

The Guns Of August

By The Avalon Hill Game Company

3rd Edition Rulebook

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BASIC GAME

1.0 INTRODUCTION

THE GUNS OF AUGUST is a strategic simulation of the First World War. The game is basically designed for two players, one who controls the Central Powers, and the other who controls the Allies.

There are actually ten different situations, or scenarios, each of which may be played as a separate game. The first nine scenarios simulate the combat on the east and western fronts during different years between 1914 and 1918. The final scenario, which is called The Campaign Game, begins in August 1914, and continues in monthly Game-Turns until November 1918, although the rules allow the game to be ended earlier, or continued through 1919.

The rules are organized numerically by a decimal system: each major section of the rules is assigned a whole number (such as 1.0); subordinate rules are assigned a corresponding decimal place

(such as 1.1, 1.2, or even 1.21). This rulebook includes an index to help players locate any specific section of the game rules.

In broader terms, the rules are organized in three parts. The Basic Game (sections 1.0 to 15.0) introduces the fundamental concepts of the game system. The game may be played using just these rules at the outset. The Advanced Game (sections 16.0 to 25.0) includes additional rules which increase both the realism and the complexity of the game. Finally, players can use any or all of the Optional Rules (sections 26.0 to 29.0). We recommend that players read this entire rules booklet, slowly and carefully, before starting play.

2.0 THE MAPBOARD

2.1 The four section mapboard depicts the European territory where the major fighting of the First World War occurred. The two western sections are used together to form the playing area for all Western Front scenarios. The two eastern sections are used together for all Eastern Front scenarios. All four sections are used when playing both fronts for any given year, or when playing the entire Campaign Game. Various tracks and playing aids are duplicated on each side of the mapboard. The use of these graphic aids is explained in the appropriate section of these rules.

2.2 A hexagonal grid is superimposed on the mapboard to regulate the movement and positioning of the playing pieces and to delineate the various terrain features which affect play. This hex grid uses an alphabetical letter and a number to identify each hex individually. Example: Paris is located in Hex FII.

2.3 The terrain features depicted on the map affect the movement and combat capabilities of the combat units. These effects are summarized on the Terrain Effects Chart (see page 16).

Map Errata

The railline east of Cracow should run through Hex HHI6 instead of Hex HHI5.

3.0 THE PLAYING PIECES

There are two basic types of colored, die-cut playing pieces; military units and game markers.

3.1 Military Units

The military units which represent the military formations of various nations are differentiated as indicated below:

*Nationality

The nationality of a unit is indicated by the color of the piece and by the alphabetical abbreviation printed on the unit: AH-Austria-Hungary, B-Britain, Be-Belgium, Bu-Bulgaria, F-France, G-Germany, Gr-Greece, I-Italy, Mo-Montenegro, Ne-Netherlands, R-Russia, Ru-Rumania, Se-Serbia, Tu-Turkey, US-United States.

*Unit Size

The size of the military formation a unit represents is indicated by the standard military symbolism: XXX-Corps, XX-Division, X-Brigade, III-Regiment, II-Battalion.

*Designation

The military units of each nation contain a printed, numerical designation. These designations are not always historical; they are included chiefly for play-by-mail purposes.

*Unit Class and Type

There are three different classes of military units; Combat units, Combat Support Units, and Air Units. Each class contains one or more types. These unit types are distinguished by the following symbols:

Combat Units



Infantry



Cavalry



Stosstruppen Infantry
(only German units)

Combat Support Units



Artillery



Siege Artillery
(only German units)



Fort Construction Engineers



Railroad Repair Engineers



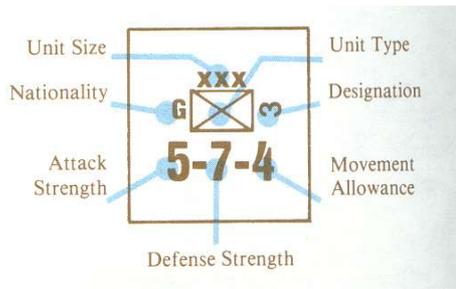
Tanks
(only British and French units)

Air Units



Air Unit
(only British and French units)

Sample Military Unit



*The Attack Strength is the unit's basic combat strength when attacking.

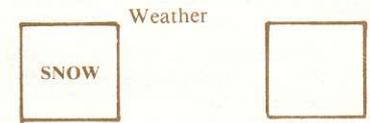
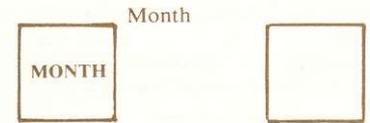
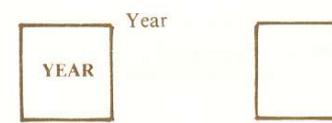
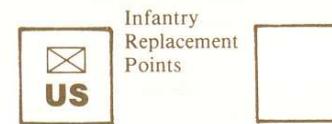
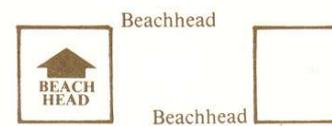
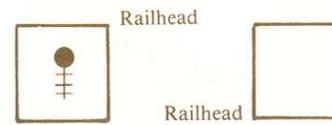
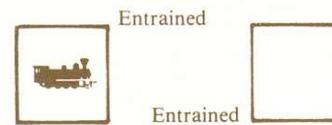
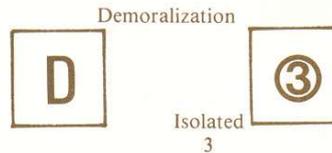
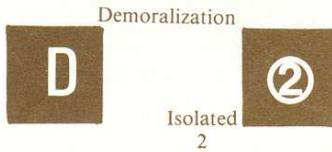
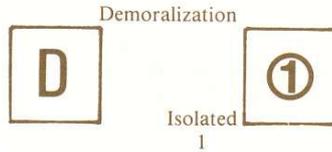
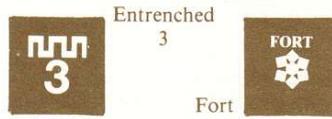
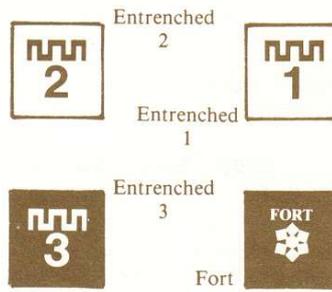
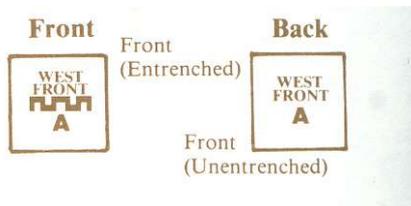
*The Defense Strength is the unit's basic combat strength when defending.

*The Movement Allowance is the maximum number of movement points the unit may expend during the movement phase.

Note: Military units are not back-printed.

3.2 Game Markers

The back-printed Game Markers are used to represent man-made installations such as forts and entrenchments, or as record-keeping devices on the mapboard. There is a separate set of markers for the Central Powers and the Allied Powers. The following types of markers are included:



4.0 PREPARE FOR PLAY

4.1 By mutual agreement the players choose the scenario they wish to play. It is recommended that they begin with the first scenario: 1914 Western Front.

4.2 The players should now refer to the scenario rules which specify the game length, victory conditions, and initial deployment restrictions. After both players have finished their initial deployment, the month and year markers are placed on the circular display printed on the map, and the Sequence of Play is initiated.

5.0 SEQUENCE OF PLAY

Each scenario is played in a series of turns which are known as Game-Turns. Each Game-Turn represents one month and consists of two identical Player-Turns followed by an Interplayer-Turn.

During his own Player-Turn, a player is referred to as the phasing player; the other player is called the non-phasing player. In general, only the phasing player takes action during a Player-Turn. During the Interplayer-Turn, both players perform various special activities. All actions must be performed within the restrictions of the Game-Turn Sequence which follows.

5.1 Central Powers Player-Turn

5.11 **War Declaration Phase:** The phasing player may declare war on neutral countries (see 6.0).

5.12 **Supply Determination Phase:** The phasing player checks the supply status of his units and places Isolation markers on unsupplied units (see 11.0).

5.13 **Movement Phase:** The phasing player may move any or all of his units, in any order he wishes, within the restrictions of the Movement rules (see 12.0). In addition, he may perform any construction or repair operation within the restrictions of the appropriate rules.

5.14 **Combat Phase:** The phasing player may designate and resolve any combat he wishes to initiate, in any order he chooses, within the restrictions of the Combat rules (13.0).

5.15 **Demoralization Removal Phase:** The phasing player removes all Demoralization markers from his units

except markers which were incurred during the current Player-Turn (see 13.44).

5.16 Isolation Phase: The phasing player again checks the supply status of his units; units which reach their maximum isolation level are eliminated.

5.2 Allied Player-Turn

5.21 War Declaration Phase.

5.22 Supply Determination Phase.

5.23 Movement Phase.

5.24 Combat Phase.

5.25 Demoralization Removal Phase.

5.26 Isolation Phase.

5.3 Interplayer-Turn

5.31 Naval Phase: The Central Powers player may initiate submarine warfare (see 23.1). The Allied player rolls the die to initiate the Allied naval blockade if required (see 23.2).

Note: This phase is omitted in the Basic Game.

5.32 Morale Phase: Each player rolls the die once for each country he controls as required by the Morale Phase Rules (see 24.0).

Note: This phase is omitted in the Basic Game.

5.33 Reinforcement Phase: Both players receive reinforcements and replacements in accordance with the appropriate rules (see 14.0).

5.34 Game-Turn Phase: The marker(s) indicating the current Game-Turn are advanced one month on the Game-Turn display printed on the map.

5.35 Weather Determination Phase: The Central Powers player rolls the die to determine the weather for the next Game-Turn (see 25.0).

Note: This phase is omitted in the Basic Game.

6.0 BELLIGERENTS, NEUTRALS, AND DECLARATIONS OF WAR

6.1 Belligerents

6.11 The scenario specifies which countries form the Central Powers and the Allies. These countries are called belligerents; they are considered enemy nations at war at the start of the scenario. All units of Central Powers countries are enemy units to units of Allied countries and vice-versa. All units of Central Powers countries are friendly units to units of other Central Powers countries. All units of Allied countries are friendly units to units of other Allied countries.

6.12 During a scenario, countries which were previously neutral may become belligerents and join either the Central Powers or the Allies. In general, if either player declares war on a neutral country,

that country immediately joins the opposing player's alliance. In addition, a neutral country may become a belligerent, even if neither player has declared war against it, according to the restrictions of various scenarios, or optional rules.

6.2 Neutrals

6.21 The scenario specifies which countries are neutral at the start of play. A neutral country remains neutral until either player declares war against it, or until it enters the war in accordance with the scenario, or optional rules.

6.22 The units of belligerent countries may not enter the territory of a neutral country without first declaring war against that country. Belligerent units may never retreat into the territory of a neutral country; if forced to do so, such units are immediately eliminated.

6.23 The units of a neutral country may not move or attack as long as the country remains neutral. If either player declares war against a neutral country, it immediately becomes a belligerent in the alliance controlled by the opposing player; that player immediately assumes control of the country's units and such units become subject to the normal movement and combat restrictions.

6.3 Declarations of War

6.31 During the War Declaration Phase, the phasing player may declare war against a neutral country by declaring this aloud. The neutral country immediately becomes a belligerent in the alliance controlled by the opposing player. If the units of the neutral country are not already deployed, the non-phasing player may immediately deploy all the forces available to that country (including reinforcements, not re placements) through the current Game-Turn.

6.32 Once a player declares war on a country, that country remains an enemy belligerent until it is conquered, or the scenario ends.

6.4 Special Neutral Countries

6.41 The following countries are considered permanently neutral and prohibited territory: Denmark, Switzerland and Sweden. These countries have no units.

6.42 The following countries are considered special neutrals; Albania and Luxembourg. These countries have no units. Belligerent units may enter Albania or Luxembourg without declaring war.

Note: We recommend that neutral units not be deployed until a player declares war against the neutral country; when this occurs, the opposing player immediately deploys the neutral country's units.

7.0 HOW A COUNTRY IS CONQUERED

7.1 At the start of the Interplayer-Turn, if all the cities of a country are controlled by the enemy player, the country is considered conquered.

7.2 When a country is conquered, all of the units of that country are immediately and permanently removed from play. Once a country is conquered, it cannot receive reinforcements or replacements and cannot reenter the war.

8.0 CONTROL OF HEXES

8.1 A player is considered to control a hex if it is currently, or was most recently occupied by a friendly unit.

8.2 At the start of a scenario, a player controls all hexes in the countries under his control, except hexes currently, or most recently occupied by an enemy unit.

Note: Hexes located "Behind the enemy front," are considered to have been most recently occupied by an enemy unit.

8.3 When a country becomes a belligerent, all of the hexes in that country are considered controlled by the player whose alliance the country joins.

8.4 When a country is conquered, each hex in that country remains under the control of the player who currently controls it, subject to the limitations of Rule 8.1

9.0 ZONES OF CONTROL

A zone of control is a different concept from the concept of Rule 8.0 (CONTROL OF HEXES). A zone of control represents the area around a combat unit in which enemy units are inhibited in various ways. A combat unit exerts a zone of control into hexes which may or may not be controlled (as defined in Rule 8.0) by the player who controls that combat unit.

9.1 At all times during a Game-Turn, each unentrained combat unit exerts a zone of control into the six hexes adjacent to the hex it occupies.

Note: Entrained units, combat support units, and air units do not exert a zone of control. A zone of control never extends across an all-sea hexside or across the border hexside of a neutral country.

9.2 The zone of control exerted by an enemy unit is called an enemy zone of control. The hexes in an enemy zone of control are called enemy controlled hexes (but not in the meaning of Rule 8.0).

9.3 The zones of control of a friendly unit and an enemy unit may overlap; this does not negate the effect of either unit's zone of control.

9.4 The presence of a friendly unit in any enemy controlled hex does not negate the effect of the enemy zone of control in the hex the friendly unit occupies.

9.5 During the Movement Phase, a unit may enter an enemy controlled hex and may continue moving if it has sufficient remaining movement points; it is not required to stop immediately upon entering an enemy zone of control. A unit may move directly from one enemy controlled hex to another by expending two additional movement points, over and above the normal cost for the hex the unit enters.

9.6 During the Movement Phase, an entrained unit may not enter an enemy controlled hex, nor may a unit entrain or detrain in an enemy zone of control.

9.7 During the Combat Phase, a unit may never retreat into an enemy controlled hex (even if it is occupied by a friendly unit).

10.0 STACKING LIMITATIONS

10.1 The maximum number of friendly units which may occupy a single hex at the end of the phasing player's Movement Phase is limited as follows; three combat units, one regular artillery unit, one siege artillery unit, one tank unit, and/or one air unit. There is no limit to the number of engineer units which may occupy the same hex.

10.2 During a Combat Phase, units may retreat through hexes in violation of the stacking limit. At the end of a Combat Phase, however, the stacking limit is enforced and excess units are immediately eliminated by the player who controls the units.

10.3 There is no limit to the number of game markers which may occupy a single hex although these markers are designed so that no more than one of any type need be placed in a hex.

10.4 Because of the liberal stacking limit in the game, a special player-aid system has been provided the use of which is optional. This system consists of two alphabetized sets of Front markers for each player, and the East and West Front Substitution Boxes printed on the mapboard.

The Front markers (which indicate both an entrenched or unentrenched status) may be deployed on the mapboard in lieu of the unit(s) and markers in any single hex. The counters which the Front marker represents are then placed in the corresponding box on the appropriate edge of the mapboard. Once adopted, players will find that the use of these substitute counters and boxes greatly facilitates the setting-up and playing of the game, and may also be used to heighten the game's realism by enhancing the secrecy concerning the disposition of each player's forces.

11.0 SUPPLY AND ISOLATION

During the game, a unit must be supplied to use its full Movement Allowance or Combat Strength.

4Any unit which is not supplied is isolated. The Movement Allowance and Combat Strengths of an isolated unit are halved (round fractions up). In addition, an isolated unit is eliminated when it reaches its maximum isolation level.

11.1 When Supply States and Isolation Levels are Determined

11.11 During the Supply Determination Phase, the phasing player must determine the supply state of all the units he controls. There are two states; supplied or isolated. Any unit which is not supplied is isolated.

11.12 During the Isolation Phase, the phasing player must determine the supply state of all the isolated units he controls. There are three levels of isolation which may be indicated by placing an appropriate Isolation marker on a unit (or stack of units).

11.13 When a player checks the supply state of a unit, he may immediately remove any Isolation marker on the unit if the unit is currently supplied. If a unit which is isolated is not already distinguished by an Isolation marker, he immediately places an Isolation I marker on the unit. If an isolated unit already has an Isolation marker, the marker is immediately replaced with a marker at the next highest isolation level.

11.14 During the Isolation Phase (only), the phasing player must eliminate each of his isolated units which has reached its maximum isolation level. If a unit does not occupy a city hex, it is eliminated at isolation level 1. If a unit occupies a city hex, it is eliminated at isolation level 2. If a unit occupies a city hex in its home country, it is eliminated at isolation level 3.

Note: Isolation markers are only placed and advanced during the Supply Determination Phase. Isolated units are only eliminated during the Isolation Phase.

11.2 How a Unit's Supply State is Determined

11.21 When a player checks the supply state of his units, any unit which possesses a valid supply path is considered supplied. Any unit which does not possess a valid supply path is isolated.

11.22 A valid supply path is defined as a path of five or fewer hexes leading from the hex a unit occupies (this hex does not count against the five hex limit), to a hex containing a friendly supply source (this hex does count against the five hex limit). A valid supply path may begin in an enemy controlled hex, but may not enter another enemy controlled hex (even if the hex is occupied by a friendly unit); nor may it be traced across an all-sea hexside, or the border hexside of a neutral country.

11.23 A friendly supply source may be any city controlled by the phasing player in a friendly or conquered country, or any rail hex controlled by the phasing player which is connected to such a city by any number of contiguous rail hexes

which a unit of his could enter while entrained (this path of contiguous rail hexes may begin in an enemy controlled hex, but may not enter another enemy controlled hex throughout its length).

Note: A city continues to serve as a supply source until all adjacent, non-neutral land hexes are either occupied by, or are in the zone of control of, an enemy unit.

11.24 Each of the four rail entry hexes ("R1, R2, R3, and R4") on the eastern edge of the map in Russia is considered a friendly supply source for Allied units unless it is currently controlled by the Central Powers player.

11.3 Sea Supply

11.31 During the game, each player possesses a sea supply capacity which he may use to supply land units which he controls. This capacity is expressed as a number of supply capacity points which are available each Turn. To supply any corps-sized unit, or any United States division-sized unit, requires one point. To supply any other unit requires one-half point.

11.32 The Central Powers sea supply capacity is one point. This capacity may be used to supply any unit which possesses a valid supply path to any port on the Baltic Sea which is currently controlled by the Central Powers player.

11.33 The Allied sea supply capacity is six points. This capacity may be used to supply any unit which possesses a valid supply path to any port which the Allied player currently controls (Exception: see Rule 11.34).

11.34 The Allied sea supply capacity may never be used to supply a unit which is tracing its supply path to a port on the Baltic Sea. The Allied player may not use sea supply to supply a unit which is tracing its supply path to a port on the Black Sea unless he currently controls Constantinople.

Note: Any city in a coastal hex is considered a port. For sea supply purposes, "control of a port," is defined according to Rule 8.0.

12.0 MOVEMENT

During his Movement Phase, the phasing player may move all, some, or none of his units. There are three different modes of movement which may be used during the Movement Phase; regular movement, rail movement, and sea movement. The units of the non-Phasing player may not be moved, and combat is prohibited during the Movement Phase.

12.1 Regular Movement

12.11 During his Movement Phase, the phasing player may move as many or as few units as he desires, in any order he wishes. Each unit is moved individually, tracing a path of contiguous hexes through the hexgrid. Once a player begins moving a particular unit, he must complete its movement before any other unit may be moved.

12.12 The distance which a unit may be moved during a single Movement Phase is dependent on the unit's Movement Allowance. A unit expends movement points from its Movement Allowance in each hex it enters according to the type of terrain in the hex. The movement point costs for each type of terrain present on the map are summarized on the Terrain Effects Chart (see page 16). A unit may never enter a hex unless it has a sufficient number of unexpended movement points to pay the full cost required to enter that hex (Exception: see Rule 12.17).

12.13 A unit may expend all, some, or none of its movement points in a single Movement Phase. Movement points which are not expended may not be transferred to a different unit or accumulated from one Game-Turn to another.

12.14 A unit may never move across an all-sea hexside unless it is using Sea Movement (see 12.3).

12.15 A unit may never enter a hex which is occupied by an enemy unit. A unit may enter an enemy controlled hex, at no additional cost, and may continue moving if it has remaining movement points. A unit may move directly from one enemy controlled hex to another by expending two additional movement points, over and above the normal cost for the hex the unit enters.

12.16 The Movement Allowance of an isolated unit is halved (rounding up).

12.17 During the Movement Phase, a combat unit (only), may always move one hex, even if it does not have sufficient movement points to pay the full cost required to enter that hex.

12.2 Rail Movement

12.21 During his Movement Phase, the phasing player may move entrained units via rail movement through contiguous rail hexes (connected by the printed rail line symbol) which he currently controls (as defined by Rule 8.0).

12.22 The maximum number of units which may be entrained during a single Movement Phase is determined by the rail capacity, which is given as a number of rail capacity points for each player on either the Western Front or the Eastern Front. The rail capacity for each player on the Western Front is eighteen points. The rail capacity for each player on the Eastern Front is twelve points. Each corps-sized unit, or United States division-sized unit, requires one rail capacity point to entrain. Any other unit requires one-half point to entrain. If a unit moves from one front to the other while entrained, it counts against the rail capacity for each front.

12.23 During his Movement Phase, the phasing player may entrain or detrain any unit which occupies a rail hex which he currently controls (as defined by Rule 8.0), by expending one movement point from the unit's Movement Allowance. When a unit is entrained, it is placed under an Entrained marker. When a unit is detrained, the marker is immediately removed.

12.24 While entrained, a unit may move up to twenty-four hexes via rail movement without expending any movement points. An entrained unit does not exert a zone of control and may not attack an enemy unit.

12.25 A unit may never be voluntarily entrained or detrained in an enemy controlled hex (as defined by Rule 9.0) and may not voluntarily enter an enemy controlled hex while it is entrained.

12.26 A unit is not required to detrain at the end of a Movement Phase. However, if an enemy unit moves adjacent to an entrained unit, the unit is automatically detrained in the hex it occupies. If the unit is attacked during the same enemy Player-Turn, its Defense Strength is halved (round fraction up).

12.27 A unit may combine regular and rail movement during the same Movement Phase within the limit of its Movement Allowance; but a unit may only be entrained once during a single Movement Phase.

12.28 The presence of a rail line in a hex does not negate the normal terrain cost to enter the hex for units using regular movement.

12.3 Sea Movement

12.31 During the game, each player possesses a sea movement capacity which he may use to move land units he controls. This capacity is expressed as a number of points which are available each Turn. To move any corps-sized unit, or United States division-sized unit, via sea movement requires one point. To move any other unit requires one-half point.

12.32 The Central Powers sea movement capacity is one point. This capacity may be used to move units from any port on the Baltic Sea to any other port on the Baltic Sea which is currently controlled by the Central Powers player.

12.33 The Allied sea movement capacity is six points. This capacity may be used to move units from any port which the Allied player currently controls to any other port which he currently controls (Exception: see Rule 12.34).

12.34 The Allied sea movement capacity may never be used to move a unit to or from a port on the Baltic Sea. The Allied sea movement capacity may not be used to move a unit to or from any port on the Black Sea unless the Allied player currently controls Constantinople.

12.35 The Allied player may not use sea movement (or conduct an amphibious invasion in the Advanced Game) to move a unit into any hex on the Baltic Sea. Similarly, the Allied player may not use sea movement (or conduct an amphibious invasion) or sea supply to move a unit into any hex on the Adriatic Sea unless he currently controls Trieste.

12.36 A unit which is moved by sea movement may not use regular or rail movement during the same Movement Phase.

Note: Any city in a coastal hex is considered a port. For sea movement purposes, "control of a port," is defined according to Rule 8.0

Siege Artillery

The German 420mm (3-1-1) siege artillery unit was originally brought up by rail and was not very mobile. Thus the following restrictions apply to this unit:

1. The 3-1-1 siege artillery must initially deploy on a rail hex.
2. The 3-1-1 siege artillery unit may not use regular movement during Mud or Snow weather.

13.0 COMBAT

During his Combat Phase, the phasing player may attack any enemy unit(s) adjacent to any unit(s) he controls. Only units which are directly adjacent to an enemy unit may participate in an attack upon that unit. Each attack the phasing player initiates is resolved separately. For each attack, the phasing player is considered the Attacker and the non-phasing player is the Defender, regardless of the overall strategic situation.

13.1 Combat Procedure

13.11 The phasing player may attack any enemy unit adjacent to a unit he controls. Any un-demoralized unit which is adjacent to an enemy unit may participate in an attack upon that unit. A demoralized unit may not attack but may defend normally during the Combat Phase. A unit may never attack an adjacent unit across an all-sea hexside.

13.12 Attacking is completely voluntary. Units are never compelled to attack, and not every unit adjacent to an enemy unit need participate in a given attack.

13.13 Other units in a hex that contains an attacking unit need not participate in that same attack or any other attack. Thus when one unit in a stack is attacking a given hex, the other units in the stack could attack a different hex, or not attack at all (Note: see Rule 13.14). A unit in a stack which is not participating in a given attack is never affected by the result of that attack.

13.14 If the phasing player wishes, he may attack enemy units in the same hex separately, however, if any unit in a hex is attacked, all other units in that hex must be attacked during the same Combat Phase. Thus units in a single hex may be attacked in any manner the phasing player wishes as long as every unit in the hex is attacked during the Combat Phase.

13.15 If the phasing player wishes, he may attack enemy units in more than one hex simultaneously, as a single attack, as long as every unit which participates in the attack is adjacent to each and every defending enemy unit.

13.16 A given unit's Attack Strength or Defense Strength is always unitary; that is, it may not be divided among different combats either for attack or defense.

13.17 No unit may attack more than once per Combat Phase and no enemy unit

may be attacked more than once per Combat Phase.

13.18 The phasing player may initiate his attacks, separately, in any order he desires, by announcing which hex he wishes to attack. The non-phasing player may then allocate his eligible combat support units (see Rule 13.2), after which the phasing player immediately resolves the attack, before he initiates any further attacks.

13.19 The phasing player resolves each attack by determining the Combat odds, rolling one die and applying the appropriate die roll modifications, and locating this modified result on the Combat Result Table (see Rule 13.4). The Combat odds are determined by dividing the total Attack Strength of all attacking units by the total Defense Strength of all defending units; fractions are always rounded off in favor of the Defender to conform to the simplified odds found at the top of the Combat Results Table. Thus a total Attack Strength of nine against a total Defense Strength of seven yields a Combat odds of 1 to 1.

13.2 Combat Support Units

13.21 When the phasing player initiates an attack, before he allocates the specific units participating in the attack, the non-phasing player may allocate any combat support unit(s) in the defending hex to any combat unit(s) in the same hex. Combat support units which are allocated to a combat unit may not be attacked separately. The phasing player must attack a combat unit and the combat support units allocated to that combat unit simultaneously; the Defense Strengths of the combat support units are added to the Defense Strength of the combat unit they are allocated to. If the non-phasing player does not allocate a combat support unit to a combat unit, the support unit may be attacked separately.

Example: The phasing player announces he wishes to attack a hex occupied by four enemy units; a 5-7-4 infantry unit, a 4-6-4 infantry unit, a 3-3-3 artillery unit, and a 0-1-2 engineer unit. The non-phasing player then announces he is allocating the artillery unit to the 5-7-4 infantry unit, and the engineer unit to the 4-6-4 infantry unit. The phasing player must then make two attacks: one against the artillery and the 5-7-4 infantry which has a total Defense Strength of ten; the other against the 4-6-4 infantry and the engineer which together have a Defense Strength of seven.

Note: If a combat support unit is allocated to a combat unit, the two units are considered as one indivisible unit for combat results purposes. Thus if a Demoralized result occurs, both units must be eliminated or both units must be retreated. Since combat support units cannot retreat, the latter option means that the combat unit retreats and the combat support unit is eliminated. The player must make a choice: if the units defend together, they suffer the combat results together.

13.22 Combat support units may not attack an enemy unit unless a friendly Combat unit participates in the attack.

13.3 How Terrain Affects Combat

13.31 The die roll used to resolve an attack is decreased by one if all defending units occupy a city, swamp, or rough terrain hex.

13.32 The die roll used to resolve an attack is decreased by one if all attacking units occupy a river hex, and none of the defending units occupy a hex traversed by the same river.

Note: A river hex is defined as a hex in which the river passes through at least two hexsides, or enters the hex and flows into the sea. A hex in which the river passes through only one hexside is not considered a river hex.

13.33 All die roll modifications (including those for terrain) are cumulative.

The die roll is decreased by one, not two, when a hex containing both a city and rough terrain is attacked.

Note: Terrain effects are summarized on Page 16.

13.4 Explanation and Execution of Combat Results

13.41 The abbreviated results indicated on the Combat Results Table are interpreted as follows;

AE = Attacker Eliminated. All attacking units are eliminated.

AA = Attacker Attrition. Attacker must lose Attack Strength at least equal to the printed Defense Strength of the defending unit(s). Defender suffers no loss.

AD = Attacker Demoralized. Attacker must retreat one hex or lose unit with the largest Attack Strength. Units which retreat are demoralized (see Rules 13.42 thru 13.45).

DD = Both Demoralized. Attacker suffers "AD" result; Defender suffers "DD" result. The result is applied to the Defender first.

DD = Defender Demoralized. Defender must retreat one hex or lose unit with the largest Defense Strength. Units which retreat are demoralized (see Rules 13.42 thru 13.45).

DX = Defender Exchange. All defending units are eliminated. Attacker must lose Attack Strength at least equal to Defender's loss (I.e. equal to printed Defense Strength of Defender).

DE = Defender Eliminated. All defending units are eliminated.

13.42 Whenever a Demoralized result occurs, the player has the option of retreating one hex or losing the unit with the largest strength. Only combat units may retreat. If a player chooses to retreat, all combat support units which he used in the combat are eliminated. Combat units which retreat are demoralized (see 13.44).

13.43 Whenever units retreat, the owning player may retreat the units in any direction, providing these units end

the retreat no further from a friendly supply source than the hex they originally occupied. Units may never retreat off the map, across an all-sea hexside or the border hexside of a neutral country, or into an enemy zone of control or a hex occupied by an enemy unit. Units which cannot retreat without violating any of these restrictions are immediately eliminated. Note: Units may retreat two hexes at the owning player's option.

13.44 Combat units which retreat are demoralized, and a Demoralization marker is immediately placed on top of such units. Demoralized units may not attack. The die roll is increased by one if any defending unit is demoralized. During the Demoralization Removal Phase, the phasing player removes all Demoralization markers from his units except markers which were incurred during the current Player-Turn.

13.45 Whenever a hex is completely vacated due to retreat or elimination, any opposing combat unit(s) which participated in the combat, and are currently adjacent to the hex, may immediately advance into the hex. This option, which is known as "Advance After Combat," must be exercised immediately, before any further combat is resolved. Units which advance after combat are not required to expend Movement Points, and are not subject to the normal restrictions which enemy zones of control impose on normal movement.

A unit may only advance after combat if it participated in the attack which left the opposing hex vacant; not an earlier attack against the hex during the same Combat Phase.

13.5 Combat Results Table

The Combat Results Table is located on the Player-Aid Card.

14.0 REINFORCEMENTS AND REPLACEMENTS

14.1 Reinforcements

14.11 During the Reinforcement Phase, both players check the Reinforcement Schedule and deploy any reinforcements which are scheduled for the current Game-Turn on the mapboard.

14.12 All reinforcements are taken from the unused portion of the countermix (not from previously eliminated units); reinforcements are thus limited by the number and type of unused units available-if the required unit(s) is not available, the reinforcement is cancelled.

14.13 The owning player may deploy the unit(s) he receives as reinforcements in any city which he currently controls in the unit's home country. Reinforcements may not be deployed in a hex in which the unit(s) are isolated, or in violation of the Stacking restrictions.

14.14 Certain reinforcements are scheduled to arrive in specific hexes. These units, and only these units, may be deployed in a hex adjacent to the designated hex if that hex is currently stacked to the legal limit. The units may

not be deployed in an adjacent hex in violation of Rule 14.13, and may not be deployed in an enemy zone of control.

14.15 All Russian reinforcements must be initially deployed in any of the Russian rail entry hexes (R1, R2, R3, or R4) in Russia. If the Allied player wishes, these units may enter the game entrained.

14.16 United States reinforcements may arrive in any port in France or Britain which the Allied player currently controls. Any city in a coastal hex is considered a port.

14.17 During the Reinforcement Phase of November 1914, the Allied player must remove three Russian infantry corps from the map (these units are assumed to be redeployed off the map against Turkey). These three corps may reenter the game as Allied reinforcements on the Game-Turn after Turkey is conquered by the Allied player.

14.18 Reinforcements which cannot be legally deployed on the Game-Turn they are scheduled to arrive are automatically cancelled. Neither player may voluntarily delay the reinforcements he is scheduled to receive on any given Game-Turn.

14.2 Replacements

14.21 During the Reinforcement Phase, each belligerent country receives one infantry replacement point for each city in the country which is not controlled by the enemy player, and one artillery replacement point for each multiple of five infantry replacement points it received (rounding fractions up—thus a country which receives one infantry replacement point does receive an artillery point as well). There are several exceptions to this rule which are detailed below:

* The maximum number of German infantry replacement points is twenty. This total is automatically decreased by one for each German city which the enemy player controls.

* The maximum number of French infantry replacement points is ten. This total is automatically decreased by one for each French city which the enemy player controls.

* The maximum number of Italian infantry replacement points is five. This total is automatically decreased by one for each Italian city which the enemy player controls.

* In addition to its cities, Russia receives one infantry replacement point for each Russian rail entry hex which is not controlled by the enemy player.

* The United States receives no replacement points until November 1918. If the game is still in progress, the United States receives ten infantry replacement points per turn, for the remainder of the game.

Note: Only belligerent countries receive replacement points. A country never receives replacement points while it is neutral or after it is conquered.

14.22 The replacement points each country receives are recorded on the Replacement Tracks located on each side

of the mapboard. For most countries, two markers are provided; one for infantry replacement points, and one for artillery replacement points. If no marker is provided for a country, it may not receive replacements of that type.

14.23 Replacement points may be expended on the Game-Turn they are received, or they may be accumulated and expended later. A country may not accumulate more than twenty replacement points of either type.

14.24 During the Reinforcement Phase, each player may purchase replacements by expending the appropriate country's replacement points. Replacements must be taken from units which were previously eliminated during the game (to facilitate this, whenever units are eliminated, they should be placed aside in any convenient space where they can be distinguished from the unused portion of the counter mix).

14.25 To replace any combat unit, the owning player must expend a number of infantry replacement points (from the unit's home country) equal to the unit's Attack Strength. To replace any combat support unit, the owning player must expend a number of artillery replacement points equal to the unit's Attack Strength. Note: German siege artillery units may be replaced at a cost of five artillery replacement points. An engineer unit may be replaced at a cost of three artillery replacement points.

Immediately after it is purchased, a replacement unit may be deployed on the mapboard, under the same restrictions as a reinforcement unit of the same country.

14.26 Russian replacements may either enter the map like Russian reinforcements (see 14.15), or may be deployed in any Russian city which is controlled by the Allied player, according to the restrictions of 14.13.

14.27 The British 6-8-4 infantry corps, and the 5-5-5 cavalry corps cannot be replaced. When the infantry corps is eliminated, it is permanently removed from play and a British 5-7-4 infantry corps is substituted among the eliminated units. When the cavalry corps is eliminated, a British 4-4-5 cavalry unit is substituted for it. For replacement purposes, whenever a British 5-7-4 unit is eliminated, it is permanently removed from the game; however, a British 4-6-4 unit is introduced in its place. This unit is immediately eliminated, but may be replaced normally. Similarly, when a British 4-4-5 cavalry unit is eliminated, a 3-3-5 cavalry unit is substituted as the eliminated unit.

14.28 If France is conquered, the French engineer units may be treated as British units for replacement purposes.

14.29 Once a country is conquered, it receives no replacement points for the remainder of the game. Note: Air-Tank and Stosstruppen units are used in accordance with the Advanced Rules; they are not used in the basic game.

15.0 VICTORY CONDITIONS

15.1 Victory Points

15.11 During the game the Central Powers' player is awarded one victory point for each objective city he controls (as defined by Rule 8.0). The Allied player is not awarded victory points.

15.12 Objective cities are printed in red. There are ten cities on each front. Western Front objective cities include Antwerp, Dijon, Essen, Florence, Frankfurt, Lille, Metz, Paris, Trieste, and Verdun. Eastern Front objective cities include Breslau, Brest-Litovsk, Bucharest, Budapest, Constantinople, Kiev, Konigsberg, Lemberg, Riga, and Smolensk.

15.2 How Victory is Determined

15.21 For any scenario, the victor and the level of victory achieved is determined from the Victory Conditions Chart which is printed on the Player-Aid Card.

15.22 In addition to a draw (which is considered a tie game - neither player is the victor), there are three levels of victory that the winning player may achieve. The lowest ranking victory is called an Operational Victory. The next best victory is called a Strategic Victory. The best possible victory is called an Automatic Victory. The level of victory is always determined by totalling the number of victory points which the Central Powers' player possesses when the game ends, and locating this total on the Victory Conditions Chart opposite the current Game Year.

15.23 During the Game-Turn Phase of each Game-Turn, the Central Powers' player should total the number of victory points he currently possesses. If this total equals or exceeds the number indicated for a Central Powers' automatic victory, the game immediately ends as an automatic victory for the Central Powers. If the total is equal or less than the number indicated for an Allied automatic victory, the game immediately ends as an Allied automatic victory.

15.24 If neither player achieves an automatic victory prior to the last turn of the scenario, the level of victory is determined by the number of victory points the Central Powers' player possesses during the last Game-Turn Phase.

15.25 If the scenario is being played on a single front, the Central Powers' player is automatically awarded a number of victory points for the objective cities he controls on the other (unplayed front). This total is printed under the appropriate heading on the Victory Conditions Chart.

Example: The 1914 Western Front Scenario is being played. During the last Game-Turn Phase the Central Powers' player controls Antwerp, Essen, Frankfurt, Lille, Metz, and Trieste, for a total of six victory points on the Western Front. In addition, in 1914, he is considered to possess four victory points on the Eastern Front, raising his overall total to ten. This

is considered an Operational victory for the Central Powers in 1914.

ADVANCED GAME RULES

16.0 ENTRENCHMENTS

There is a separate set of Entrenchment markers provided for the Central Powers and the Allies which are used to represent man-made defenses which may be constructed during the game. These markers are back-printed and contain a number from one to three which indicates the maximum number of combat units which may be stacked under the marker. There is no limit to the number of combat support units which may be stacked under an Entrenchment marker, however, the normal Stacking Limitations of Rule 10.0 may not be violated.

16.1 How Entrenchments Are Constructed

16.11 During the Movement Phase, a combat unit may construct an entrenchment by expending two Movement Points in a hex and occupying that hex at the end of the Movement Phase. Combat support units and entrained combat units may not construct entrenchments.

16.12 An entrenchment may be constructed in any hex except a hex containing a Fort marker.

16.13 Only one Entrenchment marker may be placed in a hex. The first marker placed in a hex must be a level 1 entrenchment. An entrenchment may be upgraded one level per turn. Thus it takes three turns to construct a level 3 entrenchment.

16.14 A unit may only be placed under an Entrenchment marker during the friendly Movement Phase. Units which are under an Entrenchment marker may be placed above the marker during their Movement Phase, or during any Combat Phase. There is no Movement Point cost to rearrange a unit's position above or below an Entrenchment marker.

16.2 How Entrenchments Are Removed

16.21 The number on an Entrenchment marker may never exceed the number of friendly combat units which occupy the hex at the end of any phase. If combat units voluntarily abandon, or are forced to retreat from an entrenched hex, the Entrenchment marker must be replaced or removed immediately to comply with this rule.

16.22 The phasing player may voluntarily reduce or remove any of his entrenchments at any time during his Player-Turn.

16.3 How Entrenchments Affect Combat

16.31 A unit which is under an Entrenchment marker may not participate in an attack.

16.32 The die roll is decreased by one when all of the defending units are under an Entrenchment marker.

Note: See Optional Rule 26.5.

17.0 FORTS

In addition to a small number of (pre-war) forts printed on the map, there is a separate set of Fort markers provided for each player. For ease of play, one Fort marker should be placed in each hex containing a printed fort - this marker represents the fort; the printed fort symbol may then be treated as a normal city. All forts represent major defensive installations. Any number of units, consistent with the normal Stacking Limitations, may be placed under a Fort marker.

17.1 How Forts are Constructed

17.11 A fort may be constructed in a hex by a supplied fort engineer unit that has spent three entire Movement Phases in the hex in detrained status. No other type of unit may construct a fort. At the end of the third friendly Movement Phase, the fort is placed on the mapboard. Note: fort construction may be performed in an enemy zone of control.

17.12 A fort may only be constructed in a hex which contained a level 3 entrenchment at the start of the Movement Phase. If the hex is occupied by a fort engineer unit at the beginning and the end of the Movement Phase, the marker is flipped over to represent a fort. A fort may be built in any hex containing a level 3 entrenchment, even a hex adjacent to an enemy combat unit. No more than one fort may be built in a single hex.

17.13 A unit may only be placed under a Fort marker during the Friendly Movement Phase. Units which are under a Fort marker may be placed above the marker during their Movement Phase, or during any Combat Phase. There is no Movement Point cost to rearrange a unit's position above or below a Fort marker.

17.2 How Forts Are Destroyed and Captured

17.21 The phasing player may voluntarily destroy any fort if a friendly combat unit occupies the hex at the start of his Movement Phase. When a fort is destroyed, the Fort marker is immediately removed from the map.

17.22 When a combat unit enters a hex containing an enemy fort, the fort is automatically captured. When a fort is captured, the Fort marker is immediately replaced by a marker of the capturing player.

17.3 How Forts Affect Combat

17.31 A unit which is under a Fort marker may not participate in an attack.

17.32 The die roll is decreased by two (-2) if all of the defending units are under a Fort marker. The die roll is not further decreased even if the fort is

located in a city or rough terrain hex.

Note: See Optional Rule 26.5

18.0 STOSSTRUPPEN

Stosstruppen were German infantry which employed new infiltration tactics to break the deadlock of trench warfare. In the game, stosstruppen function like regular infantry except as specified below.

18.1 How Stosstruppen Are Created

18.11 The Central Powers player may begin using German infantry replacement points to create stosstruppen units in July 1917.

18.12 To create a stosstruppen unit requires seven infantry replacement points. Stosstruppen may be replaced at the normal cost.

18.13 No more than two stosstruppen units may be created per game turn. There is no fixed limit for replacing these units.

18.2 How Stosstruppen Affect Combat

18.21 The die roll is increased by one for each supplied stosstruppen unit participating in an attack.

18.22 Whenever stosstruppen participate in an attack, the attacker must fulfill any required loss by eliminating stosstruppen units, before any other type of unit may be eliminated.

19.0 TANKS

In November 1917, the first Allied tank units appeared at the Battle of Cambrai on the western front. In the game, tank units are treated like combat support units except as specified below.

19.1 How Tank Units Are Created

19.11 The Allied player may begin using French and British artillery replacement points to create tank units in July 1917.

19.12 To create a tank unit requires five artillery replacement points. Tank units may be replaced at the normal cost.

19.13 No more than one British and one French tank unit may be created per Game-Turn. There is no fixed limit for replacing these units.

19.2 How Tanks Affect Combat

19.21 The die roll is increased by one for each supplied tank unit participating in an attack.

19.22 Whenever tank units participate in an attack, the attacker must eliminate one tank unit for each combat unit eliminated to fulfill the required loss.

19.23 Like any combat support unit, a tank unit may not attack unless a combat unit also participates in the attack.

20.0 AIR UNITS

During World War I, aircraft played an extremely limited combat role until the Allied offensives in the last months of the war. In the game, there are only two air units, one French and one British.

20.1 How Air Units Operate

20.11 The Allied player receives both air units as reinforcements in July 1918. He must deploy them in accordance with Rule 14.13.

20.12 Air units are not subject to the normal Movement rules. During the Allied Movement Phase, an air unit may move from any Allied controlled city to any other Allied controlled city within eight hexes.

20.13 An air unit may never enter a hex adjacent to an enemy unit except during the Allied Combat Phase. If an enemy unit moves adjacent to an air unit, the air unit is automatically moved to the nearest Allied controlled city which is not adjacent to an enemy unit. If there is no such city within eight hexes, the air unit is eliminated. An eliminated air unit is automatically replaced on the Game-Turn following its elimination.

20.14 Air units do not possess a Combat Strength. During the Allied Combat Phase (only), a supplied air unit may move to any hex containing an attacking Allied combat unit which is within four hexes of the hex the air unit occupies. After the combat is resolved, the air unit immediately returns to the hex it occupied at the start of the Combat Phase.

20.15 The die roll is decreased by one for each air unit in the same hex as an attacking Allied combat unit.

21.0 RAILROAD REPAIR

In the Basic Game it is only necessary to control a rail hex in order to use it for rail movement and supply purposes. In the Advanced Game, a captured railhex must be repaired as well as controlled.

21.1 How Railroads Are Repaired

21.11 Whenever a railhex in a neutral or enemy country, or a railhex which was previously occupied by an enemy unit, is captured, it must be repaired before it may be used for rail movement or supply purposes.

21.12 Each hex entered by an unentrained, supplied, rail repair engineer unit during a Movement Phase is considered repaired at the end of that Movement Phase.

21.13 A railhex in an enemy zone of control may not be repaired, and may not be used for friendly rail movement or supply purposes. Once a railhex is repaired, it may still be blocked for rail movement and supply by an enemy zone of control, but the hex remains repaired as long as it is not entered by an enemy unit.

21.14 There is a separate set of Railhead markers provided for each player. A Railhead marker may be used to indicate the last repaired railhex in a continuous line of repaired hexes.

22.0 GARRISONS

In order to deny the replacement value of a captured city, the capturing player must

garrison the city by maintaining at least one combat unit in the city hex.

22.1 Garrisoning Belligerent Countries

22.11 During the Reinforcement Phase, each ungarrisoned city in a belligerent country produces one infantry replacement point, exactly as if the player who controls the belligerent country currently controlled the city.

22.12 If a city is garrisoned by an enemy combat unit, it may not produce any replacement points.

22.2 Garrisoning Conquered Countries

Beginning the Game-Turn after a country is conquered, the conquering player must garrison all cities and rail entry hexes in the conquered country, up to a maximum of twelve (12). The conquering player loses one infantry replacement for each ungarrisoned city in a conquered country as follows:

Central Powers: Germany loses replacements for ungarrisoned cities in France, Belgium, the Netherlands and Russia north of Brest-Litovsk (inclusive); Austria loses replacements for all other ungarrisoned cities.

Allied Powers: Russia loses replacements for ungarrisoned cities in Rumania, Bulgaria, Germany east of Berlin (inclusive) and Austria east of Budapest (inclusive); France loses replacements for all other ungarrisoned cities.

Optional: If France surrenders, Britain and Italy (if Allied powers) may receive additional replacements for French cities not controlled by the Central Powers player. Beginning in the Game-Turn after France surrenders, one infantry replacement is received for every two French cities (rounded down) controlled by the Allied player. If both Britain and Italy are Allied powers, these replacement points are divided equally between the two countries, with Britain receiving any odd replacement point. *Note:* The Central Powers player does not lose any replacement points for cities controlled by the Allied player. Similarly, Germany receives replacement points in a similar ratio for Austrian cities if Austria-Hungary surrenders.

23.0 NAVAL PHASE

In the Advanced Game, the Naval Phase consists of three segments which are executed in the order presented below.

23.1 Submarine Warfare Segment

Submarine warfare is a Campaign Game optional rule. It is recommended that players refrain from using Submarine Warfare rules unless the Optional Variable Entry rules is also used.

Note: The historical effects of submarine warfare are simulated in the 1915 and 1917 scenarios by the reduced British infantry replacement rate.

23.11 Beginning in January 1915, the Central Powers player may initiate unrestricted submarine warfare by announcing this aloud.

23.12 During each subsequent January Game-Turn, the Central Powers player has the option of continuing or discontinuing submarine warfare. He must inform the Allied player which option he has chosen.

23.14 Whenever unrestricted submarine warfare is maintained, the British infantry replacement rate decreases by one point each year. Thus, if submarine warfare is initiated in January 1915, the British infantry replacement rate is immediately reduced by one. If submarine warfare continues in 1916, the British replacement rate is reduced by an additional one. If submarine warfare is discontinued, the British replacement rate is immediately increased by one: this increase continues until submarine warfare is reinitiated, or the original British replacement rate is regained - Britain may never exceed its original rate of five. Additionally, a -1 die roll modifier is applied to Britain's Morale Determination (see 24.1) if submarine warfare has been in effect for the previous six months. See also optional rule 27.62 for the effect of submarine warfare on Allied sea movement and supply capacity.

23.15 During each January Game-Turn, if the United States is an Allied country, the British replacement rate automatically increases by one, until it reaches the original rate of five.

23.16 It is recommended that players refrain from using the submarine warfare rules unless the optional Variable Entry rule is being used. If the Optional Variable Entry rule (Rule 29.0) is being used, the die roll for the United States is decreased by one whenever unrestricted submarine warfare is in effect.

23.2 Allied Blockade Segment

23.21 Beginning in January 1915, the Allied player is considered to have instituted an effective naval blockade against the Central Powers. The effects are automatically applied to the replacement rates of each Central Power for the current year.

23.22 Blockade Table.

Blockade Table			
Year	Germany	Austria	Italy (if CP)
1915	-1	0	0
1916	-2	-1	-1
1917	-3	-1	-1
1918	-5*	-2*	-2*

The number represents the number of infantry replacement points deducted from that country's total each Game Turn. These losses are not cumulative. The asterisk indicates a -1 drm for Morale Determination (see 24.1). There is no effect on other Central Power countries.

Note: The German and Austrian replacement schedules for the scenarios

incorporate the blockade effects. The modified replacement schedules are:

Year	Germany	Austria
1915	9/10	no change
1916	10/8	3/3
1917	8/9	3/3

23.3 Naval Operations Segment

Note: In the Advanced Game, all sea movement occurs during this segment. Sea movement is conducted exactly as in the Basic Game (see Rule 12.3). The Central Powers player conducts his sea movement, if any, first. The Allied player may then conduct sea movement and/or amphibious invasions. Units conducting amphibious invasions are treated exactly like units using sea movement except as noted below.

23.31 Allied units participating in an amphibious invasion count against the Allied sea movement capacity. The units must begin in an Allied controlled port. They may be moved to any port or beach hex except a hex located on the Black Sea - which may only be invaded if the Allied player controls Constantinople.

23.32 If the Allied player wishes, he may invade a hex which is occupied by enemy units. The invading units may be placed in the hex (observing the normal Stacking Limit) above the enemy units which occupy the hex. In such a case, combat is immediately mandatory; it is resolved exactly like regular combat, however, the die roll is automatically decreased by one in addition to all other modifiers that are applicable; if the defending units are entrenched, the die roll is decreased by an additional one. When the combat is fully resolved, if all of the defending units are not eliminated or retreated, the entire invading force is eliminated.

23.33 If units invade a vacant hex, they are not permitted to move or attack any enemy unit(s) until the next Allied Player-Turn.

23.34 If an invading force is not eliminated, the Allied player may immediately place a Beachhead marker in the invaded hex. This hex may be treated as a port for Allied sea movement and sea supply purposes (only), as long as the Beachhead marker remains in the hex. If an enemy unit enters the hex, the Beachhead marker is immediately removed. The Allied player may voluntarily remove the marker during any subsequent Naval Phase.

Note: There are only two Allied Beachhead markers.

23.35 The Allied player may not conduct more than one amphibious invasion in a single Game-Turn, and may not conduct an amphibious invasion before January 1915. The Central Powers player may never conduct an amphibious invasion (the Beachhead markers provided for the Central Powers may not be used except by the players who wish to devise their own special rules).

23.36 If the Central Powers player controls Bremen, he may attempt to intercept an Allied invasion of any hex within twelve hexes of Bremen by rolling one die and consulting the Naval Interception Table, which is located on the Player-Aid Card.

24.0 MORALE PHASE

In 1916, many of the belligerent countries began to experience serious morale problems; desertion became a major problem first in Russia, then in Austria-Hungary and France. The effect of submarine warfare and the Allied naval blockade hindered production in both the Central Powers and Allied countries. In 1917, the political consequences of war weariness triggered a revolution which forced Russia out of the war. By the autumn of 1918, similar uprisings began breaking out in Austria-Hungary and Germany, leaving these powers no option but unconditional surrender. The Morale rules mirror these historical events.

24.1 Morale Determination

24.11 Beginning in 1916, during each February, May, August, and November Game-Turn, each player must roll the die once for each belligerent he controls which has an infantry replacement rate of three or more, and apply the result obtained on the Morale Table immediately. The Morale Table is located on the Player-Aid Card.

24.12 The United States is exempt from Rule 24.11.

24.2 Explanation of Morale Table Results

24.21 S = Surrender. The country surrenders immediately. It is treated as if conquered by the enemy player.

24.22 D2 = Desertion. The owning player rolls one die for each unit of the country which is currently on the map. If the result is two or less, the unit deserts and is immediately eliminated. Subtract two from all future Morale rolls for the country.

24.23 DI = Desertion. Same as above, except unit deserts on die roll of one or less. Subtract one from all future Morale rolls for the country.

Note: When rolling to determine if a unit deserts, the die roll is reduced by one if the unit is demoralized. Note also, deserted units may be replaced.

24.24 RR = Reduce Replacements. The infantry replacement rate of the country is halved for the next three Game-Turns (round fractions up).

24.25 * = No Effect.

25.0 WEATHER PHASE

During the Weather Phase of each Game-Turn, the Central Powers player rolls one die and consults the Weather Table to determine the weather on each front for the next Game-Turn (by cross-indexing the next month and the die roll). The Weather Table contains three

possible results: C = Clear, M = Mud, S = Snow. There is a marker provided for each front to indicate the weather on that portion of the mapboard.

25.1 Effects of Clear Weather

There is no effect on play.

25.2 Effects of Mud Weather

25.21 All Movement Allowances are reduced by one Movement Point.

25.22 The non-rail portion of a supply path is reduced to four hexes.

25.3 Effects of Snow Weather

25.31 All Movement Allowances are halved (round fractions up).

25.32 The non-rail portion of a supply path is reduced to four hexes.

25.33 The distance an entrained unit may move via rail movement is reduced to sixteen hexes.

25.34 Engineer units may not construct forts or repair railroads.

25.35 Air units may not participate in combat.

25.36 Amphibious invasions are prohibited. Note: Any unit moving or tracing supply from one front to the other is subject to the restrictions of least favorable weather.

25.4 Spring Thaw Rule

During the month of March (only) clear weather is treated as mud weather if the previous Game-Turn's weather was snow.

OPTIONAL RULES

Note: Rules 26.0 thru 29.0 are Optional Rules which may be used individually or collectively. Players should mutually agree which Optional rules they will use before setting up the game.

26.0 OPTIONAL COMBAT RULES

26.1 Automatic Victory

During the Movement Phase, if the phasing player moves enough units adjacent to a hex to attack the enemy unit(s) in that hex at 8 to 1 or greater odds, the phasing player may announce that he has achieved an automatic victory against the hex. When an automatic victory is achieved, all the units in the defending hex are immediately flipped face-down, and lose their zone of control. The units which achieved the automatic victory may not move any further, and must attack that hex during the immediately following Combat Phase. The result of the combat is automatically considered a "DE." After an automatic victory is announced during the Movement Phase, the phasing player may freely move other non-attacking units past the hex, ignoring the normal Zone of Control restrictions imposed by Rule 9.0. Note: Automatic victories are prohibited in Mud and Snow weather. [The prohibition against automatic victories in Mud and Snow weather means not only that defening units retain their zones of](#)

control, but also that the 8-1 attack must be resolved on the 6-1 column. The German player may achieve automatic victories during his August 1914 Special Movement Phase. In this case, the Allied units are picked up at the end of this phase and German combat units may advance into the vacated hex.

26.2 International Combat Coordination

The die roll is automatically decreased by one if units of more than one nationality participate in the game attack. The die roll is automatically increased by one, if units of more than one nationality are defending the game hex.

26.3 "Big Push" Attacks

Beginning in 1916, before resolving any combat involving three or more defending combat units, the attacker may announce that he is going to conduct a "big push" attack. If he does, he may continue rolling the die until he receives an "AE," "AA," or "AD" combat result. Note: This rule permits a player to attack the game defending units more than once in a single Combat Phase.

26.4 Captured Artillery

Whenever an artillery unit is eliminated because a player chose to retreat to comply with an "AD," "BD," or "DD," result, the opposing player receives one artillery replacement point which is awarded to the country which conducted the attack. If more than one nationality participated in the attack, the country which contributed the greatest Attack Strength receives the replacement point.

26.5 Attacking From Forts and Entrenchments

For ease of play, players may ignore the rules which prohibit units under Fort or Entrenchment markers from attacking. Note: If the optional Front markers are used with this rule, no Entrenchment markers are necessary - all units in a hex are considered entrenched and are represented by the entrenched side of a Front marker.

27.0 MULTI-PLAYER RULES

The Guns of August is particularly suitable as a multi-player game. For the best game, we recommend players follow these guidelines.

27.1 Three-Player Game

One player controls the Central Powers. There are two Allied players: one controls all Allied units on the Western Front; the second controls all Allied units on the Eastern Front.

27.2 Four-Player Game

There are two Allied and two Central Powers players. Each player controls the units of his alliance on one front-east or west. Note: For ease of play, the map can be divided as if two separate games are being played. The Central Powers players may choose any agreeable method for allocating reinforcements and replacements. One method which would

parallel the historical facts would be to elevate one player to the role of Commander-in-chief on alternate years as follows: 1914-West, 1915-East, 1916-West, 1917-East, 1918-West.

27.3 Five-Player Game

As in four-player game except fifth player is a third Allied player. He controls British and U.S. units, and is responsible for all Allied naval operations.

27.4 Six-Player Game

As in five-player game except sixth player is a third Central Powers player who controls Austria-Hungary, Turkey and Bulgaria.

28.0 SECRET MOBILIZATION AND DEPLOYMENT

The Front markers, and the substitution boxes printed on each side of the mapboard allow players to realistically simulate the secrecy of the initial mobilization in 1914, and the "fog of war" which persisted on both fronts.

28.1 Secret Mobilization

At the start of any scenario, and 1914 in particular, each player may use his Front markers to conceal the disposition of his initial set-up. The units represented by the markers may be deployed face-down in the appropriate substitution boxes. If greater secrecy is desired, each player may record on paper, the units represented by each alphabetized Front marker. Note: Players may make up additional markers if they find it necessary.

28.2 Fog of War

During any game, if the optional Front markers are being used, a player may never examine the units in the enemy player's substitution boxes until he attacks the hex occupied by the corresponding marker. Units in substitution boxes may be deployed face-up, or face-down, and blank counters may be placed in the boxes to confuse the opposing player; however, a Front marker may not be deployed on the map unless it represents at least one combat unit.

29.0 OPTIONAL VARIABLE ENTRY RULES

In the standard rules, all countries enter the war historically in the month indicated on the Scenario Chart. These rules introduce an element of uncertainty concerning the participation of Britain, Italy, the United States, Turkey, Bulgaria, Rumania, and Greece. If players use the Variable Entry rules, all standard rules remain in effect except where specifically altered in this section.

29.1 How to Use The Variable Entry Table

29.11 During the Reinforcement Phase of each February, May, August, and November Game-Turn, the die is rolled once for each country listed on the Variable Entry Table. The countries are rolled for in the order in which they are listed on the table. The Allied player rolls for each country listed under the West Front. The Central Powers player rolls for each country listed under the East Front.

29.12 For each country, the die is modified by all appropriate modifiers (cumulatively). If the modified result is within the printed number range shown where the name of the country and the current year intersect, the country remains neutral. If the modified result is greater than the larger number, the country joins the Central Powers immediately. If the modified result is less than the smaller number, the country joins the Allies immediately.

29.13 Once a country joins the war, it is no longer rolled for (Exception: see 29.2).

29.2 Britain

If the German player declares unrestricted submarine warfare or [Belgium is invaded](#), Britain automatically enters the war as an Allied country and receives reinforcements and replacements according to the standard rules. If unrestricted submarine warfare is not declared, Britain is subject to the Variable Entry rules as follows.

29.21 There are three possible levels of British participation when Britain is subject to the Variable Entry rules: full participation, limited participation, or neutrality.

29.22 If the modified die roll for Britain's entry is three or less, Britain fully participates as an Allied country. In this case, all standard rules remain in effect.

29.23 If the modified die roll for Britain's entry is four or five, Britain's participation as an Allied country is limited. In this case, the Allied sea movement and supply capacity is reduced to four points; the Allied blockade die roll is increased by one; the British infantry replacement rate is halved (round fractions up); and the die roll for Italian and U.S. entry is increased by one.

29.24 If the modified die roll for Britain's entry is six or greater, Britain remains neutral. In this case any British units outside of Britain are automatically returned to Britain and may not leave while Britain remains neutral. In addition, the Allied sea movement and supply capacity is reduced to three points; the Allied player may not roll for the blockade or for U.S. entry; and the die roll for Italian entry is increased by one.

29.25 If Britain is a neutral or limited participant, the Allied player continues rolling for Britain each February, May, August, and November game turn until Britain becomes a full participant. Note: If Britain is a limited participant, a die roll of "4" or greater continues its limited participation.

29.3 Italy, United States, Turkey, Bulgaria, Rumania and Greece

29.31 If any of these countries, except the United States, enters the war before or after its historical entry date, the country receives reinforcements according to the standard rules and Reinforcement Schedule.

29.32 If the United States enters the war before or after April 1917, the U.S. reinforcements begin arriving three months after the Game-Turn on which the U.S. enters the war, and the entire U.S. reinforcement schedule is revised accordingly. Example: If the U.S. enters the war in March 1916, the first U.S. reinforcement would arrive in June 1916 instead of June 1917, and the U.S. replacements would begin in November 1917 instead of November 1918.

29.33 Whenever Turkey enters the war, the Allied player must immediately withdraw three Russian infantry corps from the mapboard. These units, and the French and British reinforcements scheduled for August 1918, may arrive as Allied reinforcements on any turn after the Allies conquers Turkey.

29.34 If Greece is neutral and the Allied player wishes to invade Salonika, the Central Powers player immediately rolls for Greek entry. If Greece joins the Central Powers, all standard rules are followed. If Greece remains neutral, [the invading units may occupy Salonika. Once the Allied player has invaded Salonika, however, he is prohibited from declaring war upon Greece \(in accordance with 6.3\).](#) As long as Greece remains neutral, however, the Allied units may not move in Greece or attack a Greek unit. If Greece joins the Allies, [Greek units are immediately deployed and the Allied units may land at Salonika.](#) Thereafter, the standard rules are in effect. Once an Allied combat unit enters Greece, the Central Powers player may roll for Greek entry each turn until Greece joins either the Central Powers or the Allies. Note: Greek units are automatically in supply in Greece. When using the Variable Entry rules, Greece is not considered conquered until all Greek units are eliminated.

29.35 When the Variable Entry rules are used, players may still declare war against a neutral country. In this case, the country automatically joins the opposing player's alliance immediately, as in the standard rules. The only exception is Greece (see Rule 29.34).

30.0 THE SCENARIOS

The Guns of August may be played in individual scenarios each of which represents one year, or as a full campaign game representing the entire war from August 1914 through November 1918. Each scenario except the 1918 Scenario and the Campaign Game may be played as a two front game (using the full mapboard), or as just an East or West front game (using the appropriate half of the map). The 1918 Scenario is played

solely on the West front. The Campaign Game is played as a two front game.

As a general guideline, the Western Front may include any hex on the two western mapboard panels except hexes in Italy and Austria-Hungary. The hexes in Italy and Austria-Hungary on these two boards are considered on the Italian Front. The Eastern Front may include any hex on the two eastern mapboard panels except hexes in Greece; hexes in Greece are considered on the Balkan Front. Hexes in Serbia, Bulgaria and/or Turkey may be considered on either the Eastern Front or the Balkan Front.

For all scenarios, the order of battle and initial deployment restrictions are derived from the Scenario Set-Up Chart which is printed on the Player-Aid Card. Each scenario is governed by all the Basic and Advanced Game rules, unless superceded by a special scenario rule presented in this section.

30.1 Scenario Length And Victory Conditions

30.11 The 1914 Scenario lasts five Game-Turns - from August through December 1914.

30.12 The 1915-1917 Scenarios each lasts twelve Game-Turns from January through December of the year in play.

30.13 The 1918 Scenario lasts nine Game-Turns - from March through November 1918.

30.14 The Campaign Game lasts fifty-two Game-Turns - from August 1914 through November

1918. Note: By mutual agreement players may extend the Campaign Game through December 1919.

30.15 For all scenarios, victory is determined according to Rule 15.0.

30.2 How To Use The Scenario Set-Up Chart

30.21 At the start of a scenario, each player consults the chart to determine the number and type of units available to each country, and the initial deployment restrictions for each country during the year the scenario represents.

30.22 The first four columns on the left side of the chart list the countries, scenario years, alliance, and the month in which each country becomes a belligerent and enters the war. In the Alliance column, the abbreviations are defined as follows: CP = Central Powers, A = Allies, N = Neutral, CON Q = Conquered by the Central Powers. Note: Although a country is assigned to an alliance in the year it enters the war, it is considered neutral until the Reinforcement Phase of the Game-Turn indicated under the Entry Date column (Example: Italy is considered neutral until the Reinforcement Phase of May 1915). All countries which enter the war in August 1914, however, are considered belligerents at the start of the game.

30.23 The second four columns of the chart indicate the minimum number of corps-sized units which must be

deployed on each of the four fronts depicted on the map at the start of the scenario; the Italian Front is considered a secondary part of the West Front; the Balkan Front is considered a secondary part of the East Front. The restrictions for deployment on each front are as follows: West Front - Central Powers units must deploy east of the front line; Allied units must deploy west of the front line; British units must deploy within six hexes of Britain. East Front - Central Powers units must deploy west of the front line within six hexes of their home country; Allied units must deploy east of the front line. Italian Front - Central Powers units must deploy in Austria Hungary; Allied units must deploy in Italy. Balkan Front - Central Powers units must deploy in Bulgaria and/or Serbia; Allied units must deploy in Greece. Note: In a single front game, the minimum number of corps required to deploy on the unplayed front (s) must be subtracted from the total available to each country at the start of the game. In a two-front game, players may deploy units in any manner they desire as long as the minimum number of corps are deployed on each front. In the 1914 Scenario, and at the start of the Campaign Game, all units must be deployed in their home country. In all scenarios, neutral units must be deployed in their home country. The Allied player deploys neutral units on the West Front. The Central Powers player deploys units on the East Front, except Rumanian units which the Allied player deploys (see Rule 30.3).

30.24 The Replacement Points column indicates the number of infantry replacement points each country receives on each of the two primary fronts during each turn of the scenario. This number should be used when playing a single front game. In a two-front game, a player may split a country's replacement points between the West and East fronts in any manner, as long as the total replacement rate is retained. Note: Artillery replacement points are received according to Rule 14.21.

30.25 The remaining columns of the Scenario Set-Up Chart indicate the total number of each type of unit available to each country in each separate scenario. These units should be deployed at the start of the scenario according to Rule 30.23 and Rule 30.3.

30.3 General Scenario Rules

30.31 Initial Deployment Sequence

In a two-front game, place one West Front and one East Front marker in a cup. Each player draws one marker and deploys first on the front he selects from the cup. In a single front game, the player who draws the front which is being played deploys first. Note: Players may use Optional Rule 28.1 instead of the above. If players do not like either of the two methods for determining the initial deployment sequence, the Central Powers player may declare which front (East or West) he wishes to deploy second on. The Allied player must deploy first on this front; the Central Powers player must deploy first on the other front.

30.32 Entrenchments

No unit may entrench before October 1914. In all scenarios after 1914, all belligerent units on the West Front may begin the game entrenched. In all scenarios after 1915, all belligerent units may begin the game entrenched. Neutral units may never entrench.

30.33 Forts

In all scenarios, all forts printed on the mapboard are treated as forts. In all scenarios after 1914, each player may deploy one Fort marker on the West Front and one Fort marker on the East Front in any non-swamp hex at the start of the game. Note: If a fort is behind the enemy front line at the start of a scenario, it is considered to have been captured.

30.34 Railroads

In all scenarios after 1914, all rail hexes behind the front (except in neutral countries) are considered repaired and operable at the start of the scenario.

30.35 Artillery Deployment

In a single front game, one artillery unit must be subtracted from a country's total for every six corps the country is required to deploy on the unplayed front (round fractions down). Other combat support units may be freely deployed on either front.

30.36 Weather

In August 1914, the weather is automatically clear. In all other scenarios, the Central Powers player must roll to determine the weather for the first Game-Turn prior to the start of play.

30.4 Special 1914 Scenario Rules

30.41 German Deployment

German units on the West Front may deploy in Germany or Luxemburg at the start of the scenario.

30.42 Belgian Deployment

Belgian units must deploy in Antwerp and Liege. Belgian units may not retreat on any combat result during the first Game-Turn.

30.43 British Expeditionary Force

British units must deploy in Britain. During the first Game-Turn, these units must be sent to France via sea movement unless players are using Optional Rule 29.0. If players are using the Optional Variable Entry rule, the Allied player may roll for Britain at the start of the Interplayer Turn in August 1914. If Britain enters the war, the British Expeditionary Force may be sent to France during the following Naval Phase. If Britain remains neutral, all British units must remain in England until Britain enters the war.

30.44 German Special Movement Phase

During the first Game-Turn (only), immediately after the Central Powers Combat Phase, all German combat units on the West Front receive a special second Movement Phase. This is treated exactly like a normal Movement Phase, except only the German combat units on the West Front may be moved.

30.45 French Offensive Doctrine

During the first Game-Turn (only), all French combat units which begin their Combat Phase in an enemy zone of control must participate in an attack.

30.5 Special Campaign Game Rules

30.51 Introduction

The Campaign Game is one continuous scenario which lasts from August 1914 through November 1918. The initial deployment and Special 1914 Scenario Rules are in effect during the Campaign Game. The Campaign Game is governed by all Basic and Advanced Game rules (Exception: see 30.52).

30.52 Special Campaign Game Replacement Rule

Beginning in 1915, during the Reinforcement Phase certain corps-sized units may be converted into weaker units in order to increase a country's total number of corps. Each country may convert three corps per Game-Turn. Any non-isolated corps may be converted by removing it from the map, paying a conversion cost in infantry replacement points, and receiving two weaker corps which are deployed like normal replacement units. Units are converted as follows:

I (5-7-4) plus 3 Replacement Points = 2 (4-6-4)s

I (4-6-4) plus 2 Replacement Points = 2 (3-5-3)s

I (3-5-3) plus I Replacement Point = 2 (2-4-3)s

I (3-3-4) plus I Replacement Point = 2 (2-2-4)s

Note: This rule is an exception to the rule which states that replacements may only be taken from previously eliminated units. Note also, in the Campaign Game, artillery replacement points may be used to create additional combat support units, within the limits of the counter mix.

British Draft Rule

During the Reinforcement Phase of each January turn, if Britain is a full participant, add three 4-6-4 infantry, one 3-3-5 cavalry, and one 3-3-3 artillery unit(s) to the "pool" from which British replacements are taken.

30.53 Optional Campaign Game Replacement Rule

By mutual agreement at the start of the game, players may allow any type of combat unit to be created by expending the appropriate number of infantry replacement points. Note: This is a non-historical rule which permits players to create armies of fewer but higher quality units, or any other combination they wish to test. Use of this rule may not supercede the rules governing the introduction of stossstruppen, tanks or air units.

30.54 Optional 1919 Game Extension

By mutual agreement in 1917 or earlier, players may extend the length of the Campaign Game another twelve Game-Turns, through December 1919.

30.55 Optional Free German Deployment

In the Campaign Game (only), the Central Powers Player may ignore the restrictions of Rule 30.23 and divide the German army between the two fronts in any manner he wishes.

The following supplementary material is reprinted from THE GENERAL, Volume 18, Number 3. The instructions may be treated as Optional rules if players desire.

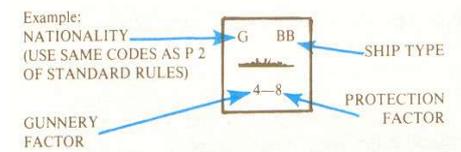
NAVAL ACTION DURING THE WORLD WAR

Fleets in The GUNS OF AUGUST

By Leon W. Tenney

This module is used instead of Rules 23.2 and 23.3.

1. SHIP COUNTERS (Players must make these counters to use these naval rules).



Gunnery Factor: Relative strength of firepower when firing at defending ships.

Protection Factor: Relative ability to withstand attacker's firepower.

Ship Type:

BB represents dreadnought battleships

BC represents dreadnought battle cruisers

B represents pre-dreadnought battleships

Each ship counter represents a squadron of capital ships with their attendant smaller ships (destroyers and cruisers). In particular each BB represents four capital ships, each BC represents three capital ships and each B represents five to seven pre-dreadnought ships.

2. SEA AREAS

a. There are seven sea areas:

BALTIC SEA

NORTH SEA

ATLANTIC OCEAN (OFF MAP)

WEST MEDITERRANEAN

ADRIATIC SEA

EAST MEDITERRANEAN (OFF MAP)

BLACK SEA

b. Any port may be used as a base. The inland ports of Antwerp, Hamburg and Bremen can be used as bases only if their water path to the sea is unimpeded by enemy units.

c. OFF MAP BASES:

1) Scapa Flow - The British may base their home fleet here. From this base they may sortie into the Baltic Sea, North Sea, or Atlantic Ocean. All British sorties into the Baltic (through the Danish Straits) must be revealed in detail to the German, before he commits his fleet units. All heavy damage ships are lost or may retreat to Russian ports. When the Germans sortie into the Atlantic through the channel, they also must be revealed in detail to the British player. Unless the German has a French port, all his heavy damage units are lost at sea, when he sorties into the Atlantic.

2) Malta-Fleets based on Malta, Taranto, or Venice can intercept any sortie of the Austrian Fleet from Trieste into either the Eastern or Western Mediterranean.

3. NAVAL MOVEMENT

a. All naval movement takes place during the Naval Operations Segment. Each player may do one of three things with his

fleet markers. Either they sortie into an adjacent sea area, or they shift base, or do nothing. Bases may support sorties into adjacent sea areas that are 15 hexes away. For this purpose estuary hexes or Kiel Canal hexes count double. Note that for the British or Russian some bases may be off the map, just as some sea areas are off the map.

b. The procedure to be followed during the naval phase is that each player secretly writes down the actions of each of his fleets.

c. In the Advanced game, all sea movement occurs during this segment. Sea movement is considered exactly the same as in the Basic Game (use rule 12.3). The only exception is the number of corps that can use sea movement is three per sea area for the Central Powers and six per sea area for the Allies.

d. *Invasions:* Use rules 23.31, 23.32, 23.33, and 23.34. *Exception:* When one or more naval units support the invasion, they add one to the die roll. No invasions can be made on any ports that hold naval units. Neither side may move units or change its naval base into sea areas that have no friendly ports.

e. Sea transport or amphibious invasion flotillas cannot be made in those sea areas which are controlled by the other players' fleets. Sea supply of land units cannot be through sea areas controlled by the other side's fleets.

f. Each invasion limit is three corps except the U.S. and Great Britain which have a six corps limit.

4. NAVAL COMBAT

a. Naval units of opposing sides in the same sea area must have combat.

b. Naval combat is handled in a series of rounds. At the end of each round, either player may attempt to withdraw any or all of his units.

c. During each round of combat, both players may fire each of his naval units at the other side's ship counters. Not more than four naval units may be allocated to fire at any one of the opposing side's ship counters during that round. Each naval unit may only fire once per round. Before the effects of one side's fire is applied, the other side may fire. An example of naval combat follows. The Germans have three BBs against six BBs of the British. The Germans have each of their BBs attack one each of three British BBs at 4 to 8 (or 1-2) attack. The Germans roll the dice for their three battles and get two misses and one "light" damage hit on one British BB. Before the results are applied, the British may make their attack. They make two attacks. Four British BBs attack one German BB at 16 to 8 (or 2-1), and two British BBs attack one German BB at 8 to 8 (or 1-1). The British roll the dice and get one miss and one "heavy" damage. Now the results of this round of combat are applied.

d. At the conclusion of each round, both players roll on the Damage Control

Table to repair light damage. Heavy damage can only be repaired when all combat rounds for that month are over.

e. Both players may also attempt to withdraw individual units after each round or withdraw all units at once. In order to withdraw individual units, use the Disengagement Table. In order to disengage the entire fleet, each player must roll one or two on the first attempt. After each subsequent round, the player subtracts one from the die roll. For example, if on round three, one player began rolling for disengagement, then by the end of round five a roll of 1, 2, 3, or 4 would be sufficient to disengage. Note: due to the special German turn-away maneuver, the Germans begin their fleet disengage die roll attempt with a success range of 1, 2, or 3.

f. At the end of the Naval Operation Segment, only one player should have naval units in each sea area. That player controls that sea area for this month.

g. If a player leaves (or withdraws) his units in his base or port, no naval combat can occur.

5. REPAIR OF NAVAL UNITS

a. After each naval phase, those units that are damaged are repaired according to the National Capabilities Chart.

b. If naval units are to be repaired in a base or port outside their home country, the time for repair is doubled.

6. BLOCKADE

a. Each nation may establish a blockade when they control all sea areas adjacent to an enemy's home country.

b. The penalties are shown on the Blockade Interruption Table (BIT).

c. Russia gains four supply points if the Allies open sea communication either through the Straits of Constantinople or through the Baltic Sea.

7. SEA SUPPLY

a. Each country that has a fleet also has an amphibious invasion capability of three corps and sea supply capability of six corps except Russia, Turkey, and Austria which have no sea supply or amphibious capability. The British and U.S. have twice the capability of the others. U.S. and British Corps in France do not count against their respective nation's 12 corps supply capacity. Finally, no country's unit can be supplied by another country's supply source. The Germans can only use their capability outside the Mediterranean. The Italians can only use their capability inside the Mediterranean.

b. Sea supply is traced through sea areas from the port of debarkation to a port in the home country. If the enemy controls any sea areas, then those corps are out of supply.

c. Sea supply is limited by two factors. The first is the country's sea supply capacity. The second factor is the port's capacity to supply corps inland. All objective cities can support 24 corps. All other cities can support 12 corps. A beachhead can support six corps. Citinje

and Durazzo on the Adriatic Sea can only support three corps each.

8. DARDANELLES CAMPAIGN

Due to the small portion of Turkey that is portrayed on the map, re-creation of the Dardanelles Campaign is very difficult. It must be realized that an invasion beachhead could be established since the Turks had too much coastline to defend with too few troops. Therefore, the beach hex in Turkey can never be garrisoned or moved into by the Central Powers Player. Since Constantinople is inside the straits, the Allies cannot reach it by sea. Therefore, the Allies cannot invade that port from the sea. These two small changes taken together will allow players to recreate the drama and frustrations of that strategically relevant campaign to open the Turkish Straits for naval communications with Russia.

COMMENTARY

Due to the grand strategic level of GUNS OF AUGUST, only capital ships are represented. As a rule of thumb, and with only two exceptions, each dreadnought was considered roughly equivalent. These exceptions reflect the fact that British battle cruisers had very poor protection factors. Certain nations had developed a seafaring tradition as in the case of the U.S. and Britain or an outstanding proficiency in the new technical skills of the mechanical era such as the Germans. These national characteristics are reflected in the several tables depicting the relative values of each fleet. For example, the German superior damage control is reflected in their extra one-sixth chance in the Damage Recovery Table.

The sequence of combat procedure was needed to capture the intricacies of naval tactical combat with a simple method. Each player can follow different strategies and influence the war without stopping the land war. The varied results of imposing blockades on the different countries is needed in order to give purpose to the naval actions and to see how they influence the land campaigns.

Certain naval operations such as minefields, mine sweeping, forcing naval passage in narrow seas, submarine warfare, or ship versus land fort are beyond the scope of this naval module.

QUESTION BOX - GUNS OF AUGUST

Q. Rule 11.14 states: "If a unit occupies a city hex in its home country, it is eliminated at isolation level 3," while Rule 11.23 indicates that a city in a friendly country is an automatic supply source. How can units in a city which is a supply source be isolated?

A. As noted in the errata in this issue, a city may only serve as a supply source if it is possible to trace a valid supply path from the city to another city which is also a friendly supply source.

Q. May a unit construct an entrenchment in an enemy Zone of Control?

A. Yes.

Q. May a unit which constructed an entrenchment participate in an attack during the following Combat Phase?

A. Yes.

Q. Is the die roll reduced by one or two when attacking a hex which contains both a city and rough terrain?

A. One. These effects are not cumulative. Note also, the die roll is reduced by two, not three, when attacking units in a fort which is in a city hex.

Q. Is the die roll only decreased by one if the Combat odds are 1-2 or worse?

A. Yes.

Q. The example after Rule 13.21 states that the Phasing player must make two attacks. Could he instead make one attack against the entire defending force?

A. Yes.

Q. If a combat support unit is allocated to a combat unit and a demoralized result occurs, may the defending player eliminate the combat unit and leave the combat support unit in the hex?

A. Yes.

Q. May cities in a conquered country be used as supply sources by the conquering player?

A. Yes.

Q. For initial deployment purposes, how do you define the various fronts?

A. This question is answered in the errata in this issue.

Q. Are the coastal hexes printed with the yellow, dotted pattern Beach hexes?

A. Yes.

Q. May siege artillery strength points be used to modify the die roll when attacking units which are not in a fort?

A. Yes.

Q. May the Allied player make an amphibious invasion in SS35 (Constantinople)?

A. No, but he may invade hex 0035.

Q. For supply purposes, are the printed forts considered cities?

A. Yes.

DISPOSITION OF FLEET SQUADRONS IN AUGUST 1914

	BB	BC	B
England	5	3	7
France	1	-	3
Russia	-	-	2
Germany	4	1	5
Austria	1	-	2
Italy	1	-	1
Turkey	-	-	1/2
Greece	-	-	1
Netherlands	-	-	1
U.S.	2	-	4

* 1 in the Baltic Sea, 1 in the Black Sea

FLEET SQUADRON SIZE BY COUNTRY

	BB	BC	B
Britain	4-8	3-3	2-8
Germany	4-8	3-6	2-8
U.S.	4-8	3-6	2-8
France	4-7	-	2-7
Austria	4-6	-	2-5
Italy	4-6	-	2-5
Russia	4-5	-	2-4
Turkey	(2-3)*	-	1-3 (Goebe n 1-2)
Greece	-	-	2-4
Netherlands	-	-	2-5

* Size of squadron, if Britain sends the dreadnoughts to Turkey (see Diplomacy module)

DISENGAGEMENT TABLE

Withdrawal Unit	Pursuit Unit		
	BC	BB	B
	1-4	1-5	1-6
	1-2	1-3	1-4
	1	1-2	1-3

Number indicates die roll needed for disengagement. Naval units, with light damage add one to their die roll. Naval units with heavy damage add two to their die roll.

PORT REPAIR OF NAVAL UNITS BY NATION

	Damage	
	Heavy	Light
German	3	1
British/U.S.	2	-
French	4	1
Others	6	2

BLOCKADE INTERRUPTION TABLE

Loss of replacement points when the other side has control

SEA AREA	Germany	Austria	England	France	Italy
North Sea	2*	-	-	-	-
North & Baltic Sea	1	-	-	-	-
North & Atlantic Ocean	-	-	2	1	-
Western Mediterranean	-	1	1**	1	1
Eastern Mediterranean	-	1	1**	-	1

* German loss is doubled upon U.S. entry

** England can only lose a maximum of one point in the Mediterranean, either for the Eastern Mediterranean or for the Western Mediterranean

NAVAL COMBAT RESULTS TABLE

Die Roll	Odds							
	1-4 1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1
1					Light	Light	Heavy	Heavy
2					Light	Light	Heavy	Heavy
3				Light	Light	Heavy	Heavy	Sunk
4			Light	Light	Heavy	Heavy	Sunk	Sunk
5		Light	Light	Heavy	Heavy	Sunk	Sunk	Sunk
6	Light	Light	Heavy	Heavy	Sunk	Sunk	Sunk	Sunk

Explanation:

Light - Squadron has attack factor halved. Squadrons already with "Light" damage becomes "Heavy" damage.

Heavy - Squadron has its attack and defense factors halved. Squadrons already damaged become sunk.

Sunk - Remove squadron counter from play.

Note: The die roll is increased by one when attacking any damaged squadron.

NAVAL DAMAGE CONTROL TABLE

Die Roll	Nationality			
	German	British/U.S.	French	Other
1				
2				
3				
4	Repaired			
5	Repaired(HV)	Repaired		
6	Repaired(HV)	Repaired(HV)	Repaired(HV)	Repaired

Explanation:

Repaired-All light damage is removed from the squadron.

Repaired (HV)-All light damage is removed from the squadron; heavy damage becomes light damage. NOTES:

Light damage can be repaired during each round of combat.

Heavy damage can only be repaired once combat is broken off.

FLEET ORDER OF APPEARANCE

Time	Nationality						
	Britain	France	Russia	U.S.	Germany	Austria	Italy
Aug 1914	1 BB (unless sent to Turkey)						
Jan 1915	1 BB		1 BB (Baltic)				
May 1915							1 BB
Sep 1915	1 BB	1 BB			1 BC		
Oct 1915			1 BB (Black)				
Mar 1916					(1 BB)	(1 BB)	
May 1916		(1 BB)		1 BB			
Jun 1916					1 BB		
Aug 1916	1 BB						
Jan 1917	1 BC						
May 1917			(1 BB) (Baltic)				(1 BB)
Sep 1917	1 BC						
Mar 1918	(1 BC)			1 BB	(1 BB)		
May 1918		(1 BB)			(1 BC)		
Mar 1919				(1 BB)			

Ships in parentheses are optional. These squadrons would only be available if each country continues to build those ships planned and laid down in their shipyards.

MOBILIZATION OF ARMIES IN THE WORLD WAR

Unit Production in THE GUNS OF AUGUST

By Leon W. Tenney

1. BASIC CONCEPT:

During the World War, the mobilization of soldiers and the production of armaments took time in order to field the divisions, corps and armies that were then sent to the various fronts. Within this module, the soldiers are conscripted on a regular basis during the year and only so many can be trained or accommodated at any time. This mobilization of manpower is abstractly represented by the concept of personnel points. The factories, shipyards, farmlands, and raw materials are represented by supply points. Players are given certain amounts of personnel points and supply points each turn. They use these two types of points to field new units and create replacements for old units. Except where modified in this module, the standard rules apply. Rule 30.5 is used except that each nation is not limited in the number of units to be converted per turn and conversion can start in August 1914.

2. PROCEDURE:

a. Each turn during the reinforcement phase, each player secretly writes down what new units or conversions he will produce for that month. The entry month should also be written down for future use.

b. The number of units each player may produce is limited by their unit cost in terms of supplies and personnel points on the Unit Production Costs Chart (UPCC) and by the total amount of supply and personnel points each country receives for that turn as per the Resource Availability Chart (RAC), and any supply points saved from previous turns. For example, Germany receives 28 personnel points and 40 supply points as per the RAC on August 1914. The German player decides to build four 4-6-4s, which cost 16 personnel points and 24 supply points, one 3-3-3 which costs one personnel and nine supply points, convert three 5-7-4s to six 4-6-4s, and convert one 4-6-4 to two 3-5-3s. The German has used all 28 personnel points and 33 supply points. The German saves seven supply points for future use.

c. After production those new units enter the game in the reinforcement phase after the number of turns listed on the UPC have passed. For example, a 3-5-3 corps produced in August 1914 has a production cost time of one month. Therefore, it would be available in the September 1914 reinforcement phase.

d. Supply points may be accumulated from turn to turn. Personnel points must be used on the turn of availability or be lost.

e. For each city that a country loses, reduce its supply and personnel points each by one.

f. For each city captured, garrisoned, and connected to the home country by rail,

that country receives one additional supply point per turn.

g. The blockade costs the affected country in supply points twice the replacement points it loses in the standard game or the standard game as modified by the Naval Module.

h. Any country may loan supply points to any other country. The amount loaned cannot be more than one-half the amount that country normally would receive. The loaning country must also have an uninterrupted supply line either by rail or sea to the borrowing country. If the supply line is by sea, the supplies do not reach the borrowing country for one month. For example, if England is loaning ten supplies to Russia, then the only route is through the Dardanelles. Turkey must be an Allied country or conquered for this to occur. Supply points allocated in August 1914, are moving during the Naval Phase in September 1914.

i. When playing with the Naval Module, this sea transfer of supply points may be interrupted by the other side's fleets if they can control any sea area between the country sending the supply points and the country receiving the supply points.

3. NAVAL CONSTRUCTION:

a. Resources are spent on Naval Unit Construction in the same manner as the other units, except the Naval Construction Chart (NCC) is used. The number of supply points, personnel points, and months listed on the UPCC are to give the player a rough guide. The NCC takes precedence over the UPCC.

b. Naval Units are built in three steps.

1. The first step is to lay the keel down in the shipyard. To do this step each player must pay the initial cost. The maximum number of ship counters he can start is limited by the number on the NCC.

2. The second step is the launching of the ship counter. The step is represented by putting the counter to be produced on the game board upside down.

3. The third step is to complete the construction of the ship counter. To do this step each player must pay the final cost listed on the NCC. Note that this final cost need not be paid right away, but the months until completion is the same until the cost is paid. For example, a ship counter is launched in January 1915, but the final cost is not paid until May 1915, then the ship would not be finished for another six months or November 1915. Upon waiting the required months, the counter is turned right side up and is ready for use.

c. New ship counters may be started in the shipyard after the previous ship counter is launched. The ship counter does not have to be completed in order to start building the next one, two, or three (depending on that country's capacity).

d. Only Britain and Germany have the capability to produce BC ship counters. This decision need not be made until the final cost of the ship is paid or after launching.

RESOURCE AVAILABILITY

	Personnel (each turn)	Supplies (each turn)
Germany	28	40
Britain	8(5)*	30(20)*
France	14	20
Russia	30	20
Austria	10	15
Italy	10	15

(cannot accumulate)

(can accumulate)

For U.S. and minor countries, use regular replacements.

* Numbers in parentheses are used when Britain has entered the war with limited participation.

UNIT PRODUCTION COSTS CHART

New Units	Personnel Points	Supply Points	Months
5-7-4	4	7	3
4-6-4	4	6	2
3-5-3	4	4	1
2-4-3	4	2	-
4-4-5	3	4	3
3-3-5/3-3-4	3	3	2
2-2-4	3	1	-
2-2-5	1	2	1
3-3-3	1	9	3
2-2-2	1	6	3
Siege	1	15	6
Eng (Fort)	1	10	6
Eng (RR)	-	5	3
BB	4*	32*	24*
BC	3*	24*	24*
AIR**	1	20	6
STOSS (Germans only)**	5 (+1 corps)	5	3
TANK (British & French only)**	1	10	3

Conversions

5-7-4	2(4-6-4)	+3	-	-
4-6-4	2(3-5-3)	+2	-	-
3-5-3	2(2-4-3)	+1	-	-
2(3-5-3)	5-7-4	-	-	-
2(2-4-3)	4-6-4	-	-	-
1(4-6-4)	5-7-4	+1	+4	+3
1(3-5-3)	4-6-4	+1	+3	+2
1(2-4-3)	3-5-3	+1	+2	+1

* See Naval Construction Chart.

** These units can only be produced after Jan 1917.

- Unit is available immediately.

NAVAL CONSTRUCTION CHART

	Maximum number of units under construction in step 1	Type	Initial Cost	Months until Launching	Final Cost	Months until completion
England	3	BB	2P/16S*	9	2P/16S*	6
		BC	2P/16S*	9	1P/8S*	3
Germany	2	BB	2P/16S*	12	2P/16S*	6
		BC	2P/16S*	12	1P/8S*	3
France	2	BB	2P/16S*	18	2P/16S*	6
Russia	2**	BB	2P/16S*	18	2P/16S*	6
Austria	1	BB	2P/16S*	18	2P/16S*	6
Italy	1	BB	2P/16S*	18	2P/16S*	6

* 2P/16S* represents two personnel points and 16 supply points

** Russia can build one fleet in the Black Sea and one fleet in the Baltic Sea

FLEET UNITS UNDER CONSTRUCTION IN AUG 1914

	Type	Laid down	Launched	Cost to be paid for ships	Completed
Britain	BB	-	-	(no cost)	Aug 1914
	BB	-	-	(no cost)	Jan 1915
	BB	Apr 1914 (no cost)	Apr 1915	(final cost)	Sep 1915
Germany	BC	May 1914 (no cost)	May 1915	(final cost)	Sep 1915
	BB	May 1914 (no cost)	Sep 1915	(final cost)	Mar 1916
Russia	BB (Baltic Sea)	-	-	(no cost)	Jan 1915
	BB (Black Sea)	Oct 1913 (no cost)	May 1915	(final cost)	Oct 1915
France	BB	Sep 1913	Apr 1915	(final cost)	Sep 1915
Italy	BB	Jun 1913	Dec 1914	(final cost)	May 1915
Austria	BB	Mar 1914	Sep 1915	(final cost)	Mar 1916

TERRAIN EFFECTS CHART

TERRAIN FEATURE	MAP SYMBOL	MOVEMENT POINT COST	EFFECT ON COMBAT
Clear Hex Political Border		1	NE
Coastal Hex Beach		1	NE
Rough Hex Scenario Front		2	-1
Swamp Hex		2	-1
River Hex		NE	-1*
Lake Hex		Prohibited	Prohibited
Rail Entry Hex		NE	NE
City		NE	-1
Objective City (Red)		NE	-1
Fortress		NE	-2**

NE = No Effect; other terrain in hex determines movement and combat effects

-1 = Subtract one from the die roll

-2 = Subtract two from the die roll

* = See rule 13.32

** = See Rule 17.0

Note: All die roll modifiers for combat are cumulative

ABBREVIATED SEQUENCE OF PLAY

5.1 Central Powers Player Turn

- 5.11 War Declaration Phase
- 5.12 Supply Determination Phase
- 5.13 Movement Phase
- 5.14 Combat Phase
- 5.15 Demoralization Removal Phase
- 5.16 Isolation Phase

5.2 Allied Player Turn

- 5.21 War Declaration Phase
- 5.22 Supply Determination Phase
- 5.23 Movement Phase
- 5.24 Combat Phase
- 5.25 Demoralization Removal Phase
- 5.26 Isolation Phase

5.3 Inter-player Turn

- 5.31 Naval Phase*
- 5.32 Morale Phase*
- 5.33 Reinforcement Phase
- 5.34 Game-Turn Phase
- 5.35 Weather Phase*

* These phases are deleted in the Basic Game

COMBAT RESULTS TABLE

DIE ROLL	COMBAT ODDS						DIE ROLL
	1-1	2-1	3-1	4-1	5-1	6-1	
0	AE	AA	AA	AD	BD	BD	0
1	AA	AA	AD	BD	BD	DD	1
2	AD	AD	BD	BD	DD	DX	2
3	BD	BD	BD	DD	DX	DE	3
4	BD	BD	DD	DX	DE	DE	4
5	DD	DD	DX	DE	DE	DE	5
6	DX	DX	DE	DE	DE	DE	6

Explanation:

- AE = Attacker Eliminated,
- AA = Attacker Attrition,
- AD = Attacker Demoralized,
- BD = Both Demoralized,
- DD = Defender Demoralized,
- DX = Defender Exchange,
- DE = Defender Eliminated (see Rule 13.4).

Combat Modifiers:

- (-2) If defending units under Fort marker.
- (-1) If defending units under Entrenched marker.
- (-1) If all defending units occupy a rough, swamp, or city hex, or if all attacking units occupy a river hex, and none of the defending units occupy a hex traversed by the same river.
- (+ 1) If any defending unit is demoralized.
- (+ 1) For each siege artillery unit attacking units under a Fort marker, and every six regular artillery strength points participating in any attack (round fractions down).
- (+1) For each attacking tank, stosstrupen, and/or air unit.

Notes:

- A die roll less than zero is treated as zero.
- A die roll greater than six is treated as six.
- At odds less than 1.1, the die roll is decreased by one. At odds greater than 6-1, the die roll is increased by one. All modifiers are cumulative, however, the die roll may not be increased or decreased by more than three.

WEATHER TABLE

SEASON	DIE ROLL											
	1		2		3		4		5		6	
	WEST	EAST	WEST	EAST	WEST	EAST	WEST	EAST	WEST	EAST	WEST	EAST
AUTUMN (SEP-NOV)	C	C	C	C	C	M	C	M	M	M	M	S
WINTER (DEC-FEB)	C	S	M	S	M	S	S	S	S	S	S	S
SPRING (MAR-MAY)	C	C	C	C	C	M	C	M	M	M	M	M
SUMMER (JUN-AUG)	C	C	C	C	C	C	C	C	C	C	C	C

Explanation:

- WEST = Western Front
- EAST = Eastern Front
- C = Clear
- M = Mud
- S = Snow

Example:

During Autumn, a roll of "6" means the Western Front has Mud and the Eastern Front has Snow.

VICTORY CONDITIONS CHART

Game Year	West Front	East Front	Allied Power Victory			Draw	Central Powers Victory		
			(A)	(S)	(O)		(O)	(S)	(A)
1914	4	4	6	7	8	9	10	11	12
1915	6	4	7	8	9	10	11	12	13
1916	6	6	9	10	11	12	13	14	15
1917	6	7	10	11	12	13	14	15	16
1918-19	*	10	13	14	15	16	17	18	19

Explanation:

- (O) = Operational Victory
- (S) = Strategic Victory
- (A) = Automatic Victory
- * = Not Applicable (There is no 1918 East Front Scenario)

MORALE TABLE

DIE ROLL	-3	-2	-1	0	1-7
RESULT	S	D2	D1	RR	*

Key: S = Surrender D1, D2 = Desertion RR = Reduce Replacements * = No Effect

Modifiers:

(-1) For each city in the country which the enemy player currently controls.

(-1) For all Central Powers countries if the Allied blockade is in effect.

(-1) For England and France until the U.S. is an Allied country.

(+1) For England and France after first U.S. unit arrives on the map.

(+1) For Russia if the Allied player currently controls Constantinople.

Note: All die roll modifiers are cumulative.

NAVAL INTERCEPTION TABLE

DIE ROLL	Hexes From Bremen* or Trieste** To Invasion Hex		
	1-4	5-8	9-12
1	-	-	-
2	A	-	-
3	A	-	-
4	A	A	-
5	E	E	A
6	E	E	A

Explanation:

- = No Interception. A = Aborted: All units return to the original port. E = Eliminated: All units eliminated.

Modifiers:

(-1) If Allied Blockade is in effect.*

(+1) If Submarine Warfare is in effect.*

(-1) If Italy is an Allied country.**

(+1) If Italy is a Central Powers country.**

Die roll may not be reduced below one or increased above six.

Note:

Count hexes from Bremen* or Trieste** along coast.

OPTIONAL VARIABLE ENTRY TABLE

(see Rule 29.0)

	Game Year				
	1914	1915	1916	1917	1918
West Front					
Britain	6	6	6	6	6
Italy	2-5	3-6	4-6	4-6	4-6
United States	1-6	2-6	3-6	4-6	5-6
East Front					
Turkey	1-3	1-3	1-3	1-3	1-3
Bulgaria	1-6	1-3	1-3	1-3	1-3
Rumania	1-6	2-6	3-6	3-6	3-6
Greece	1-6	2-6	3-6	3-6	3-6

Explanation:

If the die roll is within the printed range, the country remains neutral. If the die roll is greater than the larger number, the country joins the Central Powers. If the die roll is less than the smaller number, the country joins the Allies. Note: Britain and the U.S. may never join the Central Powers. Turkey may never join the Allies.

West Front Modifiers:

(+1) If Central Powers control Paris.

(+1) If Britain is a Neutral.*

(-1) If Submarine Warfare is in effect.**

(-1) If U.S. is an Ally.

(-1) For each Objective city in Germany the Allies currently control.

(+1) If Allies declared war on Belgium.

(-2) If Central Powers declared war on Netherlands.

(-3) If Central Powers declared war on Belgium.***

* Not applicable to Britain.

** Not applicable to Italy.

*** Only applicable to Britain.

East Front Modifiers:

(+1) For each Objective city in Russia the Central Powers currently control.

(-1) For each Objective city in Germany or Austria-Hungary the Allies currently control.

(-1) If any Allied combat unit is in Greece.*

(+1) If Turkey is a Central Power.*

(+1) If Bulgaria is a Central Power.*

(-1) if U.S. is an Allied country.*

* Applicable only to Greece.

REINFORCEMENT SCHEDULE

September 1914

Germany: (3) 3-5-3 (Berlin).

Austria-Hungary: (3) 2-4-3 (Vienna); (3) 2-4-3 (Budapest).

France: (3) 4-6-4 (Marseilles); (3) 3-5-3 (Lille); (3) 3-5-3 (Paris).

Russia: (3) 2-4-3 (R1); (3) 2-4-3 (R2); (3) 2-4-3 (R3); (3) 2-2-4 (R4).

October 1914

Russia: (3) 2-4-3 (R1); (3) 2-4-3 (R2); (3) 2-4-3 (R3); (3) 2-2-4 (R4).

November 1914

Turkey: (3) 2-4-3.

Russia: Withdraw (3) Infantry Corps.

Rumania: (1) 2-4-3.

January 1915

Bulgaria: (1) 2-4-3.

Italy: (3) 3-5-3 (Rome).

March 1915

Rumania: (1) 2-4-3.

June 1915

Italy: (3) 2-4-3 (Rome); (1) 2-2-4 (Rome); (1) 2-2-2 (Rome).

July 1915

Bulgaria: (1) 2-4-3.

Rumania: (1) 2-4-3.

August 1915

Greece: (1) 2-4-3.

September 1915

Italy: (3) 2-4-3.

November 1915

Rumania: (1) 2-4-3

December 1915

Italy: (3) 2-4-3.

March 1916

Rumania: (1) 2-4-3.

July 1916

Rumania: (1) 2-4-3; (1) 1-1-2.

August 1916

Greece: (1) 2-4-3.

June 1917

United States: (1) 4-6-4.

August 1917

United States: (1) 4-6-4.

October 1917

United States: (1) 4-6-4.

December 1917

United States: (1) 4-6-4; (1) 3-3-3.

January 1918

United States: (1) 3-3-5.

January-April 1918

United States: (2) 4-6-4 per Turn.

April 1918

United States: (1) 3-3-3.

May-October 1918

United States: (3) 4-6-4 per Turn.

July 1918

United States: (1) 3-3-3.

August 1918 (Or any turn after Turkey is conquered)

Britain: (3) 4-6-4.

France: (1) 4-6-4.

Russia: Return (3) Infantry Corps.

October 1918

United States: (1) 3-3-3.

January 1919

United States: (1) 3-3-5; (1) 3-3-3.

SCENARIO SET-UP CHART								
Country	Year	Alliance	Entry Date	Corps West Front	Corps East Front	Corps Italian Front	Corps Balkan Front	Replacement Points West/ East
Germany	1914	CP	AUG	36	12			15/5
	1915	CP		24	24			10/10
	1916	CP		30	24			10/10
	1917	CP		30	30			10/10
	1918	CP		36		6		15/0
Austria-Hungary	1914	CP	AUG		18			0/7
	1915	CP			16	8		2/5
	1916	CP			12	12		3/4
	1917	CP			12	12		3/4
	1918	CP				16		5/0
Turkey	1914	CP	NOV		3			0/1
	1915	CP			6			0/1
	1916	CP			6			0/1
	1917	CP			6			0/1
	1918	CP			6			0/1
Bulgaria	1914	N			3			0/0
	1915	CP	AUG		4			0/2
	1916	CP			6			0/2
	1917	CP					6	0/2
	1918	CP					6	0/2

Britain	1914	A	AUG	3				5/0
	1915	A		3				4/0
	1916	A		9				5/0
	1917	A		9			3	4/0
	1918	A		9		3	3	5/0
France	1914	A	AUG	33				10/0
	1915	A		30				9/0
	1916	A		30				9/0
	1917	A		30			3	9/0
	1918	A		30		3	3	9/0
Russia	1914	A	AUG		39			0/12
	1915	A			36			0/12
	1916	A			45			0/9
	1917	A			48			0/9
	1918	CONQ						0/0
Serbia	1914	A	AUG		6			0/2
	1915	A			6			0/2
	1916-18	CONQ						0/0
Italy	1914	N				6		0/0
	1915	A	MAY			9		7/0
	1916	A				15		7/0
	1917	A				15		7/0
	1918	A				15		7/0
Rumania	1914-15	N			6			0/0
	1916	A	AUG		10			0/2
	1917-18	CONQ						0/0
United States	1914-16	N						0/0
	1917	A	APRIL					0/0
	1918	A		4				10/0***
Belgium	1914	N		3				0/0
Netherlands	1914	N		2				0/0
Montenegro	1914	N			1			0/0
Greece	1914-16	N					3	0/0
	1917	A	JUNE				3	0/1
	1918	A					3	0/1

*** Beginning in NOV, 1918.

UNIT TYPES - INFANTRY

Country	Year	6-8-4	5-7-4 STOSS	5-7-4	4-6-4	3-5-3	2-4-3
Germany	1914			26	14	7	
	1915			18	18	12	
	1916			12	18	24	
	1917			12	24	24	
	1918		6		12	24	
Austria-Hungary	1914				3	12	4
	1915					12	12
	1916					6	18
	1917					6	18
Turkey	1918					3	12
	1914						3
	1915						4
	1916						5
	1917						5
Bulgaria	1918						5
	1914						3
	1915						5
	1916						6
Britain	1917						6
	1918						6
	1914	3					
	1915			3	3		
	1916					12	
France	1917					12	
	1918					15	
	1914				21	12	
	1915				12	18	
Russia	1916				9	24	
	1917				6	30	
	1918				6	30	
	1914				3	36	
Serbia	1915					18	18
	1916					9	36
	1917					3	45
Italy	1918						6
	1914						6
	1915					9	
	1916					6	9
	1917					3	12
Rumania	1918					3	12
	1914-15						6
	1916						10
United States	1917-18						
	1914-16						
	1917						
Belgium	1918				4		
	1914					3	
Netherlands	1914						2
Montenegro	1914						1
Greece	1914-16						3
	1917						3
	1918						3

UNIT TYPES - CAVALRY								
Country	Year	5-5-5	4-4-5	3-3-5	2-2-5	3-3-4	2-2-4	1-1-4
Germany	1914		5		1			
	1915		5					
	1916		3					
	1917		3					
	1918		3					
Austria-Hungary	1914		1			2	2	
	1915					2	2	
	1916					1	2	
	1917					1	2	
	1918					1	2	
Turkey	1914							1
	1915							1
	1916							1
	1917							1
	1918							1
Bulgaria	1914							
	1915							
	1916							
	1917							
	1918							
Britain	1914	1						
	1915		1	1				
	1916			2				
	1917			3				
	1918			3				
France	1914			5				
	1915			4				
	1916			3				
	1917			3				
	1918			3				
Russia	1914					12		
	1915					6	6	
	1916					3	6	
	1917						9	
	1918							
Serbia	1914							1
	1915							1
	1916-18							
Italy	1914					1		
	1915					1		
	1916					2		
	1917							
	1918							
Rumania	1914-15							1
	1916							1
	1917-18							
United States	1914-16							
	1917							
	1918							
Belgium	1914							1
Netherlands	1914							
Montenegro	1914							
Greece	1914-16							
	1917							
	1918							

UNIT TYPES - ARTILLERY

Country	Year	3-3-3	2-2-2	1-1-2	3-2-2 SIEGE	3-1-1 SIEGE
Germany	1914	8			1	1
	1915	10				
	1916	12				
	1917	12				
	1918	12				
Austria-Hungary	1914		4			
	1915		6			
	1916		8			
	1917		8			
	1918		6			
Turkey	1914			1		
	1915			1		
	1916			1		
	1917			1		
	1918			1		
Bulgaria	1914					
	1915					
	1916					
	1917					
	1918					
Britain	1914	1				
	1915	2				
	1916	4				
	1917	4				
	1918	5				
France	1914	5				
	1915	8				
	1916	10				
	1917	10				
	1918	10				
Russia	1914		8			
	1915		10			
	1916		12			
	1917		12			
	1918					
Serbia	1914			1		
	1915			1		
	1916-18					
Italy	1914		1			
	1915		2			
	1916		3			
	1917		3			
	1918		3			
Rumania	1914-15			1		
	1916			1		
	1917-18					
United States	1914-16					
	1917					
	1918	1				
Belgium	1914					
Netherlands	1914					
Montenegro	1914					
Greece	1914-16					
	1917					
	1918					

UNIT TYPES – SUPPORT

Country	Year	1-2-3 FORT	0-1-2 RAIL	2-1-2 TANK	0-1-4 AIR
Germany	1914	1	2		
	1915	1	2		
	1916	1	2		
	1917	1	2		
	1918	1	2		
Austria-Hungary	1914	1	2		
	1915	1	2		
	1916	1	2		
	1917	1	2		
	1918	1	2		
Turkey	1914				
	1915				
	1916				
	1917				
	1918				
Bulgaria	1914				
	1915				
	1916				
	1917				
	1918				
Britain	1914				
	1915				
	1916				
	1917				
	1918			3*	1**
France	1914	1	2		
	1915	1	2		
	1916	1	2		
	1917	1	2		
	1918	1	2	3*	1**
Russia	1914	1	2		
	1915	1	2		
	1916	1	2		
	1917	1	2		
	1918				
Serbia	1914				
	1915				
	1916-18				
Italy	1914				
	1915				
	1916				
	1917				
	1918				
Rumania	1914-15				
	1916				
	1917-18				
United States	1914-16				
	1917				
	1918				
Belgium	1914				
Netherlands	1914				
Montenegro	1914				
Greece	1914-16				
	1917				
	1918				

* May be deployed on or after JUL, 1917. See rule 19.0.

** May be deployed on or after JUL, 1918. See rule 20.0.