into or through a vacant Enemy controlled hex.

[6.32] Friendly units **may** retreat (or trace a supply line) into or through a hex occupied by a Friendly unit. The presence of the Friendly unit negates the Enemy Zone of Control effect upon retreat paths and supply lines. This also applies when tracing the enabling rail link described in case 5.33.

[6.4] ZONES OF CONTROL AND NEUTRAL COUNTRIES

Note: See also rule 11.0, Neutrals.

[6.41] The Zones of Control of neutral units and the Zones of Control of belligerent (non-neutral) units do not extend across the borders of neutral countries.

[6.42] Countries lose their neutral status when they are invaded or when their units are attacked across their borders or when they are directed by the rules (11.0) to enter the game on the side of the Central Powers or the Allies. When countries lose their neutral status their units immediately exert their Zones of Control across their borders into non-neutral territory.

[6.43] When a country loses its neutral status by virtue of an invasion and/or attack by Central Powers units, the Zones of Control of the formerly neutral units and the Zones of Control of the Central Powers units immediately extend out of and into the former neutral country. The Zones of Control of Allied units do not extend across the border of such a formerly neutral country until the Game-Turn following the violation of that country's neutrality.

[6.44] The Zones of Control of Central Powers units immediately extend across formerly neutral borders the instant that that country's neutrality is violated by the Allies.

[6.45] When a neutral country is directed to enter the game by the provisions of rule 11.0, both Players' units immediately apply their Zones of Control across the formerly neutral border.

[6.5] FORTIFICATIONS AND ZONES OF CONTROL

[6.51] Undestroyed Fortifications with a strength of "2" or "3" exert a full Zone of Control just like a regular mobile unit. Fortifications with a strength of "1" have no Zone of Control.

[6.52] All undestroyed Fortifications negate the effects of Enemy Zones of Control for retreat and supply line tracing as per case 6.32. See also case 12.4. Fortifications do **not** negate Enemy Zones of Control for movement purposes.

### [6.6] ZONES OF CONTROL AND BUILDING UNITS

Units may not be built in Enemy controlled hexes. Fortifications do **not** negate Enemy Zones of Control for this purpose.

[7.0] STACKING

(More than on unit per hex)

GENERAL RULE:

Unlike most SPI games, no stacking is allowed in **World War I**. Friendly units may pass through hexes containing other Friendly units, but they may never end the Movement Phase in the same hex as another unit. Units may end the Movement Phase in a Friendly Fortification (even though in many other respects the Fortification is treated as if it were a unit).
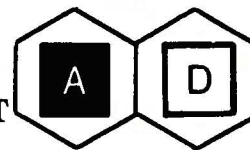
[8.0] COMBAT

GENERAL RULE:

Combat occurs between adjacent, opposing units at the Phasing Player's discretion; the Phasing Player is considered to be the "attacker" and the non-Phasing Player is the "defender," regardless of their overall strategic position. The object of combat is to dislodge Enemy units from their defensive positions (by causing them to retreat) and/or to force the Enemy Player to use up Combat Resource Points or actually lose units.

PROCEDURE:

Total the Attack Strengths of all the attacking units involved in a specific attack and compare it to the Defense Strength of the unit in the hex under attack. The attacker's total Attack Strength must be equal to or greater than the defender's total Defense Strength. State the comparison as the **difference** between the attacker's total Attack Strength and the defender's Defense Strength (adjusted for terrain, weather and supply). Consult the Combat Results Table, roll the die (or pick a chit from a 1 through 6 Randomizer), and read the result on the appropriate line under the difference. Apply the result immediately before resolving any other attacks being made during that Attack Phase. No unit may attack, nor be attacked, more than once per Attack Phase. **Equipment Note:** Players must supply their own dice or, if this game was purchased in Folio form, use the chits numbered "1" through "6" drawn from an opaque container to generate a random number for use with the Combat Results Table.

CASES:

[8.1] WHICH UNITS MAY ATTACK

[8.11] During each Attack Phase, the Phasing Player's units may attack any and all Enemy units adjacent to them. Only those Friendly units which are in supply and which are directly adjacent to an Enemy unit may participate in an attack upon that unit.

[8.12] Attacking is completely voluntary. Units are never compelled to attack, and not every unit adjacent to an Enemy unit need participate in any given attack. A given unit may participate in attacks in every Friendly Attack Phase (assuming it is in supply).

[8.13] An Enemy occupied hex may be attacked by a maximum of six Friendly units; i.e., one in each of the six adjacent hexes. No more than one

defended hex may be the object of a specific attack.

[8.14] No unit may attack more than once per Attack Phase and **no Enemy unit may be attacked more than once per Attack Phase.** A unit may be attacked more than once per **Game-Turn:** once in each Enemy Attack Phase.

[8.15] Units which are unsupplied may not attack; see 9.0.

[8.16] Units may not attack through blocked hexsides (see Terrain Key on the map).

[8.17] Units may not attack into, or out of, the Franco-Italian Transit Area.

[8.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[8.21] If a unit is adjacent to more than one Enemy occupied hex, it may only attack one of them in a single combat. Thus, a single unit may not attack more than one Enemy unit.

[8.22] The only instance in which two Enemy elements will be the object of a single attack is when an Enemy unit is in an Enemy Fortification. In such a case, they **must** be attacked as a single combined Defense Strength; they may not be attacked separately.

[8.3] COMBAT DIFFERENTIAL CALCULATION AND ADJUSTMENTS TO DEFENSE STRENGTH

In order to resolve combat in a specific attack, the **combat differential** must be determined. This is the **difference** between the total Attack Strength and the total (adjusted) Defense Strength involved in the specific combat situation. For instance, if a German 4/6 attacks a French 4/3 in clear terrain during a Summer Game-Turn, the combat differential would be "1" ("4" minus "3"). This would mean that the "+1" column on the Combat Results Table is used to resolve the attack. Note that since attacks of less than "0" differential are prohibited, the single French unit could not attack the single German unit in the same situation (because the differential would be "-2").

[8.31] The Attack Strength of a unit is always either the value printed on the counter or it is reduced to zero (by being out of supply), thereby prohibiting participation in an attack.

[8.32] The minimum Defense Strength of a unit is always either the value printed on the counter, or half that value, rounded up to the nearest whole number (when out of supply). In practice, this means that no unit will ever have a Defense Strength lower than two, and no German unit (nor the BEF unit) will ever have a Defense Strength lower than three.

[8.33] When attacking, the calculated differential **must** be used (unlike some SPI games where the differential can be voluntarily reduced to take advantage of the eccentricities of the Combat Results Table).

[8.34] Rough Terrain Bonus: When defending in a rough terrain hex, the total Defense Strength in the hex is increased by "1" (after accounting for supply effects).

[8.35] Winter Game-Turn Bonus: When defending during a Winter Game-Turn (the even-numbered Game-Turns) the total Defense Strength is increased by "2" (after accounting for supply effects and rough terrain bonus).

EXAMPLE: The strongest single-hex defense that can be arranged on the map is a German unit in the Metz Fortification (0509) during a Winter Game-Turn: 6 + 3 + 1 (for rough) + 2 (for winter), yielding a total Strength of twelve Defense Strength Points.

EXAMPLE: The weakest single-hex defense would be that of a "1" strength Fortification, alone, in summer. Note that whether or not the Fortification is in supply has no practical effect since the strength is rounded up.

[8.4] HOW TO OBTAIN A RESULT ON THE COMBAT RESULTS TABLE

For each specific attack being made during an Attack Phase, calculate the differential as described in case 8.3. Roll the die (or draw a chit) and cross-index the number of the result-line with the proper differential column. The two number combination shown on the table represents the **Loss Points** experienced by the attacking force and the defending force. Note that if the combat differential is greater than "10" it is treated as "10."

EXAMPLE: If the combat differential is "1" and the die roll (or chit draw) number is "4;" the result is "3/1" meaning the attacker suffers three Loss Points and the defender suffers one Loss Point.

NOTE: When using a chit Randomizer, always replace the chit before drawing again.

[8.5] COMBAT RESOURCE POINT TRACK AND THE APPLICATION OF COMBAT RESULTS

Each of the nationalities controlled by the two Players has a given number of Combat Resource Points (CRP's) at its disposal as the game starts. Each nationality receives additional CRP's as the game progresses (as per the schedule built into the Turn Record Track). Combat Resource Points represent the on-line manpower/materiel capacity of that nation. These CRP's are kept account of on the Combat Resource Point Track by positioning the marker bearing the symbol of the owning nation at the appropriately numbered box on the Track. The markers are adjusted as CRP's are gained and lost. (See also 10.0, Combat Resource Points). Basically, these CRP's are used to satisfy the Loss Point requirements indicated on the Combat Results Table.

[8.51] When a defending unit is called upon to take losses, there are **three** ways in which it may satisfy the Loss Point requirement indicated on the Combat Results Table:

a. It may **retreat** the number of hexagons equal to the Loss Points.

b. It may lose a number of CRP's equal to the Loss Points.

c. It may be destroyed (removed from the map).

Options "a" and "b" may be combined: a unit may retreat a number of hexes and account for the balance of the required loss in CRP's.

EXAMPLE: A unit suffers five Loss Points; it retreats two hexes and loses three CRP's.

Note that when a unit is unsupplied, it may not use CRP's to satisfy a loss; it must retreat (or if that is impossible, be destroyed).

[8.52] There are only two ways in which an attacking unit (or units) may satisfy the losses indicated on the Combat Results Table: lose CRP's or lose a unit. **Attacking units may never retreat.**

[8.53] A unit may only **voluntarily** be destroyed to satisfy a loss when the loss occurs in the Third Attack Phases of the Game-Turn. In the first two sets of Attack Phases, units must be retreated and/or lose CRP's to satisfy losses. The defender may voluntarily destroy an attacked Fortification in **any** Phase. The attacker may **never** destroy his own Fortification to satisfy a loss.

[8.54] In the first two sets of Attack Phases, units may be **involuntarily** destroyed if they cannot

totally satisfy the indicated loss by any other means.

[8.55] When a unit is destroyed, the destruction of that single unit satisfies the indicated loss, regardless of how great or how small; regardless of how many units are involved in the attack and defense and regardless of the nationality of the unit.

[8.56] Note that there is **no relationship** between the CRP loss and the Attack/Defense Strength value of the unit. Nor is there any relationship between the CRP cost to build a new army (5 CRP's) and the fact that the destruction of a single army unit satisfies any indicated loss, regardless of how great or small. No surplus or negative CRP's are credited or debited when an army is lost.

[8.57] CRP's are lost strictly by **nationality.** If more than one nationality is involved in a defense and/or an attack, the owning Player may account for the loss wholly or partially from the CRP's of a given nation. He may distribute the loss in any way he sees fit.

[8.58] The availability or non-availability of CRP's never has any direct effect upon the Attack or Defense Strengths of units. Even if a nationality has no CRP's, its units may attack (even though this will guarantee the destruction of a unit unless they are cooperating in the attack with another nationality that has CRP's to expend).

[8.59] Russian and Rumanian units always suffer **double** the Loss Points indicated by the Combat Results Table when involved in combat against German units (or German units cooperating with their allies). In a given defense, no more than five Russian/Rumanian Loss Points may be accounted for by retreating. EXAMPLE: A German unit and an Austro-Hungarian unit attack a Russian unit and obtain a "1/3" result. The Russian unit suffers a loss of **six.** It could retreat five hexes and lose one CRP.

[8.6] RETREAT AS A RESULT OF COMBAT

A defending unit may retreat in order to wholly or partially satisfy the loss indicated by the Combat Results Table. Each hex retreated equals one Loss Point requirement satisfied. Retreats must be made in as straight a line as possible away from the original position and towards a source of supply for the retreated unit (if feasible). Note that the act of retreating expends no Movement Points, but in most other ways resembles normal movement. Attacking units may **never** retreat.

[8.61] Limitations on Retreats:

a. Units may **never** retreat into or through vacant Enemy controlled or Enemy occupied hexes.

b. Units may **never** retreat into hexes which they have already passed through during the course of that retreat (i.e., units may not "double back" when retreating).

c. Units may **never** retreat through blocked hexsides, into or through neutral hexes, into or through the Franco-Italian Transit Area, or off the map edges.

d. If in their own nation, units must attempt to stay within their own nation when retreating (consistent with the above limitations).

[8.62] Units **may** retreat through Friendly occupied hexes even if those hexes are in an Enemy Zone of Control. The presence of Friendly units negates Enemy Zones of Control with regard to retreating.

[8.63] Displacement: If the only "safe" ending-hex of a unit's retreat is a Friendly occupied hex, that uninvolved Friendly unit may be displaced ("bumped" into another hex). The displaced unit retreats that one hex under the same limitations of retreat as the original unit. Units in Enemy Zones of Control may **not** be displaced. More than one

unit may be displaced as a result of a single retreat if the displaced unit has nowhere to go except to another Friendly occupied hex. In this way a sort of chain reaction of displacements may occur.

If the displaced unit would itself be forced to violate the rules of retreat, no displacement takes place: the original unit must either make up the loss in CRP's or be destroyed.

[8.64] Rough terrain hexes have no special effect upon retreat; each counts as one hex of retreat. Units may not use rail or sea movement to make a retreat.

[8.7] ADVANCE AS A RESULT OF COMBAT

Whenever a defended hex is vacated as a result of combat (whether the defending unit was destroyed or retreated) the participating attacking units may advance into that hex. This is true even if in doing so the attacking unit moves directly from one Enemy controlled hex to another (this is the only instance in which such a violation of 6.12 may occur). Defending units may **never** advance as a result of combat.

[8.71] If the defending unit retreats more than one hex, the participating attacking units may advance in its "wake" until one of them is again adjacent to the defending unit. As the unit retreats, the Players make a mental note of the exact path it traverses. One or more of the attacking units may then follow along this hex path of retreat. Such a multi-hex advance may be halted at any point on the path. The advance **must** halt if the advancing unit enters an Enemy controlled hex (other than the first hex) that is in the Zone of Control of an Enemy unit **other than the retreating unit**. Advancing units may pass through each other, but they may not end their advance in a Friendly occupied hex.

[8.72] Advance as a result of combat never requires the expenditure of Movement Points. Units may advance to an unsupplied position (although it is foolish to do so).

[8.73] Rough terrain or rail hexes have no special effect upon advance as a result of combat.

[8.74] When unoccupied Fortifications are destroyed in combat, the attacker may advance into the hex. Players should note those Fortifications that are destroyed on a piece of paper (or place an unused counter upside down in the hex).

[8.75] When an **occupied** Fortification is attacked and a loss is called for, and by some quirk the defending unit **wishes** to retreat rather than expend CRP's, the attacking unit may advance into the hex destroying the Fortification (see 12.45). Note that the voluntary destruction of a Fortification would not satisfy any loss indicated on the Combat Results Table. When a defending unit retreats through an uninvolved Fortification, the attacker may **not** advance into it.

[8.76] All advancing as a result of combat is **voluntary**. The option to advance must be exercised as soon as the defending unit finishes retreating (and before any other attacks are resolved). In the case of a multi-hex advance, not all the participating attacking units need advance.

[9.0] SUPPLY

GENERAL RULE:

Units are considered to be "supplied" or "unsupplied." An unsupplied unit cannot attack and has its Defense Strength cut in half (rounding fractions upward). Supply has **no effect upon movement**. Units which end the Game-Turn out of supply are permanently eliminated.

In order to be supplied, a unit must be able to trace a continuous path of hexes from its position to a **supply source**. This path can be any number of hexes in length, and may be traced over any route that unit could move through if it had an unlimited Movement Allowance. This path must be free of Enemy units and effective Enemy Zones of Control.

CASES:

[9.1] SOURCES OF SUPPLY

Certain nationalities may only use certain sources of supply. Any number of units may use the same source-hex if it is appropriate for their nationality.

[9.11] **German Supply Sources:** All German units must trace supply to any two German "dependent" supply cities. These cities must themselves be connected to each other by a supply path (and this is why they are characterized as "dependent" cities). German units may **not** trace supply to any of their allies' sources.

[9.12] **Austro-Hungarian Supply Sources:** All Austro-Hungarian units must trace supply to any **two** Austro-Hungarian dependent supply cities. They may **not** trace supply to any of their allies' supply sources.

[9.13] **Other Central Powers Supply Sources:** These units must trace supply paths to any **one** city in their home countries (these cities are characterized as "independent" sources because only one is required). Alternatively, such units may trace a supply path to any German or Austro-Hungarian supply source.

[9.14] **British, French and U.S. Supply Sources:** These units must trace supply paths to any hex on the western edge of the map; i.e., any hex beginning with "01" (in either France or Italy — when it enters the war on the Allied side). They may **not** trace to any other supply source.

[9.15] **Russian Supply Sources:** These units must trace a supply path to any hex on the eastern edge of the map (any hex beginning with "29"). They may **not** trace to any other supply source.

[9.16] **Other Allied Countries Supply Sources:** These units may trace supply to any single city in their home countries. Alternatively, they may trace supply to either the western or eastern map edge hex column. They may **not** trace supply to each other's home country cities.

[9.17] **Sea Supply Route:** When the British, French or United States makes a sea move to a coastal hex, that coastal hex becomes a direct link with the western edge of the map for supply purposes. This hex can be neutralized by the Central Powers if they pass a unit into or through the hex. The neutralization can be relieved and the hex reinstated as a supply link to the western edge if an Allied unit moves by land (or sea) to recapture the hex. Note that for a hex on the Black Sea coast to remain operative as a supply link, it must be possible to trace an unobstructed route through the Dardanelles/Bosporus (see Sea Movement, 5.4). All units which can use the west edge as a supply source may use such a coastal hex as a supply source.

[9.19] Note that the Resource Centers (the pick and shovel symbols) printed on the map have nothing to do with supply, nor are Fortifications supply sources by virtue of being Fortifications. The only supply sources are those detailed in case 9.1.

[9.2] EFFECTS OF BEING UNSUPPLIED

Units which are out of supply cannot attack, and have their Defense Strengths cut in half for as long as they are unsupplied. In practice, this means that German units and the BEF unit have a Defense Strength of "3" when out of supply and all other

units have a Defense Strength of "2." Movement is not affected by supply state.

[9.21] Units which are not in supply may not expend Combat Resource Points to satisfy combat losses. If they cannot retreat to satisfy the loss, they are **permanently eliminated** (and may never be returned to the game as a newly built unit).

[9.22] Units which are out of supply at the end of the Build Phase of the Game-Turn, are **permanently eliminated.**

[9.23] The effect on a unit's Defense Strength due to lack of supply is calculated before the additive effects of rough terrain and/or winter are applied to that unit.

[9.3] TRACING THE SUPPLY PATH

The supply path for a given unit (or group of units) may be any number of hexes in length. It may be traced as a line with any number of convulsions and twists as long as it connects with a supply source usable by those units. It may be traced through any terrain or hexside that a unit of that nationality could move through.

[9.31] Supply paths may not be traced through neutral countries, blocked hexsides, nor through Enemy units or Fortifications or vacant hexes in which Enemy units have Zones of Control.

[9.32] Supply paths may be traced through Friendly occupied hexes which are in Enemy Zones of Control, i.e., Friendly units negate Enemy Zones of Control with respect to the tracing of Friendly Supply paths.

[9.4] WHEN SUPPLY IS JUDGED

Units are judged to be supplied or unsupplied at the instant of combat (before that specific attack is resolved). Therefore, it is possible to have a unit in supply at the beginning of an Attack Phase and have it unsupplied at some point during that same Attack Phase. Supply state should also be judged at the end of every Game-Turn for purposes of permanent elimination.

[9.5] WHICH UNITS REQUIRE SUPPLY

All units and Fortifications require supply. All units and Fortifications suffer the same effects of being unsupplied. Note, however, that Fortifications destroyed while unsupplied may still be rebuilt by the original owning Player (unlike units). They must, of course, be supplied when rebuilt.

[10.0] COMBAT RESOURCE POINTS [CRP's]

GENERAL RULE:

Combat Resource Points represent the on-line manpower/materiel capacity of a given nation. Each nationality starts with the number of Combat Resource Points (CRP's - the acronymn can be pronounced "krips") as indicated by the position of its symbol on the CRP Track printed on the map. Note that some nationalities start with zero CRP's and never receive any of their own during the game.

CRP's are used for two purposes and two purposes only:

1. To satisfy, wholly or partially, the losses called for by the Combat Results Table.

2. To build new armies and to rebuild destroyed Fortifications.

A CRP Marker: **GE CRP**

Players record the number of CRP's available to the nationalities under their control by placing the appropriate CRP marker on the appropriately

numbered box on the Track, adjusting it as CRP's are expended and received. Nations receive new CRP's according to the schedule built into the Turn Record Track on the map. CRP's **are** accumulated from Game-Turn to Game-Turn and the limits of the CRP Record Track **may** be exceeded by resorting to pencil and paper.

The following abbreviations of nationalities are used on the CRP Record Track and the CRP Allocation schedule on the Turn Record Track.

Allies and Neutrals:		Central Powers:	
Abrv.	Full Name	Abrv.	Full Name
BR	Britain	GE	Germany
FR	France	AH	Austria-Hungary
US	United States	TU	Turkey
RS	Russia	BU	Bulgaria
SB	Serbia		
IT	Italy		
BL	Belgium		
NE	Netherlands		
GK	Greece		

Note: The Resource Centers printed on the map (pick and shovel symbol) have **nothing** to do with CRP's; they relate to Victory Conditions, only.

[10.1] USING CRP's TO SATISFY COMBAT LOSSES

See Case 8.5. CRP's may **only** be used by units of the owning nation. Note that CRP's have no direct bearing upon a unit's ability to attack, defend, move or be in supply.

[10.2] BUILDING NEW ARMIES AND REBUILDING FORTIFICATIONS USING CRP's

In the Build Phase, Players may use CRP's to construct new army units. Each new army costs that **nation** five CRP's, regardless of the Combat Strength of the unit. The BEF unit may be rebuilt. Rebuilding destroyed Fortifications costs the original owning nation one CRP per Defense Strength Point. Rebuilding Fortifications must be in supply.

[10.21] Newly built French, British or US units appear directly on any west edge hex in France (only).

[10.22] Newly built Russian units appear on any east edge hex in Russia.

[10.23] All other newly built units appear directly on a home country supply source.

[10.24] Newly built units must appear on hexes which are unoccupied and not in effective Enemy Zones of Control.

[10.25] Fortifications can only be rebuilt in their original locations. New Fortifications may not be built.

[10.26] Note that the number of counters available to a nation **are** a design limit. Counters for armies destroyed while in supply may be brought back into the game as newly built units; counters of permanently eliminated (out of supply) armies **may not**. Fortifications destroyed out of supply may, however, be rebuilt when placed back in supply.

[10.3] LENDING CRP's TO FRIENDLY COUNTRIES

During Segment "d." of the CRP Allocation and Build Phase, Players may lend CRP's to their allies within the limits of the schedule of possible lenders and potential borrowers indicated below. Note, that since this action takes place **after** units are built, borrowed CRP's cannot be used to build new units on the Game-Turn they are borrowed.

SUMMARY OF LENDERS AND POTENTIAL BORROWERS
ALLIED COUNTRIES

Lender:	Eligible Borrowers:
Britain or USA	All other Allied countries, but not each other.
France	All Allies except Britain or USA.
Russia, Italy	All other Allies except Britain, USA, France, and each other.

CENTRAL POWERS

Lender:	Eligible Borrowers:
Germany	All other Central Powers allies.

[10.31] CRP's may only be lent to Russia if a sea route through the Dardanelles/Bosporus is open to the Black Sea. CRP's may not be lent via land routes.

[10.32] Players may use borrowed CRP's for any purpose on the ensuing Game-Turn and thereafter. There is no compulsion to "repay" borrowed CRP's.

[10.33] Note that the only way in which Turkey may ever have more than six CRP's recorded on the Track is if all the excess over six is **borrowed**. (see 12.6).

[11.0] NEUTRALS

GENERAL RULE:

At the beginning of the game, certain countries are neutral. Certain neutrals will automatically join either the Allies or the Central Powers during the game while others will remain neutral until invaded. **Both** Players may always invade neutrals. Certain neutrals, when invaded, yield Victory Points (as printed on the map) to the non-invading Player. These Victory Points are not rendered when such a neutral **automatically** goes to war.

PROCEDURE:

Neutral armies are placed on the map at the beginning of the game. As their set-up is fixed, it does not matter which Player places them on the map. Neutral armies may then not be moved until their country is invaded, attacked or automatically joins either the Allies or the Central Powers. Once this occurs, those armies are controlled by the non-invading Player. Once a country has joined either the Allies or the Central Powers, it may not subsequently join the other side or regain its neutral status; once a former neutral goes to war, it remains at war.

CASES:

[11.1] PRO-ALLIED NEUTRALS

[11.11] Italy is considered a pro-Allied neutral. It automatically joins the Allies at the start of Game-Turn Three with fifteen CRP's on the CRP Track. If invaded by the Central Powers **before** Game-Turn Three, Italy immediately becomes a member of the Allies with fifteen CRP's on the CRP Track. The Allies may not use the Franco-Italian Transit Area while Italy is neutral. Of course, should the Allies be foolish enough to violate Italian neutrality before it becomes a member of the Alliance, Italy would go to war on the side of the Central Powers, and the Central Powers would get fifteen Victory Points. Note that when Italy automatically enters the war on the side of the Allies, the Allies do **not** get the fifteen Victory Points they would have had the Central Powers invaded Italy prior to its automatic entry.

[11.12] Rumania is considered a pro-Allied neutral. Rumania joins the Allies anytime, starting Game-Turn Five and thereafter, that Russia has a unit in either Germany or Austria-Hungary. The Russian unit must be physically inside Germany or

Austria-Hungary at the start of the Game-Turn to make Rumania join the Allies. Rumania then joins the Allies if these conditions are met, with zero CRP's on the CRP Track and yielding zero Victory Points. Of course, Rumania immediately joins the Allies if attacked by the Central Powers (with zero CRP's on the CRP Track), yielding five Victory Points for the Allies. Should Allied units enter Rumania prior to Game-Turn Five or before the conditions for Rumanian entry are met, Rumania immediately joins the Central Powers (with zero CRP's on the CRP Track), yielding five Victory Points for the Central Powers.

[11.2] PRO-CENTRAL POWERS NEUTRALS

[11.21] Turkey is considered a pro-Central Powers neutral. Turkey automatically joins the Central Powers on Game-Turn Two with six CRP's on the CRP Track, yielding zero Victory Points. If invaded on Game-Turn One (in the free deployment game), the non-invading Player receives fifteen Victory Points.

[11.22] Bulgaria is considered a pro-Central Powers neutral. Bulgaria automatically joins the Central Powers on Game-Turn Four with zero CRP's on the CRP Track. If attacked prior to this time by the Allies, Bulgaria immediately joins the Central Powers (with zero CRP's on the CRP Track); and yields five Victory Points for the Central Powers. If attacked (or moved into) by the Central Powers before Game-Turn Four, Bulgaria immediately joins the Allies (with zero CRP's on the CRP Track); yielding five Victory Points for the Allies.

[11.3] GREECE

If Greece is invaded by the Allies, its armies are immediately removed from play and never reenter the game (and five Victory Points are yielded to the Central Powers). If invaded by the Central Powers, Greece becomes a member of the Allies with zero CRP's on the CRP Track and yields five Victory Points for the Allies. However, if Allied units enter Greece subsequent to a Central Powers invasion, the Greek army **still** is removed from play and may not reenter the game, even if later all Allied and Central Powers units exit Greece.

[11.4] BELGIUM

In the historical game, Belgium has already been invaded by the Central Powers (and has yielded five Victory Points for the Allies). In the free deployment game, Belgium is still neutral, and will join the side of the non-invading Player (yielding its five Victory Points to him) when its neutrality is violated. Belgium starts with one CRP on the Track. In the free deployment game, Belgium receives its four additional CRP's in the Build Phase of the Game-Turn of invasion.

[11.5] NETHERLANDS

The Netherlands is a true neutral and will join the side of the non-invading Player, yielding him twenty-five Victory Points when its neutrality is violated. Netherlands has zero CRP's (and never receives any).

[11.6] ALBANIA

Albania is a true neutral and yields five Victory Points to the non-invading Player when her neutrality is violated. Albania has no units or CRP's.

[11.7] VIOLATING NEUTRALITY

Either Player may violate a country's neutrality. Violation is defined as entering or transiting a neutral hex, or attacking neutral units. The relationship of Zones of Control and neutral borders is described in case 6.4.

[12.0] SPECIAL RULES

GENERAL RULE:

The following Special Rules are used in both game versions (they are **not** options).

CASES:

[12.1] RUSSIAN COLLAPSE AND SURRENDER

[12.11] When the Russian cities of **Warsaw** (2014), **Brest-Litovsk** (2316), **Kiev** (2720), and **Vilna** (2713) have been occupied (or passed through) by Central Powers units, the Russian Army collapses. This means Russia **immediately** loses all CRP's on the Track, and receives no more for the remainder of the game (neither those regularly scheduled nor those on loan from allies). For collapse to occur, none of the four cities may have been recaptured before all have fallen into the hands of the Central Powers, although at the time of capture of the fourth city, the other three need not be actually occupied by Central Powers units. Note that the names of these cities are in **boldface** on the map.

[12.12] **Surrender:** When, in addition to the four cities cited above, any other single, named city in Russia is captured by the Central Powers, Russia surrenders **immediately.** Surrender means that all Russian units are removed from the map and the Central Powers receive the Victory Points for Russian surrender on that Game-Turn as indicated on the Turn Record Track.

The other cities in Russia are Riga (2710), Gomel (2718) and Odessa (2326). Note that the fifth city can be captured before or after the four cities in case 12.11.

[12.13] When Russia surrenders, the Central Powers cannot withdraw any of the units they happen to have within its borders until any four of the seven named cities in Russia are garrisoned (occupied) by Central Powers units. These garrison units remain in place until the end of the game or until Allied units enter Russia. Regardless of any post-surrender entry of Allied units into Russia, the Central Powers still get the Victory Points for the surrender. Note that when Russia surrenders, the eastern edge of the map is no longer a supply source, and all of the Fortifications in Russia are destroyed.

[12.2] THE FALL OF EASTERN FRANCE

In the unlikely event that all Allied units should be driven out of the area of France represented on the map, the following consequences obtain:

a. The Central Powers must "garrison" the French map edge with units or their Zones of Control (this will require a minimum of three units). This condition must be maintained until the end of the game to prevent new Allied units from appearing in France.

b. French, British and U.S. units already on the map are unaffected, but no new units of those nationalities may be introduced to the map. Such units still on the map may still receive CRP's, and the French, British and U.S. CRP levels and allocations are unaffected. Supply may still be traced to the Italian west map edge.

[12.3] STOSSTRUPPEN AND INFILTRATION TROOPS

GERMANY
Stoss 2
4/6

[12.31] Starting in the Winter of 1916-17 (Game-Turn Six), the Germans may build one Stosstruppen Army per Build Phase to employ Infiltration Tactics.

[12.32] In any attack by Stosstruppen using Infiltration Tactics where the defender's loss shown on the Combat Results Table is a "2" or higher, the defender **must** retreat at least one hex, even if he chooses to take his losses in CRP's. The mandatory one hex retreat **does** count towards satisfying the required Loss Points. This case does not apply to **unoccupied** Enemy Fortifications.

[12.33] To use the Infiltration Tactic, the Central Powers Player must **declare** that he is using it for a specific attack before the die is rolled (otherwise case 12.32 is not enforced). Non-Stosstruppen units may cooperate with Stosstruppen in Infiltration attacks.

[12.34] If the combat result is "1" or "0," the defender does **not** have to retreat. He may, of course, retreat at his option.

[12.35] In the event of a multi-national attack using Infiltration Tactics (for example, a German-Austrian attack against Russians), all attacker losses must come from German sources: when using Infiltration Tactics, **only** the German attackers take losses.

[12.36] **Friendly** units adjacent to a Stosstruppen unit and which were **not** involved in combat that Combat Phase, may advance into the hex vacated by the Stosstruppen Army as a result of advance after combat.

[12.37] Players should note that the combat result of "2" referred to in case 12.32 is as printed on the Combat Results Table (not a double "1" result against Russians or Rumanians).

[12.4] FORTIFICATIONS

The Fortifications shown on the map are fixed defensive installations. In some ways they function as units for defense purposes only (Fortifications may never attack).

[12.41] Fortifications defend the hex they are in with the Defense Strength printed on the map. If a Friendly unit is occupying the Fortification, this Defense Strength is added to the total defense of the hex.

[12.42] Fortifications benefit from the Winter and Rough terrain bonus as well as suffering the effects of being out of supply. See the example in case 8.35.

[12.43] Fortifications occupy a hex just as a unit does (although a Friendly unit may be placed in a Fortification hex). They negate the effects of Enemy Zones of Control on retreat routes and supply paths. They do **not** negate the effects of Enemy Zones of Control for movement purposes. Fortifications with a Defense Strength of "1" do **not**, themselves, have Zones of Control; other Fortifications **do**. No Fortifications inhibit or negate the effects of Zones of Control of Friendly units.

[12.44] When unoccupied Fortifications are attacked, they may satisfy loss requirements by being destroyed (in **any** Attack Phase) or by the expenditure of CRP's (when in supply).

[12.45] When **occupied** fortifications are attacked, their destruction contributes **nothing** to the satisfaction of loss requirements. If the occupying unit retreats from the Fortification (or is destroyed), the attacker may advance into the Fortification, automatically destroying it (if the attacker doesn't advance into it, it is **not** automatically destroyed).

[12.46] A destroyed Fortification has no effect on play. Fortifications may be rebuilt (only by their original owning nation) at a cost of one CRP for every Defense Strength Point of their printed value.

[12.47] Russian Fortifications suffer doubled losses, just as do Russian units, when attacked by German units.

[12.5] LIMITED AUSTRO-HUNGARIAN MOBILITY

Austrian units may never end their Movement Phase in Germany, Belgium, France or the Netherlands. If, due to a combat result, Austro-Hungarian units **begin** a Movement Phase in one of these countries, they must immediately move out or they are considered destroyed (they may later be rebuilt). Austro-Hungarian units may move **through** these countries; the restriction applies only at the end of the Movement Phase.

[12.6] TURKISH CRP CEILING

Turkey may never have more than six of her own CRP's recorded on the Track. If she has any CRP's of her own on the Track at the beginning of the Build Phase, they are lost and the six new Turkish CRP's recorded in their place. Borrowed CRP's are **not** lost in this manner; Turkey may have any number of borrowed CRP's recorded on the Track.

[13.0] OPTIONAL RULES

GENERAL RULE:

The following section contains rules that will add more realism to the game of **World War I** at the cost of some simplicity and playability. Players may include these rules into the game as they wish.

[13.1] VARIABLE ITALIAN ENTRY

[13.11] Italy is considered a pro-Allied neutral. Starting at the beginning of Game-Turn Two, a die is rolled (or a chit is drawn) for Italian entry. A result of "1" through "4" means that Italy joins the Allies that Game-Turn; a result of "5" or "6" means that Italy remains neutral. This procedure is repeated each Game-Turn until Italy joins the Allies with 15 CRP's on the CRP Track.

[13.12] Note: If used, the above case replaces Standard case 11.11.

[13.2] VARIABLE TURKISH ENTRY

[13.21] Turkey is considered a pro-Central Powers neutral. Starting at the beginning of Game-Turn Two, a die is rolled (or a chit is drawn) for Turkish entry. A result of "1" through "4" means that Turkey joins the Central Powers with 6 CRP's on the CRP Track; a result of "5" or "6" means that Turkey remains neutral for that Game-Turn. This procedure is repeated each Game-Turn until Turkey joins the Central Powers.

[13.22] Note: If used, the above case replaces Standard case 11.21.

[13.3] THE FRENCH TANK ARMY

FRANCE
1st Tnk 4/3

[13.31] Starting in the Build Phase of the Summer of 1918 (Game-Turn Nine), the Allies (French) may build one Tank Army (for five CRP's).

[13.32] The Tank Army functions in an identical manner to Stosstruppen. All rules that apply to Stosstruppen apply to the Tank Army (see 12.3, Infiltration Tactics). Note: It is suggested that this option **not** be used in the historical deployment game.

[14.0] HOW TO SET UP THE GAME

GENERAL RULE:

There are two different ways in which the game may be set up: according to the actual Historical Deployment, or in Free Deployment. The positions of the units in Historical Deployment are shown on the map with two-letter codes. Victory Conditions for the Historical Game and the Free Deployment Game are identical (see 15.0).

[14.1] INITIAL ORDER OF BATTLE
ALLIES:

Britain: (one 4/6 unit)—BEF (0305)

Belgium: (one unit)—Army (0505)

France: (seven units)—5th (0307), 3rd (0407), 4th (0308), Lorraine (0408), 2nd (0309), 4th (0409), Alsace (0310).

Serbia: (two units)—1st (1124), 2nd (0924).

Russia: (five units)—1st (2411), 4th (1816), 5th (2017), 3rd (2120), 8th (2121).

CENTRAL POWERS:

Germany: (eight units)—2nd (0605), 1st (0406), 3rd (0506), 4th (0507), 5th (0508), 6th (0509), 7th (0510), 8th (2212).

Austria-Hungary: (seven units)—7th (0716), 1st (1717), 4th (1918), 3rd (2020), 2nd (1820), 5th (1122), 6th (0923).

NEUTRALS:

Italy: (four units)—1st (0415), 2nd (0516), 3rd (0615), 4th (0616).

Netherlands: (one unit)—Army (0705).

Greece: (two units)—1st (0929), 2nd (0833).

Turkey: (two units)—1st (1531), 2nd (1532).

Bulgaria: (two units)—1st (1226), 2nd (1529).

Rumania: (two units)—1st (1727), 2nd (1925).

[14.2] THE HISTORICAL GAME

[14.21] Both Players set up their units simultaneously according to the hex locations given in 14.1. Either Player may set up the armies of the neutral countries.

[14.22] Neither Players' units may be moved during the first Game-Turn. Begin play on the Superior Player's First Attack Phase of the First Game-Turn when playing the Historical Game.

[14.23] The Allied Player must conduct two attacks by French units during any of his Attack Phases of the First Game-Turns.

[14.24] The Allied Player receives one US Army on the Western map edge on Game-Turn Eight, and two on Game-Turn Nine.

[14.25] The 2nd Russian Army is considered destroyed out of supply, and thus is not available for rebuilding.

[14.26] Belgian neutrality is considered violated by Germany on the First Game-Turn.

[14.27] Montenegro is considered an active belligerent on the side of the Allies, but has no army.

[14.3] THE FREE DEPLOYMENT GAME

[14.31] The Allied Player must set up all of his units first; the seven French armies and the BEF may be placed in any hex inside France (not in the Franco-Italian Transit Area). The two Serbian and six Russian armies may be set up anywhere in their respective countries. After all Allied units are set up, the Central Powers Player may set up the eight German and seven Austro-Hungarian armies anywhere in their respective countries. They may not be set up in any other belligerent or neutral countries. Neutral countries' armies are set up in the exact hexes shown in case 14.1.

[14.32] The Free Deployment Game begins with the First Phase of the First Game-Turn.

[14.33] There are no mandatory attacks in the Free Deployment Game.

[14.34] The Allied Player receives one US Army on the Western map edge on Game-Turn Eight, and two on Game-Turn Nine.

[14.35] No Russian armies are considered destroyed at the start of play.

[14.36] Belgian neutrality is not considered violated at the start of play; Belgium is considered a neutral.

[14.37] Montenegro is considered an active belligerent on the side of the Allies, but has no army.

[15.0] VICTORY CONDITIONS
How the Game is Won

GENERAL RULE:

At the end of ten Game-Turns, the winner of the game is determined by adding up the Victory Points gained by each Player and comparing scores: The Player with the most Victory Points is the winner. Ties are possible.

CASES:

[15.1] VICTORY POINTS FOR TERRITORIAL OBJECTIVES

Either Player scores five Victory Points for each Resource Center (pick and shovel hex) that he was the last to occupy or pass through (or which he started the game in possession of and which the Enemy never passed through). Merely placing a Resource Center in a unit's Zone of Control is not good enough; the unit must enter the hex.

[15.2] CENTRAL POWERS VICTORY POINTS FOR RUSSIAN SURRENDER

When Russia surrenders (see case 12.1), the Central Powers receive the Victory Points as indicated on the Turn Record Track for the Game-Turn of surrender. For example, if Russia surrenders on Game-Turn Seven, the Central Powers get thirty Victory Points.

[15.3] VICTORY POINTS FOR NEUTRALITY VIOLATION BY THE ENEMY PLAYER

Whenever a neutral is brought into the game directly as a result of having its neutrality violated, the non-violating Player is awarded the Victory Points shown in parentheses after the country's name on the map. Note that in the Historical Deployment Game, Belgian neutrality has been violated by the Central Powers (awarding five Victory Points to the Allies). No Victory Points are awarded when a country automatically enters the war.

[15.4] AUTOMATIC ALLIED BLOCKADE AWARD

In both Games, as a simulation of the British naval blockade of Germany, the Allies are awarded 75 Victory Points.

REMINDERS:

1. "2" and "3" Strength Fortifications have Zones of Control; "1" Strength Fortifications do not.

2. Units out of supply may not attack, have their Defense Strength halved, cannot expend CRP's, and are eliminated at the end of the Game-Turn if still out of supply. Armies destroyed out of supply may not be rebuilt.

3. Austro-Hungarians may not end the Movement Phase in Germany, France, Belgium, or the Netherlands.

4. Russian and Rumanian losses are doubled when attacked by Germans.

5. Brest-Litovsk, Kiev, Vilna and Warsaw trigger Russian collapse when captured; one more city triggers surrender.

6. Infiltration/Stosstruppen attack with printed result of "2" or higher forces minimum retreat of one hex.

[8.8] COMBAT RESULTS TABLE

Die Roll or Chit Draw	Combat Differential [Attacking Strength minus adjusted Defending Strength]											Die Roll or Chit Draw
	0	1	2	3	4	5	6	7	8	9	10+	
1	1/2	1/2	1/3	1/3	1/3	1/4	1/4	1/4	1/5	1/5	1/5	1
2	1/1	1/2	1/2	2/2	2/2	3/2	3/3	3/3	2/3	2/3	2/4	2
3	2/2	2/2	3/2	2/2	3/2	3/2	3/3	3/3	3/3	3/3	4/4	3
4	2/1	3/1	3/1	3/2	3/2	3/2	4/2	4/3	4/2	4/2	5/3	4
5	2/1	3/1	3/1	3/1	3/2	3/2	4/1	4/1	4/2	4/2	5/2	5
6	4/0	4/0	4/0	5/1	5/1	5/1	5/1	6/1	6/1	7/1	7/1	6

The first number in any result is the attacker's loss; the second is the defender's loss. Attacks at less than "0" differential are not allowed.

Units may only voluntarily be destroyed in the third Attack Phase.

[5.6] TERRAIN EFFECTS CHART
(See Terrain Key on Map)

Type of Terrain	Movement Point Cost	Defending Strength Adjustment
Clear Hex	1 MP	none
Rough Hex	2 MP	+1
Rail Hex	⅓ MP	depends on other terrain
Blocked Hexside	Movement prohibited	blocks ZOC and combat

The specialized effects of other terrain features are explained in the appropriate rules sections: Fortifications (12.4), Resource Centers (15.1), Supply Cities (9.1), Border Hexsides (6.4).

First Edition Map Error: The hexside 0616/0617 and the hexside 0618/0719 should be Blocked hexsides.