Fatal Alliances - The Great War *Dedicated to the memory of:*

James Arthur Rader 194 -2014 *Who sparked my interest in history and the Universe*

Dreadnought in Flames are in Blue Text
FA Rules not used are in Red Text. ~~With strike through~~
Green is optional used and important points.

Contents

1.0 INTRODUCTION

A. A. Fatal Alliances III (FA) is a First World War strategic level game based on World in Flames (WiF) by Australian Design Group. Up to six players manage the economies and conduct the military operations either as a member on the Central Powers (Germany, Austria- Hungary, and the Ottoman Empire) or as one or more of the Allies (The Commonwealth, France, Russia, and the US).

B. FA consists of:

- This rule book;
- One 11" x 17" Production Circle;
- One 11" x 17" full-color game chart;
- One 11" x 17" Setup Chart;
- of the major powers involved in that conflict,
- One 8.5" x 11" Morale Chart;
- One 8.5" x 11" 2d10 Combat Results Table;

- Two large and one smaller full-color map covering most of the world (West Europe & Africa, East Europe & the middle east, Asia, the Pacific and America);
- 1680 counters representing all the armies, navies and air forces of World War I (counter sheets 1-6); and
- Two 10-sided dice.

C. Everything needed to play the game.

1.1 Rules

A. We have arranged these rules in sequence-of-play order. They consist of standard rules required to play the game, and optional rules to be added if desired.

B. Optional rules are generally in the same place as the standard rule they modify. All optional rules

C. are exactly that and each option may be played in part or full provided all players agree.

D. If there is a list of items, assume the word "and" is between each unless the word "or" is there.

1.2 Scale

1.2.1 Units

A. Land unit sizes are below. Except for divisions, these are all considered corps sized units.

Symbol	Size
XX	Division
XXX	Corps
XXXX	Army
XXXXX	Army Group (HQs)

B. A surface naval unit represents a squadron of 4 to 6 destroyers attached to either 2 battleships or battle cruisers, or 4 heavy or light cruisers. C. Each SUB represents 30-50 submarines.

  a Each mention of a Surface Combat Unit in the FA Rules is an equivalent SU (eSU). However, each unit in DrIF an actual ship. Therefore, in any FIA rules reference, two (2) Drif unit equals one (1) eSU. Nota that DD's flotillas / Mine Layers are only in DrIF

  b DRif Units have fronts with Attack, Defense, Anti air, Shore bombardment, Speed and Range. Also there is the ship name (larger font), the ship class, ship type (AC, PC, B, BB, BC, DD) , year of laydown and Oder of Battle (OOB) which is colour coded. The backs have Productions Cost and Time to build.

D. Each CP represents about 125,000 tons of merchant shipping.

E. Each naval transport represents about 125,000 tons of troop transports and another 125,000 tons

of support merchant ships, while each AMPH represents an equivalent tonnage of lighter invasion-suitable craft.

F.   An aircraft unit represents a small number of aircraft in 1914, gradually increasing to 200+ aircraft by 1918. Each counter consists of a variety of types, but with the predominant aircraft being that depicted on the counter.

G.   The number of units included in the game is a limit except for CPs. When running out of CPs, use any numbered marker to represent them.

1.2.2 Time

Each game turn is two months. Each impulse varies depending on the season but is usually 2-4 weeks.

1.2.3 Map

There are two map scales. Each hex is approximately 100km on the West and East Europe maps, and 600km in the rest of the world. These are respectively referred to in the rules as the European and World scale hexes.

1.2.4 Map Errata

A.   The capital of Madagascar should be Diego Suarez, not Diego Garcia.

B.   The Siberian city of Frunze should be Bishkek (name changed in 1926).

C.   Tsaritsyn is spelled incorrectly.

D.   Legend: Major and minor ports should be "no effect" for combat table choice,

E.   "Oslo" should be "Kristiana" during WW1.

F.   Remove the blue factory in Madrid (leave 1 red factory only).

G.   The northern hex of Baja California in Mexico should connect to the hex to the east (Guaymas), with a river hexside in between.

1.3 Markers

There are also several types of markers including general play markers, damage, strategic bomb hits, morale, saved build points, initiative, impulse, US entry, offensive, year, and turn markers.

Task force /Squadron Markers (most move at the speed of the slowest ship and lowest range). Both Task Force markers and Squadron Markers are interchangeable. The Squadron markers are added for historical flavour only. Task force displays are not secret. The TF markers are just to facilitate easy use of fleets instead of moving many units in a stack!

DrIF has added Task Force displays for Allied Powers (AP) and Central Powers (CP)

1.4 Countersheet Errata

The following information was inadvertently lost during printing of the game counters:

A.   Minor country influence chance (Central Powers/Allies) (fixed in bonus counter sheet):
1.   Ottoman Empire: 7/5
2.   Arabia: 8/9
3.   Pakistan: 5/6
4.   Portugal: 6/6
5.   Afghanistan: 8/7

B.   The Russian HQ *Tsar Nicholas* should have a cost of 5 and take 3 turns to build (like other HQs) (fixed in bonus counter sheet).

C.   *Ru* is missing on the Rumanian aircraft, and *Gr* is missing on the Greek battleship *Hydra* (fixed in bonus counter sheet).

D.   Two Russian Infantry have convoys printed on the back. These should be regular infantry, available at setup (fixed in bonus counter sheet).

E.   All US Marine corps should cost 5 build points and take 3 turns to build.

F.   The French HQ *Lanzarac* should be *Lanrezac*.

G.   The Danish INF should take 2 turns to build.

H.   All Belgian units should be dated 1890.

I.   1 Austrian PC Novaria is actually named Helgoland

J.   HMS Dreadnought BB should have a red dot

1.5 Chart Errata

1.5.1 Production Circle

Delete *night missions* from aircraft factor modification (ghost of **WiF**).

1.5.2 Large Chart

A.   *It's War Chart:* -1 DRM if any Allied major powers have surrendered or gone to revolution.

B.   *Bombing/Strategic Warfare:* +2 DRM for strategic warfare if there are German submarines in the sea zone and Germany has declared unrestricted U-boat warfare (US Entry Action 27).

C.   *Political Actions (addition):* Placate Rebels (8).

D.   *Politics:* (add to Earn Political Points) 1 political point for taking each resource or non-objective city or port.

E.   *US Entry Options:* (add note) 28, 29, and 30 only apply until the first marker is lost or gained by either side.

F.   *Morale:* Minor country capitals still count for morale loss if they are liberated by the other side (even by partisans).

1.5.3 Combat Results Table:

A.   First box, upper right corner, last sentence: add: "except off an AMPH" to beginning of last part of last sentence "(all non-Mar turn fd . . ."

B.   Miscellaneous Modifiers Box: The -1 for attacking with cooperating major powers does not apply for observers (they are not contributing factors).

1.6 Abbreviations

The following abbreviations are used in these rules.

Abbr	Explanation
AH	Austria-Hungary or Austro-Hungarian
CAP	Combat Air Patrol
CP	Convoy Point
DOW	Declaration of War
DRM	Die Roll Modification
MA	Movement Allowance
MP	Movement Point
OE	Ottoman Empire
PP	Production Point
ZOC	Zone of Control

2.0 GENERAL CONCEPTS

This section lumps together general gaming terms that may already be familiar to you. Those who have played WiF before can probably skip them for now because they are much the same as previous editions.

2.1 Terrain

Terrain and its effects are summarized on the bottom of the World map. The rule here explains some of the more general concepts.

2.1.1 Hexes and Hex-Dots

A. As in many games, the land portions of the maps are divided into hexagons (called hexes). Hexes regulate unit location and movement.

B. A coastal hex contains both land and sea. We have printed the sea portion of coastal hexes in a lighter shade of blue to distinguish them.

C. Each hex has six sides (hexsides). Certain terrain features (e.g., rivers) conform to hexsides and affect combat, and sometimes movement, across that hexside.

D. An all-sea hexside is a hexside with no land at all.

E. Some World map scale hexes are contained within the gray borders on the European maps (e.g., Eritrea or Murmansk). All hexes on the World map are World scale hexes.

F. Two hexes are adjacent if they:
1. Share a common hexside;
2. Are on either side of the join between the European map and the World map and share the same number. They are actually connected via the hexside on the World map bearing the same number as the hex on the European map; or
3. Are off-map hexes connected to each other by a rail line or a gray communication line.

G. A unit in a hex that contains both mainland and an island occupies both the island and the mainland.

H. Unlike other games, the hexes stop at the coastlines. Hexes at sea are replaced by hex-dots. Each hex-dot is at the center of what would otherwise be a hex. When moving an aircraft across hex-dots, or when counting hexes, just imagine it is moving from hex to hex. The use of hex-dots is partly aesthetic but also serves to show that the presence of land units is not permitted.

I. Some hex-dots are large hex-dots. Only large hexdots are adjacent to World scale hexes. A unit may only move between a hex-dot and a world-scale hex if the hex-dot is large. Large hex-dots can also be adjacent to normal hexes or normal hex-dots.

J. The map has both regular and oil resources. Both resource types are treated the same in Fatal Alliances.

2.1.2 Sea Areas

A. The seas are divided into areas by dark blue lines (called sea area borders). Each sea area is individually named (e.g., RED SEA). Each sea area contains a sea-box to regulate movement and combat at sea.

B. Two sea areas are adjacent if they share a common sea area border or if they are directly connected by a blue communication line.

C. The larger numbers in the sea boxes (0-4) are the search number for the sea zone. The smaller numbers in the upper left of each box (0, 0*, 1*, 2*, None) are shore bombardment modifiers (11.12.2), which also modify notional unit (intrinsic defense) strength during invasions.

D. Some sea areas are connected by dashed blue lines. These are the same as dark blue lines except that it costs zero MPs and range for naval units to cross a dashed sea boundary.

2.2 Zones of Control

A. A zone of control (ZOC) is the effect a land unit has on the hex it occupies and adjacent hexes.

B. A ZOC affects supply (2.4), the placement of reinforcements (4.2.1), garrison values (9.2.3), rail movement (11.8), land movement (11.9), notional units (11.12.1), retreat after combat (11.12.5.5), reorganization (11.14.1), partisans (13.1.3), the transport of resources and build points (13.5.1), and breaking down (21.1.2).

C. Most land units have a ZOC into their own hex and into all adjacent hexes.
1. Partisans have a ZOC only into their own hex.
2. Units that invade (11.11) temporarily lose their ZOCs.

3. Divisions and artillery have ZOCs only into their own hex.

D. ZOCs do not extend:
   1. Into or out of World scale map hexes;
   2. Into the notional hexes represented by hexdots;
   3. Across alpine hexsides;
   4. Across all-sea hexsides;
   5. Across lake (except when frozen) or straits hexsides;
   6. Into a major power or minor country hex that the unit is not at war with (unless there are units in the hex that the unit projecting the ZOC is at war with).

E. Naval and aircraft units do not have a ZOC (even in the hex they occupy).

2.3 Stacking

A. The stacking limit is a limit on the number of units that may occupy each hex.

B. Units that cannot cooperate (19.2) cannot stack together in the same hex. They may stack together in the same sea-box.

C. Stacking applies at the end of every step and advance after combat (11.12.5.7). If any units are overstacked, the player controlling the hex must destroy enough of the overstacked units (including the pilot) to comply with the stacking limits, destroying face-up units before face-down units.

2.3.1 Land Unit Limits

2.3.1.1 In General

A. Up to two land units may stack in a European map hex, four in a World scale hex. One division sized unit may stack above these limits.

B. Invading units (11.11) have a stacking limit in addition to the defending units' limit. This limit is applied to the combined number of invading units.

C. There is no limit to how many land units being naval transported (11.3.4) may stack in a sea-box.

2.3.1.2 In-Hex Reserves (Optional Rule 1)

A. An additional land unit may be in each hex in reserve (except as a result of retreat, advance after combat, or invasion).

B. When attacking out of a hex, a side may never attack with more units in an impulse than it would be able to without this rule .Land units that conducted ground strikes count as having attacked for this purpose.

C. When defending an overstacked hex, choose one unit not to participate in combat. It must be a corps if there is an extra corps in the hex; selected immediately before the final odds are calculated.

D. This unit does not contribute any positive or negative modifiers to the battle and cannot take losses, but still suffers any R or S result.

2.3.2 Aircraft Limits

A. The stacking limits for aircraft not flying a mission are listed in the Charts and Tables.

Aircraft Stacking Limits (2.3.2)	
Limit	**Terrain**
3	Major port or city
2	Minor port
0	Mountain, desert mountain, or swamp
1	Any other hex
+1	Each HQ in hex
+1	Each engineer in hex

B. If several limits apply (e.g., a city in a mountain hex), the highest is used and all modifiers are cumulative.
   Example: Up to six aircraft could stack in a swamp city if there two HQs and an engineer in the hex.

C. Aircraft stacking limits are doubled in a World scale map hex. Apply the HQ and engineer benefit after doubling.

D. If an air unit is stacked with an HQ and the HQ moves, leaving the air unit overstacked, it must be destroyed immediately.

E. The US *Aeromarine* flying boat unit (with the vertical blue stripe) may only based in a coastal or lake hex. It may not fly when the lake is frozen (but could still be railed).

2.3.3 Naval Unit Limits

A. Up to four naval units (*DrIF 8 Naval Units) may stack together in a friendly-controlled minor port. Every two (or remaining one) CPs is one naval unit.

B. There is no limit to the number of naval units that can occupy a friendly-controlled major port (***Exception:*** 19.2.2, foreign troop commitments) or a sea-box.

C. Both sides' naval units can occupy the same seabox, even in the same section.

2.3.4 Combinations

Stacking limits for land, aircraft, and naval units are independent. Thus an HQ and INF corps, any number of naval units and up to 4 aircraft could stack in a major port.

2.4 Supply

Units need to be supplied to operate effectively.

2.4.1 When to Check Supply

A. Check the supply status of a unit before it moves, flies, sails, or reorganizes units.

B. Check the supply status of land units during combat declaration (attacking units) and at the moment of combat (both sides).

C. Units at sea are always supplied.

2.4.2 Tracing Supply

A. To be supplied, a unit must be able to trace a supply path back to a primary supply source.

B. A primary supply source for a unit is:

1. Any friendly city in the unit's unconquered home country (or even conquered for territorials of that country); or

2. Any friendly city in an unconquered home country of a major power the unit cooperates with (19.1); or

3. For a Commonwealth (CW) unit, any friendly city in another unconquered CW home country.

C. If a unit cannot trace a supply path directly to a primary supply source, it may trace it via one or more secondary supply sources instead.

D. A secondary supply source for a unit is:

1. An HQ the unit cooperates with (19.1); or

2. The capital of a cooperating (19) minor country aligned (9.6) with its major power; or

3. The capital of a major power or minor country, conquered by the unit's major power or a major power the unit cooperates with.

E. A secondary supply source of the tracing unit must be able to trace a supply path either to a primary supply source or via another secondary supply source. That other secondary source must also be able to trace a supply path either to a primary source or via another secondary source, and so on. There can be any number of secondary supply sources in this chain but it must end up at a primary supply source of the unit tracing the path.

F. A city can only be a supply source for a unit if it has not been controlled by the other side at any time during the turn.

G. A supply source may supply any number of units.

2.4.2.1 Supply Paths

A. Trace a supply path from a unit *to* a primary supply source.

B. When tracing a path from a secondary supply source to a primary supply source, it is a railway supply path.

C. When tracing any other supply path, it is a basic supply path.

D. The length of supply path, basic or railway, can be up to:

1. Four hexes if the hex being tracing from has fine weather,

2. Three hexes if snow, and

3. Two hexes if rain, storm or blizzard.

E. Each World scale map counts as four hexes.

F. For each desert or desert mountain hex, a supply path that enters counts as one extra hex (i.e., counts two in Europe).

G. Regardless of weather, terrain, and map scale, a unit can always trace supply to an adjacent supply source connected by land.

2.4.2.2 Railway Supply Paths

A. A hex a railway supply path enters, by moving along a railway or road, does not count against the hex limit.

B. A hex it enters across a straits hexside also does not count against the limit, as long as the hexes on either side of the straits are railway hexes.

C. The non-rail hexes can occur anywhere along the path.

D. Although they will be mostly used to trace supply from an HQ to the railhead, they can be handy for rerouting around an enemy unit blocking a vital rail link.

2.4.2.3.1 In General

A. Any part of a basic or railway supply path may be traced overseas. Supply may be traced overseas only once per unit attempting to trace supply, regardless of how many secondary supply sources are used between the tracing unit and the primary supply source.

B. The sea portion of a supply path does not count against the maximum number of hexes permitted in the path. The port hex the overseas supply path traces into does count against the four-hex limit, but it always counts as only one hex, regardless of what map it is on or what terrain it contains.

C. To trace a basic supply path overseas, the unit must be in a coastal hex or trace the path via a port.

D. To trace a railway path overseas, the secondary source must be in a coastal hex or trace the path via a port.

E. From the coastal hex or port, trace the supply path via any number of consecutive sea areas to a friendly-controlled port which is a supply source itself or from which the patch can continue overland to a supply source.

F. A supply path cannot be traced into a sea area that contains an enemy SCS (or an aircraft with an air to-sea factor in fine, rain, and snow weather), unless it also contains a friendly surface naval unit (or one controlled by a cooperating major power at war with that enemy unit. In the case of Limited Overseas Supply (2.4.2.3.2), that unit must be a convoy, TRS, or AMPH.

G. A supply path cannot be traced between sea areas if a friendly SCS could not move between them (11.3.3).

H. An overseas supply path cannot be traced either out of, or into, an iced-in port (8.2.1.4) if the weather in that hex is snow or blizzard.

2.4.2.3.2 Limited Overseas Supply (Optional Rule 2)

This allows a supply path to be traced overseas if each sea area traced through contains at least one of a side's, or a cooperating major power's convoy, TRS or AMPH.

2.4.2.4 Limits

A supply path cannot be traced:

A. Into an opponent's ZOC, unless the hex contains a friendly land unit;

B. Into a hex controlled by another major power if the country tracing the path neutral or the other power does not agree;

C. Into a hex controlled by a neutral country other than yours;

D. Across an alpine hexside;

E. Across a lake hexside (except when frozen); or

F. Across an all-sea (not straits) hexside (except as an overseas supply path).

2.4.2.5 Limited Access Across Straits (Optional Rule 3)

A unit may only trace supply across a straits hexside if no enemy units capable of blocking supply are present in any adjacent sea zone, or supply can be traced through an adjacent sea zone.

2.4.3 Neutral Basing and Overseas Supply

A. Any friendly-controlled city or port hex can provide primary supply for up to three (Six (6) DriF Ships)surface naval units or one non-notional land or air unit per impulse and end of turn step (designated on an impulse/end of turn basis). However, units cannot trace to the city or port. They must be actually located in the hex.

B. Active major powers can base (and get supply for) up to three surface naval units in a neutral port, but can only do this for one port controlled by each major or minor power (e.g., basing in Portugal would prevent also basing in Angola), and up to three neutral ports in total.

C. Only Auxiliary Cruisers may base in the US. Ignore any other ships in the port, even if they are on the other side.

D. If the neutral country joins the other side or restricts access (Politics, 15.0), treat it as if the friendly naval unit were overrun.

E. Damaged ships which can only return to neutral ports are destroyed instead of being placed in the repair pool.

F. Neutral basing may trigger a US Entry action (if based there during the US Entry step; 13.2.3.1).

2.4.4 Out of Supply

2.4.4.1 Land Units

A. A land unit that is out of supply:
1. Cannot attack;
2. Must be turned face-down if moved (even by naval transport);
3. When face-down defends with two combat factors if it is a white-print corps sized unit or one if not (Face-up units defend with their normal strength.); and
4. Cannot provide HQ support (11.12.3).

B. Out of supply land units still have their normal MA and exert a ZOC.

2.4.4.2 Aircraft Units

Aircraft that are out of supply may only fly rebase missions.

2.4.4.3 Naval Units

When moving a naval unit that is out of supply, subtract one from its MA (not range) and turn it facedown (or put a *CP used* marker on it if it is a CP) after finishing its move (even at sea).

2.4.4.4 Emergency HQ Supply (Optional Rule 4)

A. A face-up HQ may provide emergency supply to non-HQ units it cooperates with for this impulse only (even if later in the impulse the HQ is turned face-down).

B. Each HQ may provide this benefit to as many units (including nationals) as the HQ's reorganization value. These units must be able to trace a basic supply path to the HQ providing supply.

C. A side may announce this any time (even in the opponent's impulse) prior to the end of land combat (11.12) but must announce the HQ providing emergency supply before any unit can gain this benefit. Turn the HQ face-down at the end of the land combat step (if not already).

D. An HQ may not provide emergency HQ supply during impulse(s) it is surprised (17.0).

2.5 Control

2.5.1 Entities

A. There are two national entities in the game: home countries and territories. Home countries have capital cities while territories do not.

B. A home country consists of every hex that a MAR could reach from the capital of that home country without crossing a red political boundary or entering a hex containing the name of another country.

C. When crossing an all sea hexside to reach a hex, that hex would not be considered part of the home nation if it could be part of another home nation or named territory without crossing an all-sea hexside.
Exception: Sicily is part of the Italian home nation for all purposes.

D. In FA, there are also areas marked as potential home country. These areas are treated as part of the home country if controlled by that country (e.g., each hex of Alsace-Lorraine is treated as French home country if controlled by France, and West Galicia is treated as part of Poland if controlled by Poland).

E. Additionally, there are potential home countries which do not exist yet but can be formed later (e.g., Ukraine; 20.3).

F. Where a hex could belong to two home nations, it is owned by the home nation with the nearest (in terms of hexes, not hex-dots) capital (e.g., Lemnos is part of Greece, not Turkey). G. A territory is either:
   1. Similar to a home country but without a capital, and includes every hex that an INF could reach from any city or port within the territory (e.g., Gibraltar, Papua); or
   2. An island that is not part of a home country (e.g., Truk is a territory, but Sumatra is not because it is part of the Netherlands East Indies).

2.5.2 Initial Control

A. The maps show the 1914 political boundaries.

B. Major powers and minor countries consist of a home country except for the Commonwealth which has six (the UK, Canada, India, South Africa, Australia, and New Zealand). All references to major power home countries include all six Commonwealth home countries unless otherwise stated.

C. Some major powers and minor countries also control (either aligned, 9.6; or conquered, 13.6.1) other minor countries and territories.

D. Minor countries and territories aligned to a country in 1914 are marked on the map after each country's name.

E. Some sea areas are marked as being controlled by a country. This means that in 1914, most of the island territories in that sea area were controlled by that country.

F. Similarly, island territories are controlled by a country if they lie astride a sea border between sea areas where all are marked as controlled by that country.

G. Any exceptions have their controlling major power after their name.

H. Even though major powers may control minor countries and territories (9.5, 9.6, 13.6.1), it is the minors and territories themselves that control hexes in that minor country or territory (unless enemy-controlled).

2.5.3 Changing Control

A. Control of a hex changes when:
   1. An enemy land unit (except for partisans, 13.1.3) enters it and clears it of all enemy units, if any (11.9.1, 11.9.6, 11.12.5);
   2. A territory, minor country, or major power is conquered (13.6.1), liberated (13.6.3.1), or reverted (13.6.3.2).

B. Enemy home country and territory hexes occupied by a minor country land unit are instead controlled by its controlling major power, provided both are at war with that enemy. The term belligerent will be used to describe an enemy power that another country is at war with.

C. If a minor country controls enemy home country or territory hexes and the minor's controlling major power comes to war with that enemy, then those hexes immediately become controlled by the minor's controlling major power.

D. All other enemy hexes become controlled by the country controlling the land unit entering the hex. If more than one major power enters the same enemy hex, the major power with the most land combat factors moving into the hex gains control. If they have equal factors they must agree which of them will gain control or they cannot enter the hex.

E. Control of a home country or territory changes when:
   1. It is allocated (9.5) or aligned (9.6); or
   2. It is conquered (or reconquered, 13.6.1), liberated or reverted (13.6.3);

2.5.4 Units in Hexes Changing Control

When a hex changing control leaves a unit illegally stacked, the unit is removed from the map and placed on the Production Circle to arrive as a reinforcement (4.2) in two turns.

2.6 Fractions

A. These rules frequently require a calculation that produces a fraction. When doing so, round to the nearest whole number, rounding up one half or more.

B. Round a number immediately before:
   1. Looking the number up in a table;
   2. Comparing it to a dice roll or to a fixed value;

3. Calculating range for an aircraft flying a mission; or
4. Spending build points.

C. Never round up garrison values (9.2.2) or land combat factors.

2.7 Dice and Breaking Ties

2.7.1 In General

A. **FA** uses 10-sided dice. A roll of 0 is a 10.
B. When more than one player on the same side is eligible to perform an action or take a loss and they cannot agree, they each roll a die, highest roll chooses.

2.7.2 Rerolls

Some rules allow dice to be rerolled and/or modified.

A. A player may reroll modified dice (which would again be modified) and modify rerolled dice (if not already).
B. A player may not reroll dice that were rerolled nor modify modified dice.

3.0 THE TURN

In General

A. The game is a series of two-month turns.
B. Each side performs a series of activities in every turn.
C. There are three stages at the start of the turn that all take part in.
D. Then there is a sequence of impulses that each side performs alternately.
E. After those impulses, there are a few more stages for all. Then the turn is over and a new turn starts.

3.2 Sequence of Play

A. Reinforcement Stage
B. Lending Resources Stage
C. Initiative Stage
D. Action Stage (Repeat the steps within this stage until the stage ends.)
1. Determine weather
2. First side's impulse: Every major power on the first side performs the steps below. The side performing an impulse is the phasing side.
   a. Declare war (and call out reserves and activate minors)
   b. Choose action: A pass, a naval, an air, a land, or a combined action.
   c. Perform actions: The major powers that did not pass perform these steps in this order below. (Their action choice will limit what they can do (Action Limits Table.).

1) Naval air missions
2) Naval movement
3) Your naval combat
4) Opponent's naval combat
5) Strategic bombardment
6) Ground strike missions
7) Rail movement
8) Land movement
9) Debark land units at sea
10) Invasions
11) Land combat
12) Air rebases
13) Reorganization
14) Record Political Effects

d. End of action

3. Roll to determine whether the Action Stage ends.
   a. If it does not end, advance the impulse marker the number of spaces shown on the weather chart for the current weather roll.
   b. If it ends, move to End of Turn Stage.
4. Second side's impulse
   a. If the action stage did not end, repeat the steps in D2 for the second side.
   b. If the action stage does not end after the second side's impulse, go back to D1.

E. End of Turn Stage: Both sides perform these steps in order:
1. Partisans
2. Distant Blockade
3. Sea Control
4. Convoy Attacks
5. Calculate Morale Points
6. US Entry
7. Check for Mine Layers/Sweeping.
8. Return to Base
9. Final Reorganization
10. Production and Strategic Warfare
11. Morale
12. Peace
   a. Conquest
   b. Allied Minor Support
   c. Liberation
   d. Surrender
8. Victory Check
9. Political Actions

10. World Random Events

4.0 REINFORCEMENT STAGE

This is the stage when new units and markers built in earlier turns (13.5) arrive on the map.

4.1 Force Pool Changes

A. After reading the setup rules (22.0), place units into separate force pools and separate by unit type. Each side builds units from its force pools.
B. Destroyed units usually return to their force pools.
C. New units are added to the force pools as the game progresses (usually on each new year based on the dates indicated on unit reverses), or as certain events occur.

4.1.1 Annual Additions

A. Add new units to your force pools in the January/February reinforcement stage each year.
B. Also add new entry markers to the common entry marker force pool and new partisans (13.1) to the partisan force pool at this time.
C. Add the units and markers with the current year marked on their counter.
   Example: In Jan/Feb 1915, add all units with 1915 on their back and all markers with 1915 on their front. (This is their availability year, see Unit Description Chart.)

4.1.2 Special Additions

Neutral major powers cannot have MIL units. When going to war, reserve units (including MIL) may be placed on the map (9.7) while the remainder are added to force pools.

4.2 Reinforcements

A. The Production Circle has six slices, one per turn per year.
B. Units and markers in the current turn's slice now arrive as reinforcements. The side with the initiative from last turn places its reinforcements first.

4.2.1 Placing Reinforcements

A. Put face-down naval units face-up into the construction pool.
B. Put all other reinforcing units face-up on the map.
C. Put on-map naval reinforcements into a controlled port in the unit's home country.
D. Place up to one (total) major power CP per turn in any one aligned country (or other home country outside the United Kingdom (UK) in the case of the Commonwealth).
E. Increase pilots on the available pilots track by the number of pilots built (16.4.2).
F. Increase the offensive point total by one for each reinforcing offensive point received this turn (18).

G. MIL must be placed in the city named on the counter. If the city is no longer controlled, then whenever that unit is in the force pool or Production Circle, remove it from the game instead. If the city is retaken, put the unit back into the force pool.
H. Territorials belonging to a territory may be placed in any city or port in that territory. The German Pacific territorial may be placed in any 1914 German-controlled port touching the Pacific Ocean.
I. All remaining reinforcements go into a controlled city in the unit's home country.

4.2.2 Restrictions

A. Reinforcements may not be placed in violation of stacking rules (2.3).
B. Reinforcements may be placed in a port or city in a ZOC.

4.2.3 Aircraft and Land Units: Stacking Limits

A. If an aircraft or land unit reinforcement may not be placed without breaking the stacking rules, place it in a controlled hex (outside of an enemy ZOC) in the unit's home country next to a city where it could have been placed except for the stacking rules (e.g., if Kiev is fully stacked, place a reinforcement Kiev MIL in an adjacent hex provided it's not in an enemy ZOC). Only one unit per city may be placed in this fashion each turn.
B. If a reinforcement cannot be placed in any city (or adjacent hex), put it back on the Production Circle to arrive next turn.

4.2.4 Aircraft: Pilots Required

An aircraft may only be placed on the map if there is at least one pilot available on the Available Pilots Track (or during setup; 16.4.3). Place any additional aircraft in the reserve pool. These can be set up when there is a spare pilot available.

4.2.5 Forts

A. Forts may be placed in any controlled European scale hex (even in an enemy ZOC), and oriented any way desired.
B. Forts may be upgraded by adding fort hexsides to an already existing fort (e.g., there could be a 1hexside fort covering Paris, then increased to a 3hexside fort by building a 2-hexside fort and placing it in Paris). When upgraded, the original fort hexsides must still be retained in the final orientation of the upgraded fort.

4.3 Destroying and Scrapping Units

A. After placing reinforcements, each active major power may destroy any land or aircraft units it controls.

B. Aircraft may be destroyed, saving the pilot. Add the pilot to the pilot track.

C. When a unit is destroyed, or old enough, it may be scraped (permanently removed from the game, 13.5.5.2).

D. When a side destroys its own units, they do not count as losses for morale purposes (14.0), unless they are in an enemy ZOC.

E. All DrIF ships with a Black circle must enter the Repair box in the Production phase of Dec 1915 and 1917 and 1919, or they can be scrapped.

F. All DrIF ships with a Red circle must enter the Repair box in the Production phase of Dec 1916 and 1918 or they can be scrapped..

G. All DrIF ships with a Blue circle must enter the Repair box in the Production phase of Dec 1917 or they can be scrapped.

5.0 LENDING STAGE

A. In this stage, a major power can announce (in whole numbers) that it is giving resources and/or lend leasing build points (13.5.4) to another major power on the same side this turn.

B. Only active major powers may only give and/or receive resources or build points (**Exceptions:** Trade Agreements, 5.1; US Entry Options, 13.2.2).

C. A nation may not give more than one resource and one build point in total (apart from trade agreements, 5.1) if any city in the current home country (the UK's current home country in the case of the Commonwealth) is enemy-controlled.

D. A nation may not lend more than half of its controlled resources, or more than half as many build points as were produced last turn.

E. Some Allied major powers need US entry options to be chosen before resources or build points can be lent or given to them (13.2.2).

F. A nation cannot give resources to a major power in the same turn as it receives resources from it. However, a nation may give resources to a major power in the same turn that it receives resources from a third power.

G. The same restrictions apply to lend leasing build points.

H. A nation may give build points to a major power in the same turn it receives resources from that major power or vice versa.

I. How resources are transported is described later (13.5.1).

J. If during production (13.5) it is possible for to deliver the promised resources (or build points) then they must be delivered.

K. If a nation cannot meet its promise (e.g., because the CPs were not set up, were destroyed, or a railway line cut), that nation still cannot use them yourself this turn.

5.1 Trade Agreements

Trade agreements are agreements automatically in place between countries at the start of each game. They continue until either country involved in the trade agreement is completely conquered or as specified below.

Bulgaria

While neutral, Bulgaria must supply Germany with one resource per turn.

Cuba

While neutral, Cuba must supply the US with one resource per turn.

Italy

While neutral, Italy must supply Germany with one of its resources each turn, and AH with one of its resources each turn.

Netherlands

While neutral, the Netherlands must supply Germany with two resources per turn: one from the Netherlands, one from Dutch Guyana. These are shipped by Dutch convoys not represented on the map.

Norway

While neutral, Norway must supply Germany with one resource per turn.

Persia

While neutral, Persia must supply the CW with one resource per turn.

Rumania

While neutral, Rumania must supply Germany with one resource per turn.

Spain

While neutral, Spain must supply the side controlling Paris with one resource per turn.

Sweden

While neutral, Sweden must supply Germany with three resources per turn.

Venezuela

While neutral, Venezuela must supply the CW with two resources per turn.

US

A. While neutral, then US must supply Germany with three resources each turn. It must set up and maintain a chain of three convoys per sea area

through the East Coast, North Atlantic, Faroes Gap, and North Sea.

B. While active, the CW can seize the American trade (US Entry action 26) if it has a surface naval unit in the North Sea, and Germany does not, during the Production Step. This is similar to a search and seizure (13.5.1.3) except it is performed by the CW (which is on the same side as the US).

C. The US can reduce the number of CPs as it restricts trade (13.2.2), and can base convoys (only) in neutral ports touching these sea zones using neutral basing (2.4.3), even while neutral.

5.2 Shipment

Where possible, transport resources and build points by rail (13.5.1.1). If this is not possible, the recipient must provide the convoys required to receive them (**Exception:** US-Germany, 5.1.11) where the donor cannot or will not. If neither the donor nor the recipient can provide the convoys, then the recipient does not receive the resources or build points.

6.0 INITIATIVE STAGE

The side with the initiative is determined in this stage. This affects which side has the first impulse and goes first in various other activities. A side keeps the initiative until the next turn's Initiative Stage.

6.0 Determining initiative

A. Each side rolls a die. The initiative track gives one side or the other a modifier (except in the middle space).

B. The side with the higher modified roll wins the initiative. If tied, the side that has the initiative from the previous turn loses.

C. The Initiative Track indicates whether one side can demand a reroll. If any active major power on a side demands a reroll, move the marker one space toward the other side's end of the track. Both sides then reroll (with the new modifiers).

D. Turn the marker to the side that won the initiative. *Example*: The marker is in the left most column, indicating that the Central Powers side gets a +2 DRM and that can reroll. The Allied die roll is not modified and they will not be able to reroll.

6.2 Effect of Initiative

A. The side that won the initiative decides which side has the first impulse this turn. That side is the first side.

B. It is generally preferable to go first because there is always something to do immediately, but it might be desirable to let the other side go first to move the *Initiative* marker favorably along the track. If the one side goes first and last in the turn,

the marker moves toward the other side. This can be important secure the first move in a later turn.

C. If all players on the side winning initiative cannot agree who goes first, the active major power from that side with the highest production (in build points including bonuses, 13.5.3.2) last turn decides.

7.0 THE ACTION STAGE

The Action Stage forms the core of the game and will occupy both sides for most of each turn. It consists of a series of impulses alternating between the two sides. After each impulse, roll a die to see if it was the last impulse. If so, move on to the end of turn stage. If not, the other side has an impulse. The active side is the side whose impulse it is.

8.0 WEATHER

A. The side taking the first impulse in each pair of impulses rolls a die to determine the weather for that pair.

B. If the result from the last roll (even if it was from the previous turn), was asterisked, add 1 or 2 to the roll, depending on the number of asterisks.

C. Cross reference the modified roll with the turn on the Weather Chart to determine the weather in each weather zone.

Example: An 8 is rolled the first impulse of a July/Aug turn. The weather roll in the last impulse of the May/Jun turn was 1, which has two asterisks. Therefore, apply a +2 DRM, for a modified result of 10. The weather in the northern monsoon zone is storm. The weather is fine in all the other zones. This weather will apply to each side's impulse.

8.1 Weather Zones

A. Weather zones are marked on the map. They are:
   1. Arctic Zone
   2. North Temperate Zone
   3. Mediterranean Zone
   4. North Monsoon Zone
   5. South Monsoon Zone
   6. South Temperate Zone

B. A hex is in the weather zone it lies in.

C. A sea area is in the weather zone its sea-box lies in.

D. The Baltic Sea is in the North Temperate Zone.

E. Each off-map sea area lists the weather zone it is in. The sea area and all off-map hexes in that off map area are in that weather zone.

F. The off-map hexes on the Asian map are in the weather zone of their adjacent sea area.

8.2 Weather Effects

8.2.1 Terrain Modifications

Desert and Desert Mountain

Desert and desert mountain hexes have different weather than that rolled for their zone. Consult the Desert and Desert Mountain Weather Table.

Swamp

Swamp hexes are treated as forest in snow or blizzard.

Lake

A. Lake hexes are frozen in snow or blizzard. Treat a frozen lake hex as clear.

B. Land units on a lake hex when it unfreezes are placed on the Production Circle to arrive as reinforcements two turns later

C. Lake hexsides are frozen if the hex on each side of the hexside is in snow or blizzard. Treat a frozen lake hexside as a river hexside.

Iced in Ports

A. An iced-in port is closed if the weather in the port is snow or blizzard. During the End of Turn Stage (13.0) use the last impulse's weather to determine if the port is closed.

B. Resources and build points may not be transported into our out of a closed port.

C. A overseas supply path may not be traced into or out of a closed port.

D. Naval units (and their cargoes) moving into a closed port must immediately stop. Turn them face down.

E. Naval units in a closed port may not move or reorganize (even during final reorganization).

8.2.2 Turn Length

The result on the weather chart yields a circled number. If the last impulse test die roll (12.0) does not end the turn's impulses, advance the impulse marker that number of boxes on the impulse track. If it is already at the end, it stays there.

8.2.3 Other Effects

Weather also affects supply range (2.4.2), naval searching (11.4.4), naval combat type (11.4.6), land movement (11.9.2), invasions (11.11), shore bombardment (11.12.2), land combat (11.12), and air missions (16.2.3).

9.0 DECLARING WAR

A. In this step, major powers may declare war on the other side's major powers and on unaligned minor countries. There are restrictions on some major powers declaring war (Neutrality Pacts, 9.2; US and CW Entry, 9.4).

B. A major power may declare war on another major power with which it does not have a pact during any friendly DOW step. The US, CW, Italy, the OE, Japan, and China are subject to further limits (9.4, 15.3).

C. The side conducting the impulse performs these actions in the following order:
1. Break one or more of neutrality pacts (9.2), providing the prerequisites are satisfied.
2. Major powers announce which major powers on the other side they are declaring war on (9.3) or attempting to declare war on (9.4). This may cost political points (15.0).
3. If the US is attempting to join the war, it rolls to see if the attempt is successful (9.4.2).
4. Major powers announce which neutral minor countries they are declaring war on (9.3 and 9.4). This may cost political points (15.0).
5. Roll a die for the US entry action effect of each DOW (13.2.3).
6. Allocate control of minor countries declared war on this step (9.5).
7. Each major power may voluntarily align one minor country this step (9.6).
8. Roll a die for the US entry action effect of each voluntary alignment (13.2.3).
9. Active major powers and minor countries may call out their reserves (9.7).

9.1 Neutral Major Powers

A. A neutral major power is not at war with any other major power. If at war with at least one major power, it is an active major power. (*Exception:* China, the OE, and Italy are major powers but treated as minors until activated, and Japan is treated as a minor in some ways, 15.0.)

B. A neutral major power cannot cooperate with any other major power (19.0)

C. Only units controlled by a neutral major power may enter hexes in that major power while it remains neutral.

D. Units controlled by a neutral major power may only enter or trace supply into hexes it controls, by a minor country aligned with it, or by a minor country it is at war with. They may also go, and trace supply, across the sea.

E. Each naval unit a neutral major power moves, rather than each task force, counts as one naval move.

F. Neutral major powers must always select either a pass or a combined action (*Exceptions:* AH in 1914, 23.1.5.1; 13.2.2 US entry option 50).

9.2 Neutrality Pacts

A. Neutrality pacts make it harder for major powers to declare war on each other.
B. Major powers from opposing sides automatically enter into a neutrality pact when they come to peace through an accepted conditional surrender (14.3).

9.2.1 Effect of Neutrality Pacts

9.2.1.1 Effects on Major Powers of the Same Side

A. After entering into a neutrality pact with a major power, units controlled by other major powers on the same side cannot enter hexes that are part of the common border with that major power if they are at war with that other major power. If they are in the common border already place them on the Production Circle to arrive as reinforcements in two turns.
B. A common border with another major power consists of every controlled hex (including those of aligned minor countries) within three hexes (World map: one hex) and/or hex-dots of a hex controlled by the other major power or its aligned minor countries.

9.2.1.2 Declaring War Between Parties to a Pact

A. If two major powers have a neutrality pact, war may not be declared between them without first breaking the pact in the DOW Step.
B. After breaking a pact, the two major powers can declare war on each other without restriction. War may be declared in the same step that the neutrality pact is broken.
C. A neutrality pact with another major power can be broken by having the required garrison ratio.

9.2.2 Garrison Ratio

A. A neutrality pact can be broken starting three full turns after its signing provided there is a modified garrison value on the common border at least twice that of the opponent.
B. To calculate the garrison values:
    1. Calculate the units' total garrison value for the active side.
    2. Calculate the other major power's (modified) garrison. Only units of the other major power to the pact count.
C. Compare the two totals. If the total of the side wishing to break the pact is at least twice that of the other major power, it may break the pact.

9.2.3 Garrison Values

A. Count only the garrison values of land and aircraft units (not including those of aligned minors) on the common border with the other major power.
B. Consult the Garrison Values Table for each unit's garrison value.
C. For the side wishing to break the pact, double the defensive value of its units from the fourth to the ninth turn after the neutrality pact was made.
D. The defensive garrison value is unmodified from the tenth to twelfth turn.
E. Starting on the thirteenth turn, a power may always break a neutrality pact, even if it does not share a common border.

    a   Division 0.5
    b   MTN 2
    c   Partisan 0
    d   Other land and aircraft unit 1

9.3 How to Declare War

A. All major powers on this side announce which major powers on the other side they are declaring war on this impulse. They then all announce which neutral minor countries they are declaring war on this impulse. Each DOW costs three political points, except compulsory ones during the campaign.
B. A power cannot declare war on
    1. Any country on its side; or
    2. A country it is already at war with; or
    3. A minor country or territory controlled by another major power.
C. Each DOW on a major power or neutral minor country could trigger a US entry effect (13.2.3).
D. China, Japan, Italy, and the OE are brought into the war by political shifts, but their entry works the same as any other DOW (e.g., surprise, political point cost, etc.).
E. Any major power that declares war on any Central Powers country is automatically at war with every active Central Power country.
F. Any major power that declares war on any Allied country is automatically at war with every active Allied country.
G. If a Central Powers country declares war on the CW while neutral, it automatically joins the Allied side.
H. If a Central Powers country declares war on the US while neutral, it automatically joins the Allied side.
I. The only exception to this is Japan declaring war on Russia or China (15.3.1).

9.4 US and CW Entry

A. Both the US and CW were neutral at the start of the war.

B. The US cannot declare war on a minor country unless it has reached the US entry level that allows it to do so (13.2.2, US entry option 48).

9.4.1 The Entry and Tension Pools

A. The US has an entry pool and a tension pool. The CW only has an entry pool (and uses US entry markers).

B. The entry/tension level is equal to the unmodified value of markers in the pools (13.2).

9.4.2 US Attempt to Enter the War

A. The US announces its attempt to enter the war against the Central Powers. On the It's War Chart, cross index its entry level with its tension level to find the war number.

B. Roll a die, applying relevant DRMs.

C. If the number is less than or equal to the war number, the declaration succeeds. Turn all entry and tension markers over so the Central Powers side can verify the result, then return them to the pool. The US must go to war with all active major powers on the Central Powers side (except Japan, if it is only at war with Russia or China, 15.3.1). This costs three political points.

D. If the number exceeds the war number the declaration fails. The US does not have to turn any markers over but must randomly choose one entry marker and one tension marker to return the common marker pool.

9.4.3 CW Entry

A. The CW cannot declare war on the Central Powers until it has accumulated 18 points of entry (CW entry chart), but thereafter, declaring war does not require a die roll.

B. The CW draws an entry marker at the end of each Allied impulse (even pass) rather than each turn.

C. The CW draws an extra marker per impulse for a DOW on Belgium.

D. Once the CW entry level reaches 18 points, it returns all chits to the pool and may declare war on the Central Powers without restriction, but at a cost of three political points.

9.5 Allocating Minors

Allocate control of minor countries declared war on this step to a major power on the other side, in order of declaration (20.2). The minor country is now aligned with that major power (9.6), which immediately sets up the minor country's units (20.5).

9.6 Aligning Minors

A. Some major powers may also voluntarily align minor countries under certain circumstances (Politics, 15.0).

B. Each major power may only voluntarily align one minor country in each friendly DOW step.

C. When aligning a minor country (regardless of whether it was declared war on or the power aligned it voluntarily), the aligning power sets up and runs its forces (20.5).

D. The minor country is at war with everyone its controlling major power is at war with (as well as the major power that declared war on it, if any).

9.7 Calling Out the Reserves

A. Each major power and many minor countries have reserve units that may now be called out provided they are at war with a major power.

B. During a side's impulse it may call out reserves of the controlled major powers and minor countries with *Res* on the back of their counter.

C. If a reserve unit has a particular major power named on its back, it may be called out only while at war with that major power.

D. All eligible reserves do not have to be called out at the first opportunity. Any not called out are available while at war with a major power.

E. When calling out reserves put the eligible reserve (and any MIL, 13.6.5) units that have previously been removed from the game back into their force pools. Then move eligible reserve units (and any MIL there) from the reserve pool to the map in the same manner as reinforcements (4.2) except that they are placed face-down. From then on treat these reserves just like any other units.

10 CHOOSING ACTIONS

Choose an action for each major power. Each type of action will affect what that major power can do in the rest of the action stage. The action type in one impulse can be different from the type in subsequent impulses of the same turn.

10.1 Action Types

A. The actions are:
1. Pass (ends the turn faster);
2. Naval (move and fight with naval units);
3. Air (fly aircraft missions);
4. Land (move land units and conduct land combats); or
5. Combined (some of everything).

B. A neutral major power must choose a pass or a combined action.

10.2 Activity Limits

10.2.1 In General

A. The chosen action governs what a major power can do in an impulse. A pass action prevents any further activities this impulse.

B. When a land, air, naval or combined action is selected, refer to the Allowable Activities Table for the types of activities which can be done for each action type.

C. A tick in a box on the table means an unlimited number of those activities for that action.

D. An empty box means that activity is not allowed for that action type.

E. A letter in the box cross-references to a column on the Major Power Activities Limits Table for the number of allowed moves, missions, and combats.

10.2.2 What Counts Against a Limit

A. Each aircraft unit that flies counts as one air mission, except ground support, fighter escort, and CAP (16.2).

B. Each land unit moved during the land movement (11.9), debarking at sea (11.10), and invasion (11.11) step counts as one land move.

C. Each aircraft or land unit that moves by rail counts as one or more rail moves (11.8).

D. Each land attack (including invasion) against a hex, even against a 0-strength defender, counts as one land attack.

E. Each neutral naval unit moved counts as one naval move

F. Each task force of active surface naval units, or all active SUBs, that move counts as one naval move (11.3.1).

G. When choosing a land, naval or combined action, the limits on air missions is total number of air missions for the impulse. However, ground support, CAP, escort, and intercept missions do not count against mission limits.

H. Minor country actions count against their controlling major power's limits.

11 IMPLEMENTING ACTIONS

Major powers that did not select the pass action perform the various activities in the sequence of play (3.2.F.3). The order is important and must be followed exactly.

11.1 Passing

When a major power passes, it cannot do anything else during the rest of the impulse.

Exception: A major power's units fight if a naval combat occurs but cannot try to start a naval combat.

11.2 Naval Air Missions

11.2.1 In General

A. Naval air missions allow aircraft to patrol a sea area or to return from patrolling a sea area.

B. There is no naval air interception in FA.

C. Unlike most other air missions, a naval air mission is not flown against an enemy target. A mission may fly into a sea area whether there is an enemy unit there or not.

D. A naval air mission may be used to move an aircraft already at sea into a lower section of the sea-box or to return it to base.

E. Only face-up aircraft with air-to-sea factors (not *) can fly a naval air mission, thus no fighters can fly to sea.

F. Naval air missions may not fly into a sea-box section in storm or blizzard.

11.2.2 Naval Air Mission Procedure

A. To fly a naval air mission into a sea area, fly the aircraft from its base to any hex-dot in a sea area.

B. Put the aircraft into a section of the sea-box in that sea area.

C. The section it may go into (owner's choice if more than one) depends on the number of MPs the unit has left when it reaches the hex-dot. Refer to the Eligible Sea Sea-Box Sections for Naval Air Missions Table.

D. To use a naval air mission to move an aircraft into a lower section of the same sea-box, simply put it into any lower numbered section. This does not cost MPs. The unit will be able to return to base further (either in a later mission or in the return to base step) because it starts from a lower section.

E. To fly a naval air mission from a sea area, take the aircraft from its section of the sea-box and put it on any hex-dot in the sea area. Fly it back to any friendly-controlled hex within range and turn it face-down. Reduce its range by the same number it would have cost to enter the section it came from (i.e., 10 from the 4 section, 6 from the 3 section, and so on).

F. Unlike all other air missions:

1. Opponents cannot fly aircraft in response to a naval air mission;

2. Naval air missions do not result in an immediate combat, although naval combat could occur during the Naval combat Step (11.4, 11.5); and

3. At the end of the mission, the unit does not return to base. Instead, it stays at sea until it aborts in combat, or returns to base in another naval air mission or during the Return to Base Step (13.3).

11.3 Naval Movement

Naval moves allow naval units to move through, or patrol, sea areas and to enter, or leave, ports. Only naval units can make naval moves.

11.3.1 Naval Moves

A. Each group of moving units is a task force.
B. A task force may contain any number of surface naval units or any number of SUBs, but not both types.
C. A naval move with surface naval units occurs when:
   1. A task force of face-up surface naval units (with any transported units) moves from a port to any destination (either to a port or to a single section of a sea-box); or
   2. A task force of face-up surface naval units moves from one section directly to a lower section of the same sea-box; or
   3. A task force of face-up surface naval units returns from a section of a sea-box to a port (13.3).
   Example: It would count as one naval move if six naval units moved from the US to the 0section of the Caribbean sea. It would count as two moves if instead three units went into the 0-section and three into the 1-section.
D. SUBs move in exactly the same manner as surface ships except that any number of SUBs from any number of ports and/or sea-boxes may move to any number of ports and/or sea boxes to constitute a single naval move.
E. If the moving units belong to a neutral major power, each unit (including SUBs) counts as one naval move.
F. Each naval unit may make only one naval move per impulse.

11.3.2 Moving Naval Units

A. Naval units may move through a series of adjacent sea areas and ports.
B. Each naval unit has a range and a MA.
   1. The range determines how far the unit can move.
   2. The MA determines how effective it will be when it patrols a sea area.

11.3.3 How Units Move

11.3.3.1 In General

A. A naval unit move only if it is face-up in a sea-box or in a port.
B. Naval units may move individually or in a task force.
C. To move naval units in a task force, they must all start the step in the same port or sea-box section.

Cooperating (19.0) major powers and/or minor country units stacked together may move together, provided the owning players agree.
Example: Two CW SCSs sail with a US TRS from London to the North Sea. This would count as one naval move for each major power.

D. Units from a moving task force may split off in any sea area or port it passes through.
E. Each time any units split from the main force, it is a separate naval move. **Exception:** SUB task forces (11.3.1).
F. The task force cannot move any further once it is split off.
Example: Two CW SCSs sail together from Alexandria to the Eastern Mediterranean. It is not possible for one to move into the Red Sea while the other enters the Central Mediterranean. One could stop in the Eastern Mediterranean while the other continues on to either of those adjacent sea areas. That would then count as two naval moves. Alternatively, they could move separately to the Red Sea and the Central Mediterranean. That would also count as two naval moves.

11.3.2.2 Movement Into and Out of Port

A. When moving a unit out of a port, spend its first point to move it into a surrounding sea area.
Example: Naval units in Amsterdam first move directly into the North Sea.
B. Where a sea area border enters a port hex, naval units may enter any surrounding sea area.
C. Similarly, a naval unit can only move into a port via the surrounding sea area. It could continue moving but, if it ends the naval move in port, turn it facedown. For CPs, use a *CP used* marker instead.

11.3.2.3 Sea Areas

When a moving unit or task force enters a sea area, it can stop there and patrol or, if it has enough MPs and range, it may continue moving into an adjacent port or an adjacent sea area.

11.3.2.4 Movement Limits

11.3.2.4.1 In General

A. A unit must stop moving when it has spent its entire MA or it has reached the limit of its range, whichever happens first.
B. A unit spends one point of a its MA:
   1. Per sea area and port it moves into (except crossing dashed lines);
   2. If it starts the movement out of supply;
   3. If it starts the impulse in a port with naval units controlled by another major power; and
   4. Per point of the (unmodified) search number of the section it moves into.

11.3.2.4.2 Enemy Present (Optional Rule 5)

A. When in the presence of the enemy, it costs a surface naval unit 2 MPs of its MA (not range) to enter a sea area that contains an SCS controlled by an unsurprised (17.0) major power it is at war with.

B. This does not apply (i.e., pay normal costs) when returning to base nor if, at the start of the impulse, the sea area contained a friendly SCS.

C. If the power or a cooperating major power controls a major port on the sea area, do not pay for presence for that area (but the unit still might have to for the next area if it contains an enemy unit).

D. Only pay a maximum of one additional MP regardless of how many such sea areas entered.

11.3.2.5 Protected Sea Zones

A. Some sea zone boundaries are marked with a mine symbol to indicate that they are protected. If one side controls the port with the mine symbol, the movement of the other side is restricted.

B. The boundary between the Scandinavian coast is a protected sea zone if either side controls Oslo. C. The Baltic sea is protected by both Kiel and Copenhagen; add them together when both are controlled.

D. ~~To sail surface ships past a protected sea zone boundary, or into or out of a neutral port bordering on the protected sea zone boundary, roll a die for each ship. On the value of the mine field or lower, that ship takes an X result immediately as it crosses the boundary (meaning it can be sunk or damaged, depending on its roll vs. its defence value).~~

E. To sail a Naval Move (11.3.1) past a protected sea zone boundary, or into or out of a neutral port bordering on the protected sea zone boundary, Roll once for **each 4 ships moving**, on the 2D10 DriF combat table for the mines row.

    a Subtract 1 for each naval move with less than 4 DriF ships in the Task force.

    b Subtract 1 if moving with the DD in the same Naval Move.

    c Conduct Defence rolls as normal.

F. The Baltic and Gelibolu minefields also affect SUBs.

G. Supply cannot be traced past enemy-controlled protected sea zone boundaries with values of 5 or higher.

H. Do not roll for Mine in Return to base.

11.3.2.5a Mine Layers

C. Mine laying/Sweeping occurs just before Return to base as per combat and conforms to the Hague Convention in 1907 Article 1

D. DriF uses additional mine warfare abilities.

E. Mines: Some major power have three Mine Layer Squadrons (MLS) (it counts as a single eq SCS) while others have one (the number is from historical OOB 's). However, it is clear from historical records that mines were not in good supply until 1917. The Blockade of the North sea was only then possible. Hence only one MLS is available to each nation until 1917. Also note that while historically PC's did lay mines even offensively, their effects are not extensive enough to model here. If a Minelayer Squadron is at sea at the Return to Base Phase, then it lays a mine in the sea area boundary of choice in the sea area it occupies.

F. For the Baltic and Black Seas, use a line of hex dots passing through the sea boxes and extrapolated to the coasts.

G. Turn the Mine Layer over to show the Mine Field side. Place the mine on the Sea boundary line. This is now a +1 Protected sea zone (so a new protected sea zone or a +1 to an existing protected sea zone. The counter alone also affects Subs (1 a strength of 1 per counter).

H. Follow 11.3.2.5 as normal for crossing a protected sea zone.

I. Mine Sweeping. DD/Mine Sweeper can remove one (1) mine counter per turn by moving to the sea zone and remaining there until the return to base phase. Return the swept Mine/Mine Layer to any of its home ports.

J. Port Mines are modelled using the Port incursion rules (see below)

11.3.2.6 How Units Patrol

A. When a naval unit stops in a sea area, it is patrolling. To show this, put it into that area's seabox. It may be placed it in any section of the seabox with a (unmodified) search number less than or equal to the unit's unused MA. (This is different from the system used for naval air missions.)

B. A unit can only be in one section of a sea-box at a time. Other units could be in the same or different sections of the sea-box.

C. CPs can only patrol in the 0-section of the sea-box, even if they have unused MPs.

D. If a unit started its naval move out of supply (2.4.2), turn it face-down when it reaches a seabox section.

E.   DrIF Aux Cruisers can move double range if moving alone including being alone in a sea box at the end of the move (modelled with an auxiliary collier). The Sea box eventuating will depend upon the ships Speed (i.e., speed- sea zones moved).   Since the Zero box is the lowest so if Speed -sea zones is negative, use the zero box

11.3.3 Restrictions

A.   Naval units may not move between the Eastern Mediterranean and the Red Sea, nor between Suez and the Eastern Mediterranean if a major power is at war with the side controlling any of the hexes adjacent to the Suez Canal.

B.   Naval units may move between the East Pacific and the Caribbean Sea only if Panama's controlling major power has conquered (13.6.1), or is at war with, the US and allows the movement; or, if not at war with the US, the US has not closed the Panama Canal (13.2.2), or the US has closed the Panama Canal but allows the movement.

11.3.4 Naval Transport

11.3.4.1 Transport Capacity

Embarking and transporting land or aircraft units does not count against limits on the activities of land or aircraft units, though debarking at sea does, (11.10).

11.3.4.1.1 TRS

A.   A face-up TRS may transport aircraft or land units when it moves. The transport capacity of a TRS is one corps sized or aircraft unit.

B.   Alternatively a TRS may carry (in total) any two divisions or artillery.

11.3.4.1.2 AMPH

AMPHs have the same transport capacity as TRSs except that they cannot transport ARM, MECH, CAV, artillery, or aircraft.

11.3.4.1.3 SCS

A.   Each SCS (in DrIF, 2 ships) may transport one non-motorized infantry class division. The division can embark on, and debark and invade from the SCS, as if it were a TRS.

B.   An SCS cannot shore bombard while transporting a unit.

11.3.4.2 Embarking

A.   A unit may embark only if it is face-up. Embarkation does not count as a land move (11.9) or rebase mission (11.13).

B.   A unit may always embark from a friendly port in the sea area.

C.   A unit may embark from a non-port coastal hex in the sea area only if the unit being embarked is an HQ, or the embarkation hex contains an HQ. MAR

units, infantry class divisions, and units embarking on AMPHs are not subject to this restriction.

D.   A TRS or AMPH may embark units it starts its move stacked with, or it may embark them when it moves through the port they are in.

E.   Alternatively, a TRS or AMPH with unused transport capacity may end its move in a sea area and immediately embark, after any interception attempts (11.3.5), units in a port or coastal hex in that sea area.

F.   Some hexes like Brest (hex W2031) are in two areas. Units could be picked up from Brest provided the TRS or AMPH carrying them is in the English Channel or Bay of Biscay.

G.   If a unit is out of supply when embarked, immediately turn it face-down. This means it cannot debark at sea or invade (11.10, 11.11).

11.3.4.3 Debarking in Port

A. If a TRS or AMPH ends its move in a port, any cargo debarks automatically at the end of its naval movement. This does not count as a land move (11.9) or rebase mission (11.13). B. The cargo debarks face-down if:

1.   it is already face-down; or
2.   The TRS or AMPH started the step at sea. All other cargo debarks face-up.
3.   The TRS or AMPH is then turned face-down.

11.3.4.4 Debarking at Sea

A.   Face-up land units may debark from a face-up TRS/AMPH at sea during the Debark Land Units (11.10) or Invasion step (11.11).

B.   Face-up aircraft may debark from a face-up TRS at sea during the Aircraft Rebase step (11.13).

C.   Turn the TRS or AMPH is face-down afterward.

11.3.5 Interception

A.   Interception is a way of bringing enemy naval units to combat before they end their move. A task force of enemy naval units may be intercepted as soon as it enters a sea area containing at least one friendly face-up naval or aircraft unit.

B.   Aircraft may not attempt to intercept a sea area in storm or blizzard.

C.   These forces may not be intercepted:

1.   A SUB task force;
2.   Aircraft units flying into or through the sea area;
3.   Units moving from one section into a lower numbered section of the same sea-box;
4.   A task force only containing naval units unless the two sides are at war;
5.   A task force only containing naval units unless the task force is attempting surprise.

11.3.5.1 How to Intercept

A. When attempting to intercept, first announce whether SUBs are being committed to the attempt. This is an all or nothing choice (i.e., all SUBs or none at all). Aircraft and surface naval units are always committed to every interception attempt.

B. Turn a unit (except an aircraft in storm or blizzard, or a convoy) face-down. If this cannot be done, interception is not possible. A SUB may be turned face-down even if there is no intent to commit SUBs.

C. As long as a face-down unit remains in the sea-box, a side may make further interception attempts in that sea area against other task forces during the same impulse without having to turn over another unit. If that unit is in the sea-box during naval combat, it also allows the attempt to start a naval combat there without having to turn another unit face-down (11.5).

D. If the face-down unit aborts or is destroyed, another unit must be turned over to make another interception attempt or to start a combat in that sea area.

E. To find out if the interception succeeds, roll a die.
   1. It succeeds if the roll is less than or equal to the modified search number (11.4.4) of the highest section containing one committed unit at war with at least one moving unit.
   2. If your roll is greater than that modified search number, the interception attempt fails.
   3. Weather may modify the search numbers, as does the presence of naval aircraft (11.4.4).
   4. Apply a -1 DRM to the search roll if the target of the interception attempt contains more than ten ships.

11.3.5.2 Interception Attempt Fails

If the interception attempt fails, the moving force continues as if nothing had happened.

11.3.5.3 Successful Interception

A. If the interception attempt succeeds, the moving side may stop the move in that sea area or try to fight through.

B. Units which stop, go into the sea-box like any other naval move.

C. There is no interception combat, but there may be naval combat in that sea area in the Naval Combat Step (11.4).

D. If returning to base (11.3.1.C.3, 13.3) the moving force cannot stop in the sea area but must try to fight its way through.

11.3.5.4 Fighting Through

A. To fight the way through, put the task force into one section of the sea-box (as if it were ending a move there).

B. Start the normal combat sequence (11.4.1). The only differences are in the first round: 1. The opponent's interception roll counts as his/her search roll; and
   2. The opponent has already announced whether his/her SUBs were committed; and
   3. Although the determination of which units take part by making a search roll as usual, the units in the task force are always included (even if there are other units in their sea-box section which are not).

C. After the first round, the combat continues exactly like any other combat. It is quite possible for the moving task force to be excluded from later combat rounds.

11.3.5.5 End of Interception

A. The interception combat ends as soon as neither side has any units at war with units of the other side in any section of the sea-box, or the search rolls fail to produce a combat.

B. The moving side may then either leave the task force where it is, move it, or move part of it (splitting it would be an extra naval move, 11.3.1) with its remaining range and MA.

C. Reduce the task force's remaining MA (not its range) by the (unmodified) search number of the section the task force was placed into (to fight through).

11.3.5.6 Scapa Flow

The Royal Navy was based at Scapa Flow to prevent the German fleet from breaking out into the Atlantic. If the CW attempts to intercept a German task force containing more than two ships (4 DrIF ships) in the North Sea or Faroes Gap that is not returning to base (or task force of any size if it would mean that more than two ships would avoid interception in the sea zone), the CW may immediately move face-up SCSs based in Scapa Flow into the respective sea zone(s) (before the intercept roll).

11.4 Naval Combat

11.4.1 Conducting Combat

11.4.1.1 In General

A. After making all naval moves, the phasing side may initiate naval combat.

B. A side may only try to initiate combat once per sea area per naval combat step. (There may be any number of interception combat attempts during naval movement.)

C. The phasing side may not initiate naval combat if it chose a land or pass action, but its units may take part in any combat that another major power initiates.

D. Choose a sea area and initiate a combat there. An area may be chosen only if it contains at least one unit from each side at war with the other.

11.4.1.2 Combat Sequence

A. The combat sequence has these steps:
1. Initiate a combat in the sea area.
2. Both sides (active side first) commit SUBs.
3. Search for the enemy. If neither side finds the other, the combat is over.
4. Determine type of combat (air, surface, or submarine).
5. Resolve combat.
6. Both sides may voluntarily abort the combat (active side first).
7. If both sides remain, start again from step 2. If not, the combat is over.

B. When the combat is over, go on to the next sea area.

11.4.2 Initiating a Combat

A. To initiate a combat in a sea area turn face-down one (Still one in DrIF) of the face-up units at war with another major power's units in that sea area, and announce combat is being initiated there. If the action for this impulse is an air action, the unit chosen must be an aircraft.

B. A CP cannot be chosen to initiate combat.

C. The cargo on a naval unit cannot be chosen, but if choosing a naval unit carrying cargo, turn its cargo face-down as well.

D. An aircraft in storm or blizzard may not be chosen.

E. A SUB may be turned face-down even without the intent to commit it to the combat.

F. It is not required to have moved a unit into the sea area in the impulse to initiate combat.

G. A area may be selected for combat even if there was fought interception combat there.

H. A unit must be turned face-down to initiate the combat, not to fight each round in the combat.

I. If there are no eligible face-up units in the sea area that can be turned face down, combat cannot be initiate there.

11.4.3 Committing Units

A. Units not at war with any units from the other side in this sea area may not be committed to combat. *Exception:* US entry options, 13.2.2.

B. Aircraft in storm or blizzard also may not be committed to combat.

C. Every other non-SUB unit in the sea area must be committed to combat.

D. Committing SUBs is optional. If committed, all of a side's eligible SUBs in the area must be committed.
1. The active side decides whether to commit SUBs first.
2. If more than one player on the same side has SUBs included in the combat, the player with the most SUB factors from that side decides whether all that side's eligible SUBs will be committed to combat this round. Roll to break ties.

11.4.4 Searching

A. Each side rolls a search die and compares the result to the search numbers in the sea-box sections its committed units occupy.

B. During fine weather, rain, and snow, increase the search number in each sea-box section by one if at least one friendly committed NAV (naval aircraft) or seaplane carrier is present. (A NAV is any aircraft with its counter art oriented down and to the left, including some balloons and Zeppelins.)

C. ~~Both sides may commit extra units to the search, but the modifier only applies for a single search roll. Refer to the Searching DRMs Table.~~

Searching DRMs (11.4.4)	
DRM	**Condition**
-1	Per ten enemy CPs (or fraction) in the sea area. *
+1	In rain, snow, storm, or blizzard.
-1	Commit to the search four face-up non-convoy units in the sea box. **
-2	Commit to the search ten face-up non-convoy units in the sea box. **
* This modifier does not apply to interception attempts or during storm or blizzard. This modifier does apply after the first round of an interception combat.	
** Turn committed units face-down.	

D. Scout Searching: (Each extra Squadron (must be ≥4 DriF ships) of PC, AC or BC gives a -2 DRM (-2 Max) on the search role. Scouts are normally unavailable for battle in the initial round unless Surprise points are used to include them. Place Scouts in the Scout Box of the Battle Board if Battle is initiated.

E. Searching for enemy units that only include submarines is +1 DRM. (Sub hunting missions only 11.4.7c)

F. Weather affects Searches.

G. -1 per ten enemy CP's (or fraction thereof) in the search area.

H. If each side's modified search roll is higher than the highest modified search number in the sections occupied by any of its committed units, there is no naval combat. Go on to the next sea area.

I. If either side's modified roll is less than or equal to the modified search number of a section occupied by one of its committed units, then a naval combat occurs.

J. If a combat occurs, each of committed units is included if the side's modified search die roll was less than or equal to the modified search number of the section it is in.

11.4.1.1 Only One Side Succeeds

A. If only one side has units included, that side must pick at least one section containing committed enemy units. Only those enemy units are also included in the combat.

B. Just because the enemy units in a particular section are chosen to be included in the combat does not mean that the friendly units there are also included. They must have been included by that side's search roll.

11.4.4.2 Interception and Search Example

A. A CW SUB and several surface naval units are in the North Sea at the start of a Central Powers impulse. Germany wants to slip its fleet into the Atlantic past this Allied blockade, so selects a naval action for Germany and moves the fleet out of Kiel into the North Sea.

B. The weather is storm, so the search roll will be increased by 1 and seaplane carriers and Zeppelins have no search benefit.

C. CW declares an interception attempt, turns a unit face-down, and commits its SUB to combat. CW rolls a 2. Therefore, its units in the 3 and 4 section are included. Those in the 0, 1, and 2 sections (including the SUB) fail to intercept and are ignored for now.

D. Germany decides to fight through, hoping to be able to continue moving after the interception combat, and places its task force into the 2 section. There are already other German ships in the 2 and 3 sections that were moved out in a previous impulse.

E. Germany rolls a 5. The other units in the sea-box are not included in the first combat round (they would have been if Germany's roll had been low enough for them to succeed in their search), so only the moving units will fight.

F. The players now fight a combat round. After the round, both sides again make search rolls to see which units will be included in the next round.

G. In the second round, Germany rolls a 2 so that only the German ships in the 3 section are included (i.e., the intercepted units are excluded because they are in the 2 section of the North Sea).

H. In the third round, both sides fail to find each other. The interception combat is over and the intercepted units can continue moving. Their MA is reduced by 3 (1 to move into the sea area and 2 to be placed into the 2 section). Their range is only reduced by the 1 spent to reach the sea area.

I. Instead of moving them on, Germany could choose to leave its fleet in the North Sea, in which case they would stay in the 2 section of the sea-box. If they do this, they could fight again in the normal (non-interception) naval combat late this step.

11.4.5 Surprise Points

11.4.5.1 In General

A. Search rolls also determine the number of surprise points available to each side. A side can spend surprise points to improve its chances of success in the combat, or even to avoid combat entirely.

B. Earn surprise points equal to the sum of:
1. The modified search number in the highest section of the sea-box that contains a unit included in the combat; and
2. The opponent's unmodified search roll.

C. If a major power was surprised in this impulse (17.0), it gets no surprise points.

D. Calculate the difference between both sides' surprise points. The side with more may spend the difference. The side with less may not spend any.

E. If there is no difference, neither side may spend any points.

11.4.5.2 Spending Surprise Points

A. Excess surprise points may be spent per the Surprise Points Table in the DrIF 2*D10 Combat system CRT).

B. ~~If a side has at least three points and wishes to avoid combat, it announces that immediately. The combat ends and that side may go on to the next sea area.~~

C. A side may spend points on the other benefits when appropriate.

Example: When getting to combat type, announce whether to spend points on choosing the type. When getting to combat, announce how many points to spend shifting columns, and so on.

D. When spending points to select a target, select only a naval unit that was included in the combat. (Cargo cannot be selected separately from its TRS or AMPH.) The points may be spent at any time before the die is rolled against this target.

11.4.6 Choosing Combat Type

11.4.6.1 In General

A. Determine the type of naval combat to fight this round.
1. A naval air combat involves each side's aircraft attacking the opposing naval units.
2. A surface action pits each side's naval units against the other in a gunnery/torpedo duel.
3. A submarine combat pits one side's SUBs against the other's escorts and convoys.

B. A side can conduct one type of action in one combat round and a different type in the next.

11.4.6.2 The Choice

A. Both sides fight the same type of combat. Make the choice according to this priority:

B. A side choose the combat type by spending surprise points. The chosen type of combat must involve actual units (e.g., a sub combat cannot be chosen if there are no SUBs included).

C. A SUB combat may be chosen (active side decides first) if there is a SUB included and the opponent has CPs included.

D. If there is no SUB combat, it is a surface combat, unless either side spent surprise points (4) to make it a naval air combat or to avoid combat.

11.4.6.2 In combat.

Choose any of the following once each only.

E. Avoid Combat cost 4 Points (2 if your slowest ship is faster than all the enemy ships)

F. Chose Target ship costs 2 surprise points.

G. Adding a +2 DRM to your own fire, or applying a -2 DRM to the enemy fire costs 4 Surprise Points.

H. Re-joining the Scouting Squadrons to the Screen so that they can fire in the first round costs 4 Surprise Points.

I. Screen ships can deliver a night torpedo attack on the Battle line with a +4DRM separate attack. This occurs after Battle line fire but before Screen fire. It costs 4 Surprise Points.

J. Choose Night Combat with Day being the default costs 4 Surprise Points

K. Claiming Control of a Sea zone for Morale Points mid turn, costs 4 Surprise points.

11.4.7 Surface Naval Combat

A. At the start of each surface naval combat round both sides secretly decide how many of their committed naval units they are screening from combat this round, either to protect them from damage or prevent the other side from excluding their units from combat based on speed (below).

B. CPs must always be screened.

C. They then reveal their choices simultaneously.

D. After announcing screened units, a side may exclude any of its SCSs from combat if they are faster than the slowest unscreened SCS on the opposing side, unless the other side spends three surprise points per point of speed difference to include those units.
Example: If CW has a 5-speed battlecruiser, it can exclude it from combat with a 3-speed predreadnought unless the Central Powers side spends 6 surprise points. (Doing so would automatically include any of the CW's 4-speed ships.)

E. To determine the combat results, determine the total attack factors of each side's unscreened surface naval units and SUBs included in the round.

F. Screened units do not add their attack factors to their side's total, but do still count toward the total number of enemy ships.

G. Find the attacker's total in the surface row of the naval combat chart. That will determine the column where to find the results inflicted on the opponent.

H. A side may increase its column by spending two surprise points per column, or decrease the opponent's column by spending two surprise points per column.

I. The rightmost column is the maximum, regardless of surprise points spent.

J. If surprise points are spent to move left of the leftmost column, the opponent suffers no damage.

K. To obtain combat results, cross reference the final column with the row containing the number of enemy ships the opponent has taking part this round. A ship is a naval unit, or two CPs, included in the combat.

L. Combat is simultaneous. Both sides should work out the results they inflict before anyone implements them. However, the active player rolls for the damage of the defending player's naval units first.

11.4.7a DrIF Surface Naval Combat

A. DriF uses a 2*D10 Combat Results Table (CRT).

B. You will note that, 4 BB Fire factors equates to, 18 Level Bombing Factors, 6 BB factors at night, 8 Pre Dreadnought Factors (B), 16 Screen (AC, PC) Factors, 4 surface night torpedoes, 3 Sub factors,

C. The table uses Die Role Modifiers (DRM) for surprise points, fire control technology, target vulnerability (small ships to large shells, older hull designs to torpedoes) and weather.

D. The CRT is used with the battle board to regulate the battle so naval warfare is modelled but kept simple.

E. Place ships on the Battle Board in one of the sections.
1. Place Ships used for extra searched DRM's in the Scouts Section.
2. Place any ship but most likely transports or CV's in the Shielded Section if an only if you also have ships in the Screen or Battle line..
3. Place Screens (AC, PC, DD only) in the Screen section. After announcing Shielded units, a side may exclude any of its SCSs from combat if they are faster than the slowest un-Shielded SCS on the opposing side, unless the other side spends three surprise points per point of speed difference to include those units. Example: If CW has a 5-speed battlecruiser, it can exclude it from combat with a 3-speed predreadnought unless the Central Powers side spends 6 surprise points. (Doing so would automatically include any of the CW's 4-speed ships.)
4. Place Battle Line Ships (BB, B and BC only) in the Battle line section.
5. Place Subs that will fight the Surface Combat in the Battle Line Section.
6. Note that Night or Day combat is determined by the surprise point expenditures.

F. **Step 1: Battle Lines** (Fire Factors) preferentially exchange fire.
1. Each side Fires groups of ships by squadrons of 1 to 6 ships each rather than a grand total. Record result on a scape paper unit step 4.

G. Choose the CRT row appropriate.
1. Use Surface Capital Main with fire Control && for BB's, and BC's. Results are simultaneous.
2. Use Surface Capital Main Guns for Pre Dreadnoughts (B's). Results are simultaneous.
3. Choose Day or Night row as per battle lighting (The default is day)
4. Subs use the Sub row of the CRT.

H. **Step 2**: An uncontested Battle Line (i.e. no opposing battle line ships) may fire on the Screen (DRM's include Surprise, Fire Control, Target vulnerability and Weather). The Screen cannot fire back at the Battle Line as it is out of their range.

I. **Step 3:** Subs in the battle line fire using the sub row on the Screen or if no screen the Battle Line or Shielded Ships.

J. **Step 4:** Conduct Defence rolls. Test against their Defence and either sink them or move them to the Damaged Section. Move sunk ships to "Sunk This Turn" portion of the board for Morale Loss calculations.

K. Damaged ships go to the Damaged Section of the Battle Board.

L. After testing against their defence, they either get marked with the Damaged Marker and returned to the Line if they failed their defence roll. Alternatively, they get moved to the Abort Section if they passed their defence roll. Damaged ships will be sent to the repair pool after all combat is complete. Damaged ship fire at 50% rounded down.

M. Aborted Ships go the Abort Section of the Battle Board. After testing against their Defence, either return them to the Battle Board section they came from, if they passed their defence roll. Alternatively, abort them to the main map inverted if their failed their defence roll (they are no longer in the battle).

N. **Step 5: Night Torpedo Attacks**. If Surprise Points were used to create a night Torpedo attack by Screen units, conduct that now using the Surface Torpedo Row for Night with a +4 DRM. Count the fire factors as Torpedo Factors.
Record result on a scape paper unit step 8

O. **Step 6: Screens Exchange Fire.** Screen Lines now fire upon each other simultaneously. Add 1 to the total of fire power for each undamaged Battle line ship to take account of their secondary guns.
1. Each side Fires groups of ships by squadrons of 1 to 6 ships (with additional secondary guns of capital ships) each rather than a grand total. E.g. 6 AC's fire (say with 15 fire power) and add up to 6*1 Secondary fire power from 6 undamaged BB's in the Battle line. Record result on a scape paper unit step 8

Step 7: Screen line can fire at the Battle line or Screen line if they are uncontested in the screen section (i.e. no enemy in the Screen section)
Record result on a scape paper unit step 8

P. **Step 8:** Conduct Defence rolls. Test against their Defence and either sink them or move them to the Damaged Section. Move sunk ships to "Sunk This Turn" portion of the board for Morale Loss calculations.

Q. **Step 9: Shielded Ships**. Shielded ships can only be fired upon if the Screen and Battle lines are all aborted or sunk.

R. **Step 10:** If at least one player wants a new round, conduct search rolls.

S. **Step 11:** Scouts may now enter the Screen Section.

T. For second round, go to step 2 of the combat sequence.

U. End combat.

11.4.7b DriF Sub, Convoy and ASW Combat (in place of 11.4.9)

Submarine combat allows you to attack enemy convoy points. If each side has both SUBs and cps included, there will be 2 separate combats (active side's SUBs resolving their combat round first).

Submarines can intercept and or attack surface ships by using Surprise Points in step J.

Sub Integrated Intercept and sub integrated combat use the DriF 2*D10 Combat Results Table (CRT). Both follow the rules here.

A. After a successful search, use the Rows for ASW Day or Night for ASW fire depending upon Surprise time of day allocation.

B. Count One (1) Fire Power for each DD and PC type ships present (do not use their gun factor) and 0.5 for each other type (round down).

C. Count One (1) per 3 Convoys Factors

D. Count One (1) per Air to Sea Factor.

E. Subs Return fire using the Subs Row. Sum the Sub factors.

F. Fire is simultaneous.

G. For Sub vs Sub use the Sub Row.

H. The non-SUB side uses these factors to attack the SUBs. Do this per surface naval combat except use the ASW row of the naval combat chart. All ships included by the Search roll count as well as any in the Zero box if the Subs initiated the combat.

I. The SUBs also attack in the same way as a surface naval combat except that they use the SUB row of the naval combat chart and only enemy naval units in the 0 box count as enemy ships. Unless the Sub owner decides to use Surprise points to target other ships in different sea boxes. If there is more than 12 Factors of sub, then fire on the 12 column and then fire again using the remainder.

J. Losses inflicted by the non-SUB side can only be taken on the SUBs that attacked them (owner's choice). For every three (four) (4) surprise points spent, the attacker may select the target SUB instead of the owner (11.4.5.2).

K. Losses inflicted by the SUB side can only be taken on naval units in the 0 box (unless a player spends four (4) surprise points to inflict them on another included target).

L. Every odd loss (first, third, fifth loss, etc.) must be CPs, (unless a player spends surprise points to pick another target).

M. Every even loss can be any SCS also in the 0box of the owner's choice instead of losing CPs, if the owner so desires, unless surprise points are spent to pick another target.

N. Once there are no further convoys to suffer losses, all remaining losses inflicted by the SUBs are ignored.

11.4.7c Sub Hunting Sweeps by Cruisers.

A. Sub Hunting Sweeps looking for Subs was marginally effective because WWI subs were often on the surface. This is Surface Combat. The DriF 2*D10 Combat Results Table (CRT) is used. Note a +1 DRM for searches.

B. Combat Type is surface unless the Subs use Surprise points and make it a Sub Attack.

C. After a successful search by a non sub force (including Scouts), a Surface Attack is conducted by surface units (of Type AC or PC) fire using their guns on the appropriate row with all DRM's applying.

D. There is only one round of combat.

E. The Sub fire on the Subs

11.4.7d Combat Results

A. Refer to the Naval Combat Results Explanation Table for specific results.

B. Implement all X results first, then all D results, then finally all A results. Do all fire first before step 4 and 8 respectively.

C. For each combat result, select targets by alternating, with the owner selecting first (i.e., the owner selects the first, third, fifth, etc., and the opposing side selects the second, fourth, sixth, etc.). Shielded units may not be chosen as targets this round (except by spending surprise points, 11.4.5) until every non-Shielded unit on that side has been destroyed or aborted.

D. The same unit may be selected to suffer more than one result, unless it is already destroyed or has suffered an A result.

E. Roll a die for each target.

F. If the roll is less than or equal to the target's defence value, it suffers the result.

G. If the roll is greater than the target's defense value, it suffers the next worse result. Thus an X becomes a D; a D becomes an A, and an A becomes a ½A.

H. Damage results carry over from round to round.

I. Use the damage markers to indicate the affected units. All ½A results lapse at the end of each round. (Damage control parties have fixed the problem.)

J. X and D results happen immediately.

K. Implement A results (including unsuccessful D results and double ½A results) at the end of this round of combat.

L. All units aborting to the same port can abort together or in separate groups as the owner desires.

M. If an aborting unit was damaged, put it into the repair pool after it successfully aborts.

N. Put any cargo on a damaged and successfully aborted naval unit onto the Production Circle to arrive as a reinforcement next turn.

11.4.7e Convoys

A. Every two (or remaining one) CP(s) counts as a ship for resolving combat.

B. An X result destroys two CPs. If there are convoys controlled by more than one major power on the same side, an X can be applied to destroy one from each power.

C. A D result destroys one CP.

D. An A result aborts one CP.

E. CP markers can be broken down into change at any time.

11.4.8 Naval Air Combat

11.4.8.1 Procedure

A. There is no naval air combat in blizzard or storm.

B. If surprise points were spent to choose a naval air combat (11.4.6) in blizzard or storm go directly to step 6 of the naval combat sequence (voluntary aborts, 11.4.1.1.A.6).

C. In other weather, bombers resolve the air-to-sea combat. This consists of anti-aircraft fire first and then an air-to-sea attack.

D. Total the target units' anti-aircraft factors. Locate this total on the anti-air row of the naval combat chart (yes, the original FA Naval Chart) . This determines a column. (Unlike **WiF**, surprise points do not shift AA fire in **FA**).

E. Cross-index the final column with the number of enemy bombers. The result is in the form +*X/Y*.

1. Y is the number of dice to roll.
2. X is the number of dice that count.
3. If X is positive, count the highest of the dice.
4. If X is negative, count the lowest.

F. For every ten points in the total, destroy one enemy bomber.

G. If there are five points left, abort one enemy bomber.

H. For every remaining point in the total, one further air-to-sea factor does not press the attack.

I. In all cases the actual unit (or factor) lost or aborted is chosen by the owning side.

J. Anti-aircraft fire is affected by surprise (17.1).

11.4.8.2 The Air-to-Sea Attack

A. The air-to-sea factors that survive anti-aircraft fire press the attack using the air-to-sea row of the DrIF 2*D10 naval combat chart for the Mission Type (Use the Level Bombing Row as Dive Bombing and Torpedo bombing are used when this table is used for WIF) , Determine the outcome in the same way as for surface combat (11.4.7).

B. In the air-to-sea attack, both sides alternate picking targets to suffer a result. The attacker picks first.

C. Unlike in **WiF**, surprise points do not shift air-to-sea results in **FA**.

11.4.9 Submarine Combat

A. Submarine combat is an attack on enemy CPs. If each side has both SUBs and CPs included, there will be two separate combats (active side combat round first).

B. For each submarine combat, add up the non-SUB side's ASW factors:

C. See 11.4.7b for use of the 2*D10 CRT.
   1. One per SCS (two if 1917 or later) (0.5 /DriF ship, then 1/DriF ship post 1917);
   2. One per three convoys;
   3. One per three CPs if any enemy SUBs are included in surface combat; and
   4. One per aircraft air-to-sea factor.

D. The non-SUB side uses these factors to attack the SUBs. Do this per surface naval combat except use the ASW row of the naval combat chart and count only the SUBs as enemy ships.

E. The SUBs also attack in the same way as a surface naval combat except that they use the SUB row of the naval combat chart and only enemy naval units in the 0 box count as enemy ships.

F. Losses inflicted by the non-SUB side can only be taken on the SUBs that attacked them (owner's choice). For every three (four) (4) surprise points spent, the attacker may select the target SUB instead of the owner (11.4.5.2).

G. Losses inflicted by the SUB side can only be taken on naval units in the 0 box (unless a player spends three surprise points to inflict them on another included target).
   1. Every odd loss (first, third, fifth loss, etc.) must be CPs, (unless a player spends surprise points to pick another target).
   2. Every even loss can be any SCS also in the 0box of the owner's choice instead of losing CPs, if the owner so desires, unless surprise points are spent to pick another target.
   3. Once there are no further convoys to suffer losses, all remaining losses inflicted by the SUBs are ignored.

11.4.10 Multiple Naval Combat Rounds

A. After each round of naval combat, any unit at war with another unit in this sea area may abort, with the active side deciding first.

B. If a side chooses to abort any of its units, all units at war with another unit in the sea area on that side must also abort, except for SUBs which did not commit to combat

C. The effects are the same as for units returning to base (13.3).Place any damaged naval units (and their cargoes) that successfully return to base, onto the Production chart as if they had aborted during combat (11.4.7).

D. If any units at war with each other remain in the sea area, go back to Step 2 in the combat sequence (11.4.1.1.A.2) and run through the sequence again.

E. Continue until one side has no units at war with any units on the other side in the sea area, or until the search rolls do not produce another combat.

11.5 Opponent's Naval Combat

A. After the phasing side resolves combat in all its selected sea areas, any major power on the other side can try to initiate combat (11.4.2) in any other sea areas the phasing side moved a non-SUB unit into or within (but not through) during its Naval Air Missions Step or its Naval Movement Step, provided that unit is at war with at least one other unit in the sea area. The opponent cannot pick an area that has already been selected this impulse.

B. The opponent simply points to areas, one by one, and, in each of them, turns a unit face-down and follows the sequence in 11.4.1. If the opponent turned a unit face-down during the naval movement step in an interception attempt (11.3.5) and that unit is still in the sea area, the opponent may attempt to start a naval combat there without turning another unit over.

11.5.1 Port Attacks Port Incursions.

A. This rule represents the importance of light ship management and port protection. Port Attacks occur after all combat.

B. After Naval combat is completed, one face up DD or Subs, can attack an enemy port in their sea zone that has no face up DD in Port (models Light Port defence ships). Heavy ships cannot port attack by incursion. It assumed that the attack is a night attack. Note that an enemy port with a face up DD will be immune to such attacks. This was a key use of older DD's.

C. Attackers must fight through the Port Defences (mostly light forces represented by coastal mine fields and Port guns). Use the Shore Guns Row of the 2*D10 DrIF CRT for Home or Overseas Ports.

D. If the port has a face up DD in the stack, the Attack by Subs and or DD's is aborted immediately. If there are no face-up DD's, attacking subs attack any chosen class of target ships in port. (e.g., Attack BB's only).

E. *Hint: So always have port defence on your ships in bases or a daring raid might sink you best ships in harbor!*

11.5.2 Port Bombardments

A. This rule ensures that hiding out in a port is not necessarily always safe. However, since neutral ports cannot be bombarded, they can be havens (with some political cost). Politics would have to be employed in this case.

B. Port Bombardments occur after all combat. After Naval combat is completed, PC, AC; BC, B and BB's, in any one sea box only, can attack enemy ports in their sea zone by Bombardment. Fire Ships by their type (BB&BC, then B's, then AC&PC's using their respective rows on the CRT. There is one (1) fire round only. Flip one ship to initiate the Port bombardment. Fire Strengths are modified by the Sea Box bombardment values just like in Shore bombardment, so higher sea boxes are more effective. There is no search and no surprise rolls and only one round. All Results are About (X =A, D=A). roll defence as normal.

C. The Port Guns fire back at the attacking ships using the Shore Gun Rows of the CRT. Defenders choose the first loss units hit as in normal naval combat.

D. Hint: Raiders cannot hide away in port without risks.

11.5.3 Station Raids

A. Station raids occur after all combat in the active players naval impulse.

B. This rule represents the bad press and resultant Morale Loss from raids on home or overseas stations and/ or sinking of independent shipping. Bombardment of home seaside towns (often at night) was a big political issue. Typically, they were hit and run missions by fast ships.

C. Any fast ship (speed factor ≥5) in sea box of can flip after Naval Combat and then raid a vacant CW station (At War) (defined as a Port in the sea area without a Ship or Taskforce) to cause Morale loss to Britain. A maximum of one (1) ship per Sea Box in a Sea Area can be used. Morale points (i.e. 1/10 of a morale level) are equal to the Ship Fire Power times the Sea box number (Ship FP* Sea Box).

11.5.4 Sea Denial/Control

Sea control is determined after End of Phases (see 13.1C). Hence, there are chances to negate it.

11.5.6 Distant Blockade

Distant Blockade occurs just after End of Phases (see 13.1B). Hence, there are chances to negate it.

11.6 Strategic Bombardment

A. Strategic bombardment missions allow aircraft to attack enemy production and morale. B. To strategically bombard:

1. The opponent flies CAP to potential target hexes;
2. The phasing side flies selected attacking bombers and escorting fighters to the target hexes.
3. The opponent flies intercepting fighters to the target hexes.
4. The phasing side flies intercepting fighters to the target hexes.
5. The two sides conduct any air-to-air combats.
6. Surviving bombers attack the target hexes.
7. Return all remaining aircraft to base and turn them face-down.

11.6.1 Target Hexes

A target hex can be any enemy-controlled hex that contains a useable (13.5.2) factory.

11.6.2 The Bombing

A. After any air-to-air combat (16.3), total the strategic factors of all surviving bombers. Halve these factors attacking a hex in rain or snow.

B. Locate the total on the Strategic Bombardment Table. Roll a die.

C. Cross-reference the roll with the (modified) strategic bombardment factors. That number is PPs lost from the factory owner's PP total (13.5.3) for the turn. It is also the morale effect (14.1), one point per point of damage.

D. Record the number of hits with bomb markers.

E. No side can lose more PPs from a hex in a turn than could be produced in that hex.

F. Strategic bombardment may have both US Entry (13.2.3.1) and morale effects (14.1).

11.7 Ground Strike and Artillery Spotting

11.7.1 In General

A. Ground strike missions allow bombers and artillery to attack enemy land and aircraft units on the ground. If successful, the enemy units will be more vulnerable to attack by land units. B. Conduct the ground strike:

1. The opponent flies CAP to potential target hexes.
2. The attacker designates its artillery and flies its selected attacking bombers and escorting fighters to the target hexes.
3. The opponent flies intercepting fighters to the target hexes.
4. Fly intercepting fighters to the target hexes.
5. Fight any air-to-air combats.
6. Surviving bombers attack the target units.
7. Return all remaining aircraft to base and turn them face-down.

C. ART can only ground strike adjacent hexes (21.4). Announce which hexes the artillery are ground striking during Step 2 above (11.7.1.B.2). Designate all ground strikes before resolving any of them.

11.7.2 The Strike

A. After any air-to-air combat (16.3), each bomber and ART attacks each face-up enemy land, fort, and aircraft in the hex.

B. Determine the aircraft's/ART tactical factors.
1. Weather (16.2.3), entrenchments (21.6), and terrain (16.3.3.1) may affect tactical factors.
2. Spotters can be used to cancel the defender's entrenchment bonus (21.6).

C. Roll one die per attack. If the result is less than or equal to the aircraft's or ART's tactical factors, the ground strike is successful.

D. Turn the target unit face-down.

E. When the defending units are surprised (17.1), or an HQ offensive is used on an ART during a land action (18.3.2), roll an extra die against each target (cumulative). If any roll is less than or equal to the modified tactical factor, the ground strike succeeds.

11.8 Rail Movement

Rail movement allows land and aircraft units to quickly move over long distances.

11.8.1 Procedure

A. A unit or factory may rail move if at a station. A station is any city hex, port hex or hex with an HQ. Every rail hex is a station when railing an HQ.

B. The unit or factory (21.1) may move from one station to any other station, over any distance. However, it may only move along railway lines (i.e., each entered hex must be connected by a railway line to the hex it left). Each hex must be friendly controlled.

C. A rail move can only enter or leave a hex in an opponent's ZOC if it is a station containing a friendly land unit both before and after the rail move. Its move must stop when it enters an opponent's ZOC.

D. A unit can rail move across a straits hexside if there is a rail line in the hex on both sides of the straits. Only one unit per side can rail move across a given straits hexside per turn.

11.8.2 Units

A. Only face-up units may move by rail. After ending its rail move, **turn the unit face-down.**

B. A rail move does not count as a land move or an air mission.

C. Normally each unit moved by rail counts as one rail move.

D. It costs an extra rail move (cumulative) to:
1. Rail move a land unit in an air impulse or air unit in a land impulse; and
2. Rail move a unit between the Eastern European map and World map a total distance of more than 40 European scale hexes (10 world scale hexes), even if only part of the rail move ventures onto the other map.

E. A unit may not move by rail from the Western European map to the World map.

11.9 Land Movement

A. Land movement is the normal way land units move. Only face-up land units can make a land move.

B. A unit may move only once per Land Movement Step.

11.9.1 Procedure

A. Move land units one by one, or stack by stack, as desired.

B. Finish moving a unit or stack before moving another unit or stack.

C. Cooperating (19.0) major powers and/or minor country units stacked together may move together, provided their owners agree.

D. When moving a stack of land units together, each unit in the stack uses up one land move.

E. Units may drop off from the stack in any hex they enter, but other units cannot be picked up.

F. A unit making a land move moves from its starting hex to an adjacent hex. Then it may move to another adjacent hex, and so on until it runs out of MPs.

G. Each unit has its MPs printed on its counter. Each hex entered uses one or more of MPs depending on: 1. The map it is on;
2. The terrain in the hex, and sometimes on the hexside it crossed to enter it (Terrain Effects Chart);
3. The weather in the hex; and 4. Whether the unit is motorized.

H. Sometimes a unit may have unused MPs but not enough to enter the next hex. The unit may always enter that next hex but it must be turned facedown.

I. A unit which starts its move out of supply may move, but turn it face-down when it finishes moving.

J. A unit must always end its move when it enters an opponent's ZOC. A unit which starts its move in an opponent's ZOC may move, even directly into another ZOC, even a ZOC of the same unit.

K. Whenever a land unit enters an enemy hex and clears that hex of enemy units, if any, the hex changes control (2.5.3).

11.9.2 Terrain and Weather

11.9.2.1 Terrain Effects

A. The MP cost for a land unit to enter a hex and cross certain hexsides is listed on the Terrain Effects Chart (TEC) on the World Map.

B. ARM and MOT use the motorized cost to enter each hex.

C. All other land units use leg movement costs.

11.9.2.2 Weather

A. Double the movement cost of land units moving into a hex during rain, storm, or blizzard.

B. All terrain and weather effects are cumulative.

11.9.2.3 Special Hexes and Hexsides

A. Moving into an opponent's fort hex this step permanently destroys the fort.

B. Land units (except MTN) may not cross an alpine hexside.

C. MTN units may cross an alpine hexside at the cost of +1 MP, but may not trace supply across them.

D. Land units (except MAR) may not move across an all-sea hexside. They may only cross a lake hexside if it is frozen (8.2.1.3).

E. MAR units may cross an all-sea or unfrozen lake hexside at the cost of +1 MP, but may not trace supply across them.

F. Units may move and trace supply across straits hexsides.

G. These modifiers are cumulative and occur after weather effects.

11.9.3 Enemy Units

A land unit my move into a hex containing a unit from the other side only if by invasion (11.11).

11.9.4 Neutral Major Powers

A land unit of a neutral major power can only move into hexes controlled by:

A. That major power and its controlled minor countries; or

B. A minor country it is at war with.

11.9.5 Active Major Powers

A. A land unit controlled by an active major power can move into hexes controlled by:

1. That major power and its controlled minor countries; or

2. Another active major power on the same side and its controlled minor countries; or

3. A major power or minor country it is at war with.

B. There are some exceptions:

1. Land units cannot move into the home country of a non cooperating major power on the same side unless they satisfy the foreign troop commitment limit (19.2.2) on entry.

2. Minor country land units cannot move into another minor country aligned with their side unless they satisfy the foreign troop commitment limit on entry.

3. No units (land, air, or sea) can ever enter a country controlled by another major power on the same side without their permission.

11.9.6 Overrun

Land units can sometimes destroy (or capture) enemy air and naval units and markers during movement.

11.9.6.1 Overrunning Aircraft Units

A. If an opponent's land unit moves or advances after combat into a hex containing friendly aircraft (and clears all land units there, if any):

B. Destroy all friendly face-down aircraft, but not the pilots unless they are surprised; and

C. Rebase friendly face-up aircraft (11.13) and turn them face-down.
   Exception: Face-up aircraft and pilots are destroyed if the units overrun are surprised (17.1)

11.9.6.2 Overrunning Naval Units

A. If an opponent's land unit moves or advances after combat into a port containing friendly naval units, clearing any land units there, they must rebase.

B. Before rebasing, roll on the Naval Overrun Results Table for each face-down or surprised naval unit there.

C. Partisans destroy naval units they overrun.

D. Captured naval units do not count for morale.

E. The owner immediately returns to base (13.3) all naval units surviving the overrun that they kept control of, turning them face-down. They may not embark units during this move.

F. Units returning to base may be intercepted as they rebase and must attempt to fight through from the 0 box if intercepted.

G. Destroy units that cannot reach a base within double their range (ignoring their MA).

11.10 Debarking Land Units at Sea

A. Units may debark only from a face-up TRS or AMPH (or SCS for divisions).

B. Each face-up land unit in a sea area (being naval transported, 11.3.4) may only debark into a friendly-controlled coastal hex (subject to cooperation, 19.0), or a coastal hex occupied by a cooperating partisan unit, in that sea area.

C. Turn the debarking unit face-down unless it debarks into an ice free port, onto a friendly HQ, off an AMPH, or is an infantry class division, MAR, or HQ.

D. Each land unit which debarks in this step counts as one land move.

E. A debarking unit must end its move in the hex it debarks in. If that hex costs it more MPs than it has, turn the unit face-down.

F. Debarking units are always supplied in the impulse they debark.

G. Turn the TRS or AMPH face-down at the end of the step that a unit debarks from it.

11.11 Invasions

A. Invasions allow land units to attack enemy held coastal hexes from an adjacent sea area.

B. INF class units may invade from a TRS or AMPH.

C. INF class divisions may also invade from an SCS. Halve the combat factors of all invading nonmarine units.

D. A eligible invasion hex is an enemy-controlled coastal hex with at least one all-sea hexside touching the sea area where the TRS/AMPH is located. The coast to be invaded must also touch that sea area.

E. Only face-up units may invade. They must invade from the 1, 2, 3, or 4 section of the sea-box and must be controlled by a country at war with the owner of the hex being invaded.
F. Hexes in storm, snow, or blizzard nay not be invaded.
G. To invade, move land units from their TRS/AMPH onto the target hex. Put part of each invading unit over the all-sea hexside it is attacking across. This matters for forts and fort hexsides (11.12.1).
H. Invading units are supplied for the rest of the impulse.
I. Invading units have no ZOC into the invaded hex until it is empty of enemy (including notional, 11.12.1) units.
J. Invading units have no ZOC into adjacent hexes for the impulse of invasion. Thereafter, they have a normal ZOC.
K. Turn the transporting naval unit face-down at the end of the step that a unit invades from it.
L. Invading units must attack the invasion hex in the land combat step (11.12). Non-invading units adjacent to that hex may also be included in the combat.

11.12 Land Combat
A. Friendly land units may attack adjacent enemy land units. Combat is not compulsory except when invading.
B. The land combat sequence is:
  1. Declare all attacks;
  2. The defender announces which notional units are to be ignored (if any);
  3. Add offensive shore bombardment;
  4. Add defensive shore bombardment;
  5. Announce offensive HQ support;
  6. Announce defensive HQ support;
  7. Fly and resolve ground support missions;
  8. Resolve the land combats one by one, with the attacker choosing the order of resolution.
C. Each land attack is against one stack of enemy land units. There is no limit on the number of units that may take part in each attack.
D. When attacking a hex with units from several major powers, each of those major powers makes a land attack.

11.12.1 Declaring Combats
A. Declare all attacks first. To declare an attack, point to the defending hex and identify all attacking land units.
B. The target hex must be enemy-controlled and contain a land unit (even if only notional). Aircraft and naval units cannot be attacked in land combat.

11.12.1.1 Eligible Land Units
A. Only face-up land units may attack. To attack, friendly units must either be adjacent to the target hex or invading the target hex.
B. A land unit may attack only if it has one or more combat factors. Each land unit may only attack once per impulse.
C. Not all eligible units are required to attack. It is up to the owning player to decide. A land unit in a hex could attack one hex, while a second unit in that hex attacks a different hex.
D. Non cooperating units may not declare an attack of the same hex in the same impulse (19.2). If more than one non cooperating country wishes to attack the same hex in the same impulse, the major power controlling the most land factors in adjacent hexes may declare an attack first. If it does not, the major power controlling the second most land units in adjacent hexes may declare an attack and so on.

11.12.1.2 Supply
A. Units cannot attack if they are out of supply when combat is declared or resolved.
B. Defending units that are out of supply when resolving combat defend with their full combat factors if face-up. If they are out of supply and face-down, they have (before modifications):
  1. Two combat factors if they are white print corps sized units;
  2. Otherwise they have only one factor.

11.12.1.3 Terrain
Terrain affects the combat strength of units attacking (across certain hexsides or into certain hexes) and defending, and may prevent some units from attacking.

11.12.1.4 Invasions and Notional Units
A. Each hex defends against an invasion with one notional land unit (intrinsic defense), in addition to any actual land unit(s) in the hex.
B. The notional unit is the same nationality as any country with a real unit in the hex (owner's choice if more than one).
C. If there are no real units, it is the same nationality as the country that controls the hex.
D. Refer to the Notional Combat Value Chart for the notional unit's (modified) combat factor:

Notional Unit Combat Factor	
Value	**Reason**
1	Notional unmodified combat factor
+1	defending in a city hex;
+1	defending in the home country of the *major power* (not minor country or territory) controlling the hex;
+1	if it is *not* stacked with a land unit, but is in the ZoC of a friendly corps sized unit;
+1	if *any* units are invading from a box lower than the 3-box (4-box in rain);
+1	if *any* non-marine corps-sized units are invading from a TRS;
-1	if it cannot trace a basic supply path *of any length* (see 2.4.2); and
-1	if surprised (see 17.).

E. These modifications are cumulative, but the notional unit can never have less than zero combat factors.

F. Add the notional unit's (modified) combat factor to those of any land units in the hex.

G. The notional unit is treated like a normal unit for all purposes during combat except that it only has a ZOC into its own hex and is always face-down.

H. At the end of the attack declaration step, the defender can state that its notional unit is to be ignored (so as to prevent link-ups with units attacking in conjunction with the invasion). If this occurs and there are no other friendly land units in the hex, there is no attack, and the attacker occupies the hex as if debarking onto a friendly hex (11.10).Turn any non-marine unit which invaded face-down after the invasion combat, unless it invaded from an AMPH.

11.12.1.5 Modifiers
A. All modifiers are cumulative.

11.12.2 Shore Bombardment
A. Shore bombardment supports a land attack or defense with friendly SCS.

B. Any face-up SCS in the sea area (except for those carrying cargo, 11.3.4).may shore bombard a coastal hex.

C. Shore bombarding SCS add their bombardment factors to an attack or defense, attacker committing units first.

D. Reduce the bombardment factor of each SCS by the bombardment modifier in its section of the sea-box.

E. Add 1 to a sea-box's asterisked shore bombardment modifier for units in that sea-box bombarding a hex in rain or snow.

F. SCS in the 0-section (note the word none there) cannot bombard

G. A hex in storm or blizzard cannot be bombarded.

H. Halve the (reduced) bombardment factors if the hex is a forest, jungle, or swamp hex.

I. Only one SCS may be added to the combat per cooperating friendly unit (including notional) involved in the combat.

J. Ignore any shore bombardment factors that exceed the modified combat factors of the land unit they are supporting on offense.

K. On defence, naval units can only contribute one factor per defending unit.

L. After taking part in shore bombardment, turn the bombarding units face-down.

M. Every 2 DriF Protected Cruisers (PC) with a bombardment factor of 0, yield a Bombardment value of 1.

11.12.3 HQ Support
11.12.3.1 In General
A. HQ support allows both side to modify the combat, both attacking and defending, at the cost of turning an HQ face-down (combat chart).

B. HQ support cannot be used during an impulse that the HQ is surprised.

11.12.3.2 Support
A. After all land attacks are declared, the attacker may allocate one face-up HQ to support each hex. The HQ must be one of the units attacking that hex.

B. The defender may allocate one face-up HQ to support each target hex. It must be in or adjacent to the target hex and must be supplied.

C. A defending HQ cannot provide support to:
   1. A unit it does not cooperate with,
   2. An adjacent hex if it is separated from it by an impassable hexside, or
   3. Another hex if its own hex is also being attacked.

D. If either or both sides have committed an HQ to provide support to the same combat, subtract the smaller (0 if none) reorganization value from the larger and divide the result by 2. Add the result to the attacker's roll if the attacker's reorganization value is larger, otherwise subtract it.

E. Turn all HQs that provided HQ support face-down after advancing after combat (11.12.5.7) regardless of the result.

F. HQ can disregard a -.5 Loss if there no other unit to take the 0.5 loss.

11.12.4 Ground Support and Observers
11.12.4.1 In General
A. Ground support allows a land attack to be supported with bombers and reconnaissance aircraft and artillery fire into adjacent hexes.

B. Both sides may provide ground support into the same combat.

C. Any aircraft (including balloons, zeppelins, and bombers without ground support factors) except fighters can fly to provide the observer modifier for aerial reconnaissance. These are treated as bombers until after all aircraft are cleared through enemy fighters, at which point choose one to observe instead of contributing ground support factors.

D. Fighters with ground support factors can act as bombers but not observers. E. To provide ground support:

1. The opponent flies CAP to potential target hexes.
2. The attacker designates artillery and flies selected attacking bombers, escorting fighters, and CAP to potential target hexes.
3. The opponent designates artillery and flies intercepting fighters or both bombers and escorting fighters to the target hexes.
4. The attacker flies intercepting fighters to the target hexes.
5. The two sides fight any air-to-air combats.
6. Add artillery and aircraft tactical factors and reconnaissance modifiers of surviving bombers to their side's combat value in the land attack.
7. Finally, return all remaining aircraft to base and turn used aircraft and artillery face-down.

11.12.4.2 Support

A. Aircraft and artillery tactical factors may be reduced by the weather (16.2.3) and terrain (16.3.3.1) in the target hex.

B. Double tactical factors against surprised units.

C. Ignore any tactical factors (after modification) flown by the attacking side that exceed the total (modified) combat factors of the attacking land units.

D. Similarly, ignore any (modified) tactical factors on the defending side that exceed the total (modified) combat factors of the defending land units.

E. Return all aircraft to their bases and flip supporting artillery before resolving the land attack.

11.12.5 Calculate Combat Factors

A. Sum the attacking units' (modified) combat factors, shore bombardment, and ground support.

B. Sum the defending units' factors in the same way as the attacking units.

11.12.5.1 Choosing Combat Tables

A. Select one of the two land combat results tables.

B. The Blitz Table allows retreats and leaves the attacker face-up more often.

C. The Assault Table generally increases the casualties for both sides.

D. See the Combat Chart for order of precedence for choosing the combat table.

11.12.5.2 Odds Ratio

A. Divide the attacker's total by the defender's total to work out the basic ratio between them.

B. Use this to calculate the initial DRM for the land combat (combat chart).

C. An attack against a defender with 0 combat factors grants the maximum modifier for odds (+20), but is not automatically successful.

11.12.5.3 Rolling the Dice

The attacker rolls two dice, applying DRMs, and cross references the modified roll for a combat result on the combat chart.

11.12.5.4 Results

A. The result is expressed as *X/Y*.
1. If X is a number, the owner destroys that number of attacking land units.
2. If Y is a number, the owner destroys that number of defending land units.

B. Return destroyed units to the force pool. They may generate build points (13.5.3) and have morale effects (14.1). See combat chart for details.

C. If replacing a corps with a division to satisfy a 0.5 loss, still count the full corps cost for morale loss (14.1), and turn the division face-down.

D. A corps replaced with a division in its home country does not yield bonus build points (13.5.3.1).

E. Any combat result (other than no effect) destroys any notional defending unit. This does not count as a loss toward satisfying the result.

F. If invading units clear the invasion hex of enemy units (including notionals) they must advance after combat. Flip them unless they are MAR or the units invaded from an AMPH. If they fail to clear the invasion hex, they are eliminated.

11.12.5.5 Retreats

A. If the result includes an R, the attacker then retreats all surviving defending land units one hex (even if face-down).

B. Retreat units individually.

C. Units can retreat into different hexes.

D. Units cannot into a hexes they could not otherwise move into.

E. If more than one hex is eligible for a retreat, it must follow these priorities:

1. A hex not in an opponent's ZOC and not causing over-stacking.
2. A hex not in an opponent's ZOC and causing over-stacking.
3. A hex in an opponent's ZOC containing a friendly land unit and not causing over stacking.
4. A hex in an opponent's ZOC containing a friendly land unit and causing over stacking.

F. Destroy a unit if it cannot retreat under any of these priorities.
G. If the unit retreats to a hex which is still to be attacked, overstacked, where it started, or a hex with a unit it cannot cooperate with, continue retreating the unit according to the same priorities. Destroy it if this is not possible.

11.12.5.6 Shatter

A. If the result includes a S (shatter), put each surviving defending land unit on the Production Circle if it could have retreated. These units arrive as reinforcements next turn.
B. Destroy any units that could not have retreated.
C. The attacker can choose to treat a shatter result as a retreat result instead, deciding this after losses are applied, but before the next combat.

11.2.5.7 Advancing After Combat

A. If the combat leaves the target hex empty of enemy land (including notional) units, any surviving attacking units may advance into the hex.
B. Turn advancing units face-down if the terrain cost of the defender's hex exceeds their MA.
C. Turn units face-down when advancing after combat other than ARM, MECH, CAV, or MOT.
D. Field ART never advance after combat (but AT can).
E. Enemy naval and air units in the hex advanced into may be overrun (11.9.6).
F. Defending units never advance.

11.12.5.8 Facing

A. Turn all attacking units face-down after the combat unless the result was asterisked.
B. Turn all the defending units face-down if they retreated or if they lost more land units in the combat than the attacker.

11.13 Aircraft Rebases

A. Use rebase missions to move aircraft from place to place. Each aircraft rebase costs one air mission.
B. To fly a rebase mission, move the rebasing aircraft up to double its printed range to any friendly controlled hex.
C. Rebase bombers with extended range (16.1.1) up to quadruple their printed range.
D. An aircraft can rebase up to triple its printed range (or six times its printed range if it has extended range), if it only flies over friendly-controlled hexes and sea-dots (in sea areas).
E. Aircraft flying a rebase mission cannot be intercepted.
F. Rebasing units stay face-up after completing their mission even if they started their move out of supply.
G. Aircraft on a TRS at sea may fly a rebase mission into any friendly-controlled coastal hex in the sea area containing a port or cooperating HQ, ending their rebase there.

11.14 Reorganization

In the Reorganization Step, some face-down units can be turned face-up, permitting them to move and attack again in later impulses of the turn.

11.14.1 HQ Reorganization

A. A face-up HQ can reorganize units within its range.
   1. The range is equal to its reorganization value in non-motorized MPs.
   2. The path from the unit to the HQ is limited in the same way as supply paths (2.4.2), and it may not be traced overseas.
   3. One hex may always be traced provided the intervening hexside is not alpine, all-sea, or unfrozen lake.
B. Lack of supply does not stop an HQ from reorganizing units, or a unit from being reorganized.
C. An HQ has as many reorganization points as its reorganization value.
D. Turn the HQ face-down after it reorganizes units.

11.14.2 TRS and Zeppelin Reorganization

A. A face-up TRS or AMPH at sea has one reorganization point it can use for units on a coastal hex in the sea area. The TRS or AMPH cannot be carrying any cargo.
B. Turn the TRS or AMPH face-down after it reorganizes.
C. The German zeppelin with the white-circled range value can fly an air mission to provide one reorganization point or transport one INF or MTN division during the reorganization step to a friendly clear or city hex. Alternatively, it may transport a MTN corps at half range. Resolve this as normal air mission (i.e., it counts for activity limits, can be escorted and intercepted at its destination, etc.).

D. If transporting a unit, it must be stacked with the zeppelin, and the transport also counts as a land move in addition to the air mission.

11.14.3 Reorganizing

A. Only a unit that started the step face-down may be reorganized.
B. It costs one reorganization point to reorganize a land unit in a land action, an aircraft unit in an air action, or a naval unit in a naval action.
C. In all other cases it costs two points to reorganize a unit.
D. Units may be reorganized using reorganization points from units of cooperating major powers and minor countries.
   1. However, double the reorganization cost of a unit if any reorganization point came from a cooperating country.
   2. When doing so, the number of reorganization points required to reorganize a unit is based on the action taken by the major power controlling that unit, not the action taken by the major power controlling the units providing the points.
E. An HQ may be reorganized only during final reorganization (13.4), or by the expenditure of offensive points (18.4).
F. Aircraft or naval units cannot be reorganized at sea; they must be in a hex.

12.0 LAST IMPULSE TEST

A. The active side rolls a die after finishing its impulse.
   1. If every major power on that side (neutral and active) chose a pass action, apply a -2 DRM.
   2. If every major power except one on that side chose a pass action, apply a -1 DRM.
B. If the modified die roll is less than or equal to the current impulse end number on the impulse track, impulses are over. Proceed to the End of Turn Stage.
C. If not, advance the impulse marker the number of spaces determined by current weather (8.2.2) unless the impulse marker is already in the last box.
D. The other side now has its impulse.
E. If it is the second side, it repeats the same steps as the first side's impulse (3.2.F).
F. If it is the first side, determine weather (3.2.E) and conduct another impulse (3.2.F).
G. If impulses end and the same side had both the first and last impulse in the turn, move the initiative marker one space toward the opponent's end of the initiative track.

13.0 END OF TURN STAGE

A. The End of Turn Stage involves a little bit of tidying up before starting the next turn. More importantly, this is the stage to build more units as reinforcements for later turns.
B. After completing this stage, the turn is over. Proceed to the next turn.

13.0.0 Dreadnoughts in Flames Operations.

13.0.1 Distant Blockade

A. DriF assumes that there is dispersed single ship food cargoes coming into the Central Power's Ports or at least its trading partners. A blockade of the incoming food impacts upon the CP Nations Morale.
B. Count Allied Powers ships in English Channel, North Sea, Faroes Gap, Denmark Strait and the Norwegian Sea with a speed of 5 or more only. Count Central Powers ships in those zones that have a speed of 5 and Triple (*3) that value. Subtract the CP calculation from the AP count and look up the table. Effects are on the German Economy/Morale.
C. Score an additional 3 Morale point loss on German starting 1917 as German Food Reserves runout.

	Blockade Value (#AP-3*CP) Fast Ships/			
Value	<0-8	9-20	21-40	>40
March to October	+10 MP	-3MP	-4MP	-5MP
November to February	+5 MP	-2MP	-3MP	-4MP

MP = Morale Points.
Blockade is less effective in severe weather.

13.0.2 Sea Denial/Control

A. Sea control is determined after the Partisans Phase.
B. Control means that there is only CP ships in the Zone.
C. Morale: If the CP controls any sea zone **with a CW Port** at the end of all impulses, (CW only) lose 1 morale points (i.e. 1/10th of a morale level) per sea Box Number.
D. Rationale: News Papers and public opinion of the day would not stand for any enemy control of sea zones. Safe Shipping was a clear expectation of the British Public. Hint : always keep a few fast ships to cover sea zones.
E. Exceptions: (1) Do not count the Baltic Sea; (2) Do not count the Adriatic sea unless Italy is at war.

13.0.3 Submarine Convoy Strategic Warfare

A. Any undamaged Subs remaining face up, can now attack the Cargos (assume that the Cargo ships turned back) and Morale (Bad press from Food shortages).

B. Perform this just before Return to base.

C. Roll on the Table below separately for each un flipped sub in a Convoy sea zone.

D. Results are L (lost Resources) CW (Morale loss)- (Sub Hits , Damaged or Sunk (Test hits vs Defence normally)

E. DRM's are + DRM sea box of Subs, +2DRM unrestricted , -1 DRM Convoy Escort includes a DD, -1 for every 2 non-DD DriF ships in the Zero box, -1 nor NAV AIR, -1 in 1916 for ASW, -2 in ≥1917 for ASW. Note rules: 13.3.3 for ease of play and leaving ships stay at sea.

F. Note surface Raiders and sub attacks on convoys points, have to do their convoy attacks in the naval impulses.

Die roll 1d10	
-2	(0)(0)-X
-1	(0)(0)-X
0	(0)(0)-X
1	(0)(0)-D
2	(0)(0)-D
3	(0)(0)-D
4	(0)(0)-A
5	(0)(0)-A
6	(0)(0)-A
7	(1)(1)-A
8	(1)(1)-A
9	(1)(1)-A
10	(2)(1)-A
11	(2)(1)-A
12	(3)(1)-A
13	(3)(1)-A

Important: The CW (only) suffers Morale Loss of one (1) Morale point every time there is a loss of Resources (food) making its way <u>to the UK.</u>

13.1 Partisans

Partisans are units appearing in conquered countries (and in some still fighting). Some countries can have partisans no matter who controls them.

13.1.1 Getting Partisans

A. At the start of this step, if a side controls two partisans stacked together in a conquered or potentially existing minor country or major power, they may be removed (at the controlling side's option) and combined into a randomly chosen INF, CAV, GAR, or MIL unit of that country, if any such units exist, including all units of that year or earlier. This also includes units which have been removed from the game.

B. Partisans may liberate their own country (if conquered) at the start of any DOW Step (20.3).

C. Treat a conquered major power with units as incompletely conquered for the purposes of activities limits.

D. Next, roll a die for new partisans, locating the result on the Partisan Table. This specifies eight countries (or Siberia, meaning Russia on the World Map) eligible for partisan activity in the turn.

E. Partisans can also be activated through political action. Place such partisans immediately (13.7.1.3).

F. Each country named on the chart on a green background is eligible if it is conquered or any of its hexes are enemy-controlled.

G. Each country named on a red background is eligible if it is controlled by any active major power.

H. Neutral and inactive countries and their territory do not receive partisans. Remove any partisans located in a country reverting to neutrality.

I. A liberated country that was red for partisans changes to green.

J. If a major power's morale goes below a certain level, all partisan values in that power's controlled territory (even its home country) become red (Morale Chart). However, destroy any existing partisans which would change controlling side.

K. Roll another die for each eligible country and compare it to that country's partisan number (in the first symbol on the map). If there is more than one eligible country this turn, the side with the initiative decides the order that each eligible country rolls for partisans.

L. Place a partisan in an eligible country if the result is less than or equal to that country's (modified) partisan number.
   1. If it is at least 10 less, place two partisan units in the country.
   2. If it is at least 20 less, place three partisan units in the country.
   3. If the roll exceeds the partisan number, there is no effect.

M. Any country or region of a country is eligible for partisans if it is part of the result rolled on the Partisan Table. If there is no indicated partisan number by that country on the map, treat the number as a 3.

N. If a side would control a partisan in the main portion of a country rolled, it may choose to roll in a sub-region of a country instead. ***Examples:*** If Russia is rolled, allowing control of a partisan there, it would be allowed to choose to check for partisans in the Georgia region instead of the main region. A roll of Siberia would allow a side to check for partisans in the Kazakhstan region instead of the main region.

O. If both sides control part of a conquered or potential country (e.g., Poland), both sides may roll for partisans in the other side's conquered territory.

P. If Africa comes up on the Partisan Table, each side may choose one African country (even in North Africa) controlled by the other side to roll for partisans (if possible), however, a country appearing elsewhere on the Partisan Table (e.g., South Africa) may not be selected.

Q. Apply these DRMs from the Partisan DRMs Table.

R. Each unit's garrison value is the same as its neutrality pact garrison value (9.2), except that a unit only has a garrison value if it is face-up and not in an opponent's ZOC. The unit must also be on the opposite side to the major power that will control the partisan.

13.1.2 Setting up and Controlling Partisans

A. Partisans in green countries are set up and controlled by the major power that controlled their country before it was conquered (or still controls it if it is not yet conquered).

B. Partisans in red countries are set up and controlled by the nearest major power currently at war with the major power that controls the country. The nearest is the major power whose capital is closest to the minor's capital.

C. The side controlling the partisan draws it randomly from the force pool and must place it in an enemy controlled hex in its country outside of an enemy ZOC.

D. If there are no such hexes, put the partisan back into the force pool.

E. If no partisans are left in the force pool, remove any partisan from the map (even if only just set up), if desired, for placement.

13.1.4 Partisan Effects

A. Partisans do not control hexes. However, they can interrupt the benefits of controlling a hex they occupy. If a partisan is in a hex:
   1. Enemy major powers cannot move units (except by overrun, 11.9.6) or resources into the hex.
   2. Enemy major powers cannot use resources or factories in the hex.
   3. Enemy major powers cannot trace supply into the hex.
   4. Land units of a green partisan's nationality (only) may debark (from air or sea transport), into the hex without having to fight a notional unit.
   5. Enemy aircraft and naval units in the hex are overrun (11.9.6).

B. Partisan units are always supplied.

C. Partisans have a ZOC only in the hex they occupy.

D. Partisans may move anywhere within their home country but cannot leave their home country.

E. Green partisans only cooperate with other units from their own country.

F. Red partisans only cooperate with other partisans.

G. Partisans suffering an S or R result are destroyed instead.

H. Green Partisans are always at war with all major powers (and their aligned minors) on the other side even if the partisan's controlling major power is not.

I. Red Partisans are always at war with the major power (and its allies) that controls their country, even if the partisan's controlling major power is not.

J. Partisans are not removed from the map when their country or controlling major power is conquered (13.6.1). Even if their controlling major power has been completely conquered, partisans can still move and fight every turn as if their controlling major power had chosen a land action.

13.2 US and Commonwealth Entry

A. The US and CW begin as neutral major powers. Although not involved in a neutrality pact, the US and CW do require entry markers to be able to go to war.

B. Progress toward war is governed by the number of markers in the US entry pool, CW entry, and US tension pool.

13.2.1 Entry Markers

A. The US and CW Entry Level is changed by the entry markers drawn.

B. Only those powers will know their entry levels, although opponents will make guesses based on the US entry options chosen.

C. A power can look at its own markers after committing them to a particular entry pool but cannot show them to anyone else (even on the same own side).

13.2.1.1 Regular Entry Markers

A. Each turn randomly choose one entry marker from the common entry marker pool (one at the end of each allied impulse for the CW).

B. From Jan/Feb 1916 onward, draw a second marker per turn, adding them to the entry pool.

C. From Jan/Feb 1917 onward, draw a third entry marker per turn.

D. Some US entry actions give the US (and/or CW) an extra marker draw. These are noted on the US entry actions chart. Draw one extra marker for each of these that applies. After joining the war, stop drawing markers and return all markers in the US Entry and Tension pools to the Common Entry Marker Pool.

13.2.1.2 Action Entry Markers

Add entry markers during a turn if major powers take certain actions (13.2.3).

13.2.2 US Entry Options

13.2.2.1 In General

A. The US Entry Options Chart lists the available choices. To choose a US entry option, the entry level must high enough to pick it. The entry level is the same as the option number and is the column on the left side of the entry options.

B. Each turn one option may always be selected during this step. A second option may be selected if the first option chosen did not move a marker to the tension pool.

C. When picking an option, turn over enough markers to prove that the power has reached the required entry level. In the cases of US entry options 25 (Gear up production) and 40 (Draft), it must also show enough tension to play the option. After showing the markers to the opponent, turn them face-down again.

D. Where an option requires a prerequisite option to be picked first (*), it must have been picked in a prior turn.

E. ~~To the right of the entry option is a number in parentheses.~~ The second column has Tension Levels. This is the tension cost of that entry option. For each 10 tension points the US entry option costs, randomly choose a marker from the US entry pool and move it to the tension pool. If there are any remaining tension points, roll a die.

If the roll is less than or equal to the remaining points, move another random marker from the entry pool to the tension pool.

F. Each entry option may be chosen only once (*Exception:* #32 Warn German Ambassador).

G. Once at war, the US may no long select any options (all US entry markers are returned to the common pool). Record the chosen entry options on the builds chart.

13.2.2.2 The Entry Options

Refer to the US Entry Options Table.

13.2.3 Entry Actions

13.2.3.1 In General

A. Actions both sides take before the US and CW are in the war can hasten or delay their entry.

B. Before the CW is at war with the Central Powers, it also rolls for and draws markers for US entry actions, but it rolls a separate die and draws separate markers.

C. There are also two entry actions for the OE, and one for Chile, but these shift the respective political markers instead of generating entry markers for the US or CW.

D. Prior to the US/CW being at war, whenever a major power takes an action specified on the US entry Actions Chart, check the US entry cost of that action.

   1. If the cost is positive, the Allied side may need to randomly choose one or more markers from the common marker pool and put it in one of the entry pools.

   2. If the cost is negative, the Allied side may need to randomly choose one or more markers from an entry pool and return it to the common marker pool.

   3. If there are no more markers to draw from the entry pool, record the deficit and do not draw markers until it has been made up.

E. For every ten US entry points the action costs, randomly select one marker. If there are any remaining points, roll a die. If the roll is less than or equal to the remaining points, select another marker.

F. A marker may be selected only once per action, regardless of the number of times that the action occurs, unless the chart notes otherwise.

13.2.3.2 The Entry Actions

The actions on the chart are mostly self-explanatory. Those that need further explanation are below (in the Tables):

13.3 a Calculate Morale Losses now

A. It is better to calculate the Morale loss now.
B. Blockage
C. Sea Zones
D. Losses
E. Locations, resources, capitals.
F. Partisans
G. No Major attack
H. Subversion
I. No US Trade
J. Others.

13.3 Return to Base

A. Units at sea can return to base during this step. If they do they will be available to move again during the next turn. Those that stay at sea will only be
B. able to stay in the sea area next turn or move back to a port.
C. Units may return to base during naval movement, after aborting from combat, and during this step. Return units to base like a normal naval move (or naval air mission), except in reverse.
D. Each unit returning to base is limited by its MA (reduced for the sea-box section it is occupying) and by its range.
E. A unit must return to base during this step if it is:
F. 1. A unit (except CPs) of a neutral major power;
G. 2. A TRS, AMPH, or SCS with a cargo on board;
H. 3. A unit (except CPs, DD's and Escort TF's) in the 0-section.
I. Any other unit can return to base as desired.
J. CPs can stay at sea even if they are in the 0 section. If they do return to base, they will not be able to convoy resources in the Production Step of this turn.
K. Both sides (side with initiative first) must decide which units to return to base and which to keep at sea.
L. DD's can remain at sea (or set up if in range of a valid port) in any sea Box at the Return to base phase (saves time posting them each time).
M. A designated Convoy anti Raider Escort TF can be added to the zero box Even in set up if in range of a valid port). (saves time doing the 1 box to zero box shuffle)
N. When keeping a unit at sea it must immediately move into the next lower section of the sea-box (except CPs which stay in the 0 box).
K. When returning a unit to base, move it into the surrounding sea area next to its sea-box section.

L. After both sides make these decisions, units return to base (side with initiative first).
M. Naval units returning to base can be intercepted (11.3.5) but only by units staying at sea. Only the intercepted units and units staying at sea may take part in an interception combat.
N. If intercepted a unit must attempt to fight through from the 0 box (11.3.5).

13.3.1 Aircraft

To return an aircraft at sea to base, put it into any hex dot in the sea area, then fly it to any hex within range where it can base. Reduce its range by the cumulative movement cost of the sea-box section it came from (11.2.2.E).

13.3.2 Eligible Bases for Return

O. A neutral unit can return only to a base controlled by its country or by its controlling major power. In the case of a neutral major power unit, it may also return to a minor country base controlled by that major power.
P. Subject to foreign troop commitments (19.2), a naval unit of an active major power (or a minor aligned to an active major power) can return to any base controlled by an active major power (or by a minor aligned to an active major power) on its side. It may also be able to return to a neutral port (2.4.3).
Q. A base for naval units is any port that the naval unit can stack.
R. A base for aircraft is any hex the aircraft can stack (2.3.2).
S. If there is no base to return to, units are destroyed (and pilots lost, 16.4.4).
T. Turn units (but not their cargoes) face-down when they return to base.

13.3.3 Units Remaining at Sea

A. After all desired units have returned to base, if a unit was required to return to base but remained at sea, it is destroyed.
B. Where some units could return to base the owner of the base decides which return.
C. A unit is not destroyed if it has a base available to return to but could not return to the base due to non-cooperating units currently occupying the hex.
D. Check for Mine Laying and Mine Sweeping. If a Mine Layer is face up in a sea zone, it lays a mine (see 11.3.2.5a),
E. Check for Mine Sweeping. If a DD is face up in a sea zone, it removes a Mine (see 11.3.2.5a)

13.4 Final Reorganization

In General

Turn all face-down units face-up (including units out of supply, and those that have stayed at sea).

13.4.1 Isolated reorganization (Optional Rule 6)

A. Apart from units at sea, a unit may be turned faceup this step only if it can trace a basic supply path (including overseas, 2.4.2) of any length back to a primary supply source for that unit.

B. However, it may still be able to reorganize a limited number of units which cannot trace back to their home country (2.4.3).

13.5 Production

A. Production allows all major powers (except unactivated Japan, China, Italy, or OE) to build new units and to repair damaged naval units. How much to build depends on the resources and factories the major power controls.

B. Each factory that receives a resource makes 1 PP. Multiply this by the nation's production multiple to determine build points. Build points are spent to buy new units.

13.5.1 Resources

A. Resources are printed on the map. The total resources in each country are recorded on the factory and resources table.

B. Any resource controlled during the Production Step may be used if it can be transported to a useable factory in that step. It does not need to have controlled it at the start of the turn.

C. Only one resource may be used pre factory in the hex where it was transported. *Example:* Germany controls a pocket surrounded by enemy-controlled hexes. Within the pocket, there are two factories and five resources. Germany may only use two of those resources because the other three do not have a factory they can be transported to.

13.5.1.1 Transporting Resources by Rail

A. Transport a resource to a factory in the Production Step by railing it from its hex to a useable factory. It must move along railway lines. (Roads count as railways for this purpose.)

B. It may also cross a straits hexside from one railway hex to another, but a resource cannot cross more than one straits hexside.

C. This move does not count as a rail move and the resource does not have to start its move at a station.

D. The move can only pass through:
   1. Controlled hexes;

   2. Hexes in neutral minor countries; and
   3. Hexes controlled by another major power, with that power's permission.

E. The resource's move can only enter or leave a hex in an enemy ZOC if there is a friendly land unit in the hex. Its move must stop when it enters an enemy ZOC.

F. If the resource is in the same hex as the destination factory, it can be used there regardless of enemy ZOCs.

13.5.1.2 Transporting Resources by Sea

A. If a resource cannot rail to a useable factory, it may be able to rail to a port and then ship overseas through a chain of sea areas, each containing CPs. If that chain of sea areas extends to a port, it may then be able to rail from that port to a useable factory.

B. A resource point can rail both before and after shipping overseas but it may not ship overseas, then rail, then ship overseas again.

C. Some resources are in coastal hexes that are not ports. These may be picked up directly from the coast as if they were at a minor port.

D. A side may only ship five resources per turn into, and/or out of, each minor port. There is no limit for major ports.

E. Resources must be transported in whole numbers.

F. Resources may not be shipped through a sea area in a quantity than the number of friendly CPs in that area.

G. Naval movement restrictions apply to resource transportation. Resources may only ship from one sea area to an adjacent sea area if a friendly SCS could have made the same move in the last impulse of the turn.

H. A chain of CPs across one or more sea areas does not all have to be from the same major power.

I. Each power always transport its own resources and build points. Active major powers may also transport resources and build points for, and/or contribute to the convoy chain of, any other active major power on the same side.

J. Neutral major powers may only transport resources and build points for, and/or contribute to the convoy chain of, another major power if the rules specifically allow it.

K. Any number of major powers from both sides could have CPs passing through the same sea area.

13.5.1.3 Search and Seizure

A. A power can stop major powers on the other side that they are not at war with from transporting resources (and build points, 13.5.4.2) overseas to a belligerent major power. To do this:

1. The power must have an SCS or SUB in the sea area during the Production Step.
2. The major power it is not at war with must have CPs there that are transporting resources (or build points) to a major power it is at war with.
3. There must not be an SCS controlled by a belligerent major power in the sea area or a US unit that can escort there because of US entry options 11, 20, 29, 38, or 50 (13.2.2).

B. The power may then execute a search and seizure if desired. When doing so, those resources (or build points) are lost.

C. Each search and seizure is a US entry action (13.2.3) if it is conducted against a major power not at war with the US.

D. Only roll once per sea area searched and seized is allowed regardless of how many major powers resources and build points are seized in that sea area.

E. This is similar to but distinct from CW seizure of US trade with Germany (US Entry action 26).

13.5.1.4 Convoy Points
A. CPs come in all denominations up to 10 and make change as their owner desires.

B. Establish convoy lines by moving the CPs just like any other naval units during the turn.

C. Their only difference is that they can stay at sea even if they are in the 0-section of the sea-box during the Return to Base step.

13.5.2 Factories
A. Each hex can contain up to three factories. Some factories will be red factories but most will be blue (including built) factories. The total red and blue factories in each country are recorded on the Factory and Resources Table.
1. A red factory is useable if controlled in the Production Step.
2. A blue factory is useable if controlled in the Production Step and it is in the (current and/or 1914) major power's home country or in an aligned (not conquered) minor country.

B. Each resource transported to a useable factory produces 1 PP. Only one resource may be sent to each factory.

13.5.3 Production Multiples and Build Points
13.5.3.1 In General
A. Total the PPs and then subtract the amount lost to strategic bombardment (11.6). Multiply the net total by the production multiple. The result is the major power's build points.

B. A power may receive build points via Lend Lease from other major powers (5.0).
1. A power may save build points from previous turns.
2. Up to four build points per turn per hex containing a useable factory.
3. Save them on the map using saved build point markers.

C. Saved build points can be railed like resources, destroyed by strategic bombardment (each hit destroys one after all useable factories in their hex are hit), or captured if enemy units enter their hex.

D. Each major power has an initial production multiple. These rise progressively during the game. Essentially, this reflects an increasing national industrial output and an increasing share of that output being devoted to military uses. Production multiples are listed on the Production Multiples Chart.

13.5.3.2 Bonus Build Points
A. Each power adds one build point per supplied major power (not minor country) corps sized units (excluding partisans, MIL, GAR, and TERR) destroyed during the land combat step (11.12) either located in, or attacking a hex in, its home country this turn (unless broken down into a division). This means that both Germany and France can get this bonus for Alsace-Lorraine, because it is considered home country of both.

B. Both Russian factions are eligible to receive this bonus.

C. Hence, record losses as they happen and differentiate any that qualify for Bonus Build Points.

13.5.4 Lending
13.5.4.1 In General
A. When lending, must announce how many build points (in whole numbers) are being given during the lending stage (5.0).

B. A power may lend lease build points and receive them in the same turn (but not to the same major power).

C. There are restrictions on the number of build points major powers may give to others (5.0, 13.2.2).

13.5.4.2 Transport
A. During the Production Step, transport the promised build points from the factories that produced them (or ports and cities where they were saved) to any city or major port in the recipient's home country (UK's only in the case of the CW).

B. Do this in exactly the same way as resources are transported (13.5.1) except that the donor may transport up to an additional two build points to the capital and one to each other city and major port cumulative per turn (e.g., a donor could transport a maximum of six build points to London each turn; two for being the capital, three for the factories and one for the major port).

C. Promised build points that cannot be transported are lost.

D. CPs used to transport resources cannot be used again to transport build points. ***Example:*** If a nation has five CPs in a sea area and transports three resources through that area, it could only transport up to two build points through that sea area.

E. Similarly, resources shipped into or out of a minor port limit how many build points can be shipped ship into and out of that port (13.5.1.2.D).

13.5.5 Building units

13.5.5.1 Force Pools

A. To play **FA**, sort units into force pools. Specifying the units going into each force pool is explained in the Setup rule (22.0).

B. Before building new units (and before selecting units the start of the game), units may be removed from the force pools if the date on their back is at least four years earlier (e.g., in Jan/Feb 1915, a side could remove any units from its force pools with a date of 1911 or earlier).

C. If the major power is not neutral, it may remove units from the force pool if the date on the back is at least three years earlier.

D. When building a new unit, a nation can nominate the force pool it comes from but not the unit itself. Instead, draw the unit randomly from the pool.

E. There are annual additions to force pools (4.1.1). Certain special events can also add units to pools. But the main reason to put a unit into the force pool is that it has been destroyed.

13.5.5.2 Scrapping Units

A. A destroyed unit does not need to return to its force pool. It can permanently be removed from the game instead, scrapping the unit.

B. This choice may be made each time a unit is destroyed. Once made, it is irrevocable. The main reason for keeping units from your pools is to improve the average quality of the force pool.

C. Partisan (13.1), MIL, and TERRs (21.5) may not be scrapped. They must always go back into their force pool when destroyed.

D. All ships with a Black circle must enter the Repair box in the Production phase of Dec 1915 and 1917 and 1919 or be scrapped..

E. All ships with a Red circle must enter the Repair box in the Production phase of Dec 1916 and 1918 or be scrapped.

F. All ships with a Blue circle must enter the Repair box in the Production phase of Dec 1917 or be scrapped

13.5.5.3 Buying Units

A. Build points may be spent to buy new units and markers, repair damaged naval units, and for other purposes like buying morale and offensive points.

B. Minor countries do not spend build points. Their controlling major power uses their resources and factories instead.

C. The costs and turns for all units and markers is listed on the back of each counter. If there are not enough build points nothing can be built.

D. The cost on the back of each aircraft is both the cost in build points and time in turns required to build it.

13.5.5.4 Naval Units

A. CPs cost 1 build point per CP. They take 4 turns to build.

B. All other naval units have two costs shown on their back. The first number is the build points it costs to put the unit on its first production cycle (facedown). It is also the cost to repair the unit. The second number is the cost to put the unit on its second production cycle (face-up).

C. When building a naval unit on its first cycle, put it on the Production Circle face-down. When it arrives as a reinforcement, put it into the construction pool. The naval unit has been launched but not yet fitted out.

D. A unit may be built on its second cycle only if it is in the construction pool. Put these units face-up on the Production Circle.

E. Also put naval units face-up when repairing them from the repair pool. These units go onto the map when they arrive as reinforcements (4.2). F. All naval units take two turns to repair.

13.5.5.5 Specific Units to Be Built

A. Randomly select all other units built from the force pool. Nominate the desired type of unit to be built and the cost to pay (e.g., a power can choose a 2point SCS rather than a 1-point unit because they are in separate force pools, 22.1). But within those parameters, the choice is random.

B. When building a unit from the repair pool or from the construction pool, the exact unit can be selected.

13.5.5.6 Production Circle

A. When building a unit, place it on a future turn's slice of the Production Circle.

B. The number of turns ahead will be shown on the back of the counter in most cases, (a little clock symbol with the number inside it). Count that many turns ahead and put the unit in that space.

C. Place naval units face-down if built from the force pool. Place all other units face-up (including naval units built from the construction or repair pools).

D. Each turn of the Production Circle is also divided into six sectors. Place the units on the sector equal to the time it takes to build the unit.

13.5.5.7 Recording builds

Record builds on a sheet of paper (or electronically).

13.5.5.8 Gearing Limits

A. In a turn, a major power can build (and repair) as many units of a particular class as it built (and repaired) in the previous turn plus one. This is a gearing limit. Classes are: INF (HQs, infantry, militia, garrisons, marines, mountain units, engineers, territorials, and gas units), CAV (cavalry), ART (artillery), ARM (armored and mechanized units including stosstruppen), PIL (pilots), AIR (air units), SUB (submarines), FORTs, Entrenchments, and NAVAL (surface naval units).
B. Each 2 CPs (or fraction) counts as one naval unit.

C. Naval units count as being built whether they come from a force pool, the repair pool, or the construction pool.

13.5.5.9 Exceptions to Gearing Limits

A. On the first turn of any scenario or campaign there are no gearing limits.

B. Major powers are not subject to gearing limits on the turn that another major power declares war on it.

13.5.6 Strategic Warfare

A. After building units, conduct strategic warfare at sea. Strategic warfare allows a side to do a little extra damage on enemy convoys spread around the world, by picking off stragglers and lone sailing ships.

B. For each sea zone with a SUB, aircraft, or SCS at war with CPs in the sea zone (not in port), roll a die, and consult the Bombing/Strategic Warfare Table.

C. For strategic warfare, the column is determined by the lesser of:

1. The number of SCSs, SUBs, and aircraft with air-to-sea factors at war with enemy convoys in the sea zone; or
2. The number of enemy convoys in the sea zone.

D. Apply a +2 DRM if there are German SUBs and Germany has declared unrestricted U-boat warfare (US Entry Action 27).

E. The result on the table is the number of CPs sunk (defender's choice which).

F. If one side initiated strategic warfare with SUBs, the other side can attempt to damage or sink them. The column is determined by the lesser of:

1. The number of SCSs and aircraft with air-to sea factors at war with enemy submarines; or
2. The number of enemy submarines in the sea zone.

G. Apply a +1 DRM in 1917, and a +2 DRM after 1917.

H. The result on the table is the number of damage results applied to submarines (owner's choice).

13.5.7 Adjust Morale

After production, apply turn-based morale adjustments in reverse initiative order (i.e., the side with the worse initiative adjusts morale first, 14.0).

13.5.8 Offensive Builds

Active major powers must spend at least 10% (round 0.5 up) of each turn's production on offensive points (after lending and bonuses, but not counting saved build points), or else they lose 0.1 of a morale for each offensive point not purchased.

13.6 Peace

During this step check to see if the political status of any country or territory has changed and the ramification of these changes to those countries and territories.

13.6.1 Conquest

A. Conquest allows a power to change control of belligerent home countries or territories. After conquering a country or territory, the conqueror controls it.

B. A minor country cannot conquer another country or territory. The country or territory is instead conquered by the minor's controlling major power (even if it was not at war with the conquered territory or country).

C. All conquest in a turn occurs simultaneously.

13.6.1.1 Territories

A. A territory is conquered when the first of the following occurs:

Fatal Alliances

1. A power controls every city and port in that territory,
2. A power controls every port and coastal city in every sea area the territory has a coastal hex in, or
3. A power controls every hex.

B. If more than one major power from the conquering side controls hexes in a territory, the major power with the greatest influence is the conqueror. Using the following priority to determine control of a territory. The power which:
1. Controls the most ports and cities,
2. Has the highest garrison value (9.2),
3. Has the most total land combat factors,
4. Last occupied a city or port, or
5. Last occupied a hex

13.6.1.2 Home Countries

A. Any other home country (minor and major) is conquered when another power controls its capital plus every printed factory hex in that home country.
B. The conqueror is the major power controlling the capital.

13.3.1.3 Effect of Conquest

A. Remove from the game all the conquered home country's land and aircraft units that are in the conquered home country.
B. Remove from the game all of its land and aircraft units not on the map. Also remove pilots in those aircraft, on the available pilots track, and on the Production Circle.
C. Remove any naval units in its force pools (except CPs) from the game.
D. All other units remain where they are.
E. For each naval units on the Production Circle, or in the construction pool or repair pool, roll a die on the Effect of Conquest on Naval Units Table.
F. If the Commonwealth is chosen to control the unit, it becomes a British unit.
G. All units from the conquered side in that country that are not at war with the conqueror, are now placed on the Production Circle to arrive as reinforcements in two turns.
H. If this is the first time the country or territory has been conquered:
1. It loses control of every hex in its home country or territory.
2. Every one of its hexes occupied by a land or aircraft unit, or in their uncontested (by any other major power) ZOCs becomes controlled by that unit's controlling major power; unless already controlled by another major power on the same side. If more than one major

power's land and/or aircraft units occupy the same hex, then the major power with the most land combat factors in the hex will control it.
3. All of its other hexes become controlled by the conquering major power.

I. All naval units now in hexes controlled by the other side are treated as if they had been overrun (but not surprised, 11.9.6).

13.6.1.4 Incomplete Conquest

A. If a conquered major power or minor country still controls at least one aligned minor country that was aligned to it prior to 1914 (i.e., has its initials printed after its name on the map) then that major power or minor country is only incompletely conquered, and fights on with its remaining units.
B. Each such country now chooses a new home country for the units of its conquered home country. It may pick any aligned home country aligned to it prior to 1914, or (if a minor country), their controlling major power's current home country.
C. Conquered CW major power home countries may instead pick another CW major power home country (e.g., if Australia is conquered, Canada could be selected the new home country for Australian units).
D. If a unit is destroyed when its original home country is incompletely conquered and not yet liberated:
1. Remove it from the game if it is destroyed while out of supply.
2. If destroyed while supplied, roll a die:
   a. On a 5 or less, remove it from the game.
   b. Otherwise, return it to the force pool.
E. Units from incompletely conquered major power home countries may still be built with whatever production the major power retains. Minor countries, conquered or not, may never build their own units (20.5.2).
F. Incompletely conquered major powers (only the UK in the case of the CW) have only half their normal activity limits (10.2) until liberated.
G. Incompletely conquered countries still receive annual additions to their force pools (4.1.1) as normal.

13.6.1.5 Complete Conquest

A. When a major power or minor country no longer controls its own or any home country aligned prior to 1914, it has been completely conquered.
B. A completely conquered country is at peace with everyone it was at war with. Remove from the game its naval units in the force pools and its land

and aircraft units. It no longer receives annual additions to its force pools (4.1.1).

C. A completely conquered country's naval units on the Production Circle and in the Construction, Transfer, Reserve, and Repair Pools become controlled by the power that conquered its last home country.

D. All on-map naval units of a completely conquered minor country become units of their aligned major power (the UK in the case of the CW).

E. All on-map naval units of a completely conquered major power become controlled by one active major power on its side (conquered major power's choice). If no such power exists, they are removed from the game.

F. Each hex it controls in a territory or home country controlled by another country reverts to the control of that other country.

G. Change the control of the last home country conquered as per the effects of conquest rules.

H. Each remaining home country it controls becomes controlled by the major power controlling that home country's capital. If none, and for each remaining territory it controls, control is determined by the major power with the greatest influence in that country or territory (using the same order to decide control as 13.6.1.1).

I. If the home country or territory is now controlled by another major power from the same side as the completely conquered major power, the territory or home country's status remains unchanged (aligned remains aligned, conquered remains conquered). Otherwise the territory or home country's status is reversed (conquered to aligned and aligned to conquered).

J. If no one has any influence in the home country or territory it becomes neutral. Each neutral territory may subsequently be declared war on as if it were a minor country.

K. All naval units now in neutral or enemy-controlled hexes are treated as if they had been overrun (but not surprised, 11.9.6).

13.6.1.6 Reconquest

A. A conquered territory is reconquered in the same manner that it was conquered provided the major power satisfying the conditions of conquest is from the side opposite to that which conquered it.

B. A conquered home country is reconquered if a major power opposite from the side that conquered it takes control of its capital.

C. A nation cannot be reconquered in the same turn it was conquered.

D. Countries and territories may be conquered and reconquered any number of times during the game.

E. When satisfying the conditions for reconquest, liberation may be possible instead (13.6.3).

13.6.2 Mutual Peace and Neutrality

A. Two major powers at war can agree to come to peace on any terms mutually acceptable (except for transferring units). A neutrality pact is then in place between the parties.

B. Players can also agree to reach a peace between a major power and a minor country. In that case, they return to their prewar borders.

C. If a peace is reached, remove all forces now in each other's hexes. Put them on the Production Circle to arrive as reinforcements in two turns.

D. If a minor country makes peace and is now not at war with anyone, remove all its units from the game until it is next at war, when all its units are again set up as normal (20.5.1) except for its destroyed naval units (if any) which remain destroyed (i.e., in the force pools).

13.6.3 Liberation

A. Instead of being reconquered (13.6.1), conquered home countries and territories may be liberated if the major power reconquering it is from the side other than that which first conquered it.

B. A country which existed in 1914 and was conquered by the other side (even reconquered and not liberated) can be liberated by controlling its capital.

C. A potential home country which did not exist at the start of the game can be liberated by controlling any city in its potential home country. Treat it as if it had liberated itself except immediately revert all potential hexes controlled to the new country, (13.6.3.2, 20.3).

D. Countries and potential countries can also sometimes also liberate themselves (20.3).

E. The conqueror may choose not to liberate a country or territory that could be liberated. If so, it suffers the effects of partisans (13.1) as if it were marked in red on the Partisan table, until it is liberated.

F. A completely conquered country is back in the game when its home country is liberated (any of its six home countries in the case of the Commonwealth). It is at war with every major power its liberator is at war with.

13.6.3.1 Liberation Effects

A. Return all the liberated country's units not currently in the game to its force pools.

B. Liberated minors' units join the force pools of their liberating major power.

C. A liberated country or territory gets back control of all hexes it controlled at the start of the game in 1914 that are now controlled by the liberating major power.

D. Other major powers on its side can also give back all such hexes that they control.

   1. All major powers that give back all such hexes to a liberated major power may cooperate with it for the rest of the game.

   2. All those that do not may never cooperate with the liberated major power even if they return the hexes in a later turn.

E. Unlike conquest, no other hexes change control.

F. Place units now in hexes they cannot stack in on the Production Circle to arrive as reinforcements in two turns.

G. Remove all partisans from a liberated minor.

H. When liberating the original home country of a conquered country, it again becomes the home country for its units, replacing any alternative home country.

I. Liberated minor countries and territories are aligned, and may cooperate, with the liberating major power.

13.6.3.2 Reversion

A. A power may return a hex or minor country it controls to the major power that controlled it in 1914 (or if it could be potentially part of that country as indicated on the map) during any liberation step.

B. A power may also return control of a minor country hex (or hex it could potentially control as indicated on the map) to that minor country.

C. A power can return hexes or minor countries only to a country that is on the same side and is not currently completely conquered.

13.6.4 Surrender

A. During any peace step, a side may surrender the current home country of a major power if any of its hexes are enemy-controlled and there are no supplied land units anywhere inside the home country.

B. Surrendering a home country is treated the same as conquest (13.6.1) in all respects.

13.6.5 Reserve and Militia Removal

A. When a power makes peace with every major power (i.e., it is neutral again), move all reserve and militia units that are either on the map or the Production Circle to the reserve pool.

B. Remove all reserve and militia units in the force pools from the game.

C. If going to war again, eligible reserve and militia units may be called out again (9.7).

13.7 Victory check

A. Believe it or not, the current turn is over and you are ready to go on to the next turn. Turns continue until the game ends.

B. At the end of the game, work out who has won by counting the objectives (red print cities) each major power controls.

13.7.1.1 Automatic Victory

A. During this step of each turn, check to see if anyone has won an automatic victory. A side can win an automatic victory if its major powers control all of the following cities:

   1. Berlin
   2. Vienna
   3. Istanbul
   4. London
   5. Moscow
   6. Paris
   7. Rome

B. The Allies also win an automatic victory if German morale drops to zero.

C. Keep playing if no one wins an automatic victory.

D. Return the impulse marker to the first box on the impulse track and advance the game turn marker one turn, altering the year marker if necessary.

13.7.1.2 Final Victory

A. Objective cities and ports on the map represent the major strategic, cultural, and political centers of the world. Objectives have their names printed in red on the map.

B. At the end of the game, add up the objectives controlled by the Central Powers.

C. If the Central Powers control at least 16 objectives at the end of the game (19 if Italy joined the Central Powers), it is a Central Powers victory.

D. Otherwise, it is an Allied victory.

E. Do not include any objectives controlled by a Central Powers country that conditionally surrendered at any point during the game, but Japanese and Red Russian objectives count for the Central Powers at half value.

13.7.1.3 Political Actions

Each side resolves political actions (15.2).

14.0 MORALE

A. Morale is a measure of both civilian and military will to fight. At the start of the game, set the

morale of each major power on the morale track. Throughout the game, adjust it based on morale events (Morale Chart).

B. All morale adjustments are implemented during the morale step immediately following production.

C. The morale effect for the death of the same ace can occur multiple times during the game, because aces represent elite units more than specific people.

D. It is easiest to implement morale (and bonus build point) effects by tracking losses during the turn (e.g., place destroyed units in a neutral country to be counted at end of turn).

14.1 Gaining and Losing Morale

A. Gaining and losing morale works like rolling for US entry markers, except that during the morale step add up all positive and negative morale modifiers before rolling.
Example: If a side lost 35 build points of units (-35 morale), and the enemy controls two friendly home country cities (-1 morale each), and has three partisans in friendly-controlled hexes (-1 morale each), this would be equivalent to a loss of 35 + 2 + 3 = 40 = 4 levels of morale. If during this turn's production, 12 build points were relegated to the home front (12 × 2 = +24 morale), the total morale adjustment would be +24 − 40 = -16. So, this morale step there would be a loss of one morale level, and a second would be lost on a roll of a 6 or less.

B. A nation cannot spend more than 40% of each turn's production (after lending and bonuses, but before saved build points) on purchasing morale, and may never raise it above the starting 1914 level indicated on the Morale Chart, or raise it by more than one level per turn.

C. A nation gains and loses morale for events indicated in the Morale Chart.

D. Only the first cycle cost of naval units losses count, but destroyed convoys count at full value.

E. Morale is lost for enemy control of resources, minor countries, and home country cities if they were friendly-controlled at the start of the war. Thus if a nation becomes neutral, then active again, only count occupied cities from the start of the current war. This means that Belgrade and Tirana both count against Russian morale if lost, because Russia joined the war after Serbia was aligned.

F. Minor country capitals still count for morale loss if they are liberated by the other side.

G. Controlled minor country units that are destroyed count for morale loss if they were destroyed in combat, but not if they were removed due to conquest.

H. When breaking down a corps into a division during combat, the full corps still counts for morale loss.

I. British land units (not all CW) count as +1 cost for morale loss purposes.

J. American land units count as double their cost.

K. If a country becomes neutral or independent (e.g., South Africa, 14.2.3), it no longer counts for morale loss.

L. Morale effects are not cumulative within a hex.
Example: If a hex contains a capital and resource, lose morale only for the highest value (5 for capital), not for city, resource, and capital.

M. Russia and AH have two capitals for this purpose, and can lose morale for enemy control of each (up to 10 total).

14.1.1 War Weariness

Starting in 1915, all active major powers suffer an additional morale drain each turn, based on the War Weariness Table. (*increase by +0.1 if Woodrow Wilson's 14 points has been played)

	1915	1916	1917	1918	1919
Russia	0.1	0.3*	0.4*	0.4*	0.4*
AH, OE, Italy	0.1	0.2*	0.3*	0.3*	0.4*
USA	-	-	0.1	0.2	0.3
All others	-	0.1*	0.2*	0.3*	0.4*

14.1.2 Home Front Reserves (Optional Rule 7)

A. When calling out reserves, a nation can choose not to call out some, leaving them in the reserve pool.

B. During the reinforcement step, a nation may also choose to take any of its major power supplied corps size land units (even those not marked as reserves) located in a home country city (not in an enemy ZOC) and add them to its reserve pool, or deploy land units already located in its reserve pool as reinforcements.

C. During the morale step, for every two corps-sized land units located in its reserve pool, a nation gains 0.1 morale levels.

14.2 Morale Effects

A. Having a morale level of 10 or less has negative effects on a major power (Morale and Political Chart).

B. Only the worst of each effect type applies.
Example: A morale level of 6 gives a +2 total to partisan rolls.

C. In addition to other effects, if a major power ever hits a morale of 0, it immediately goes into revolution (14.3).

D. Some of the morale effects on the Morale and Political Chart are obvious. The others are described below the chart.

14.2.1 Refuse Attack/Naval Move

A. Roll a die before:

1. Each land attack after attacks are declared but before any support is allocated (not for attacks against only partisans);
2. Each non-return to base naval move into a sea zone (unless the moving units have at least double the surface naval factors of enemy surface naval factors currently located in the sea zone they are trying to move into).

B. If the roll is indicated number or less, cancel the land attack or naval move, but it still counts toward activities limits. A naval unit that refuses to move stays face-up but may not attempt to move again this impulse.

C. This means that a naval unit intending to move two sea areas may be forced to stay in the first (if there are enemy naval units in the second.

D. For land attacks, any cooperating units also attacking may choose to cancel the attack if they wish, or carry it out at the new odds.

E. For invasions, return the invading units to their transport(s).

14.2.2 Surrender Before Combat

A. Roll for each controlled defending unit immediately before the land combat roll.

B. If the roll is the indicated number or less, remove that unit before combat.

C. If there are no units remaining in the hex, treat it as a */2S combat result.

D. Surrendering units do not count as losses for morale purposes, but could count for bonus build points if destroyed in their home country.

14.2.3 CW Morale

A. If CW morale goes to 7 or less, South Africa declares independence and goes to peace (unless it has already been conquered). Remove all its units from the game, and add its flag marker to the +3 Central Powers box on the Political Chart. Place any other units located in South Africa on the Production circle to arrive in 2 turns. Treat South Africa as any other independent minor country from now on (set up units if declared war on, etc.).

B. If CW morale goes to 5 or less, India declares independence and goes to peace (unless it has already been conquered), and splits into India and Pakistan (even if Pakistan is already independent). Remove all Indian units (and Pakistani if in play) from the game, and add its flag marker to the +1 Central Powers box on the Political Chart. Add the Pakistani flag to the +3 Allied box on the Political Chart. Place any other units located in either on the Production circle to arrive in two turns. Treat India and Pakistan as independent minor countries from now on.

14.3 Conditional Surrender and Revolution

A. If morale ever hits 0, the major power immediately offers a conditional surrender to all powers on the other side.
Exception: If a Russian or Austro-Hungarian conditional surrender is accepted, Russia goes to civil war instead (14.4), and AH breaks up (14.5).

B. If the surrender is not accepted, the surrendering power fights until conquered, and never suffers from any morale effects again. Stop tracking its morale.

C. If a conditional surrender is accepted, morale remains at zero, but neutral countries do not lose morale for anything, and their morale can be raised while the country is at peace.

D. If the other side accepts the surrender offer, the surrendering country immediately goes to peace with a neutrality pact in place.

1. Home country hexes controlled by either side are returned.
2. Home country hexes that could be controlled by either side (e.g., Alsace-Lorraine) are ceded by the surrendering power to the victor.
3. The surrendering power reverts control of any controlled territory which started the war controlled by the other side. Any controlled conquered countries are returned to their prewar status (neutral, controlled by their original controller, etc.), even if this means that they are conquered in the process.
4. All other countries and territories retain their current status.
5. The conqueror may be able to demand concessions from a surrendering power (15.2).
6. The surrendering power becomes neutral. Return all its Res units and MIL to the reserve pool. These may be called out again if the country reenters the war.
7. Any units in the surrendering power's territory other than those of the surrendering power, and any units of the surrendering power outside its territory are placed on the Production Circle to arrive as reinforcements in two turns.

14.4 Russian Civil War

14.4.1 In General

A. There are two sides in the Russian civil war: the Reds (controlled by Germany), and the Whites (controlled by the Russian side, still part of the Allies and at war with the Central Powers).

B. The Whites retain their existing status as Russia, at war with all countries they were pre-revolution.

C. The Reds are at war with all countries Germany is at war with.

D. Neither Russian faction cooperates with any major powers, but each side can lend resources and build points to its faction.

E. Neither faction earns Political Points for its side.

F. Both sides use the Russian production multiples (including home country bonuses) and full set of activity limits.

G. Neither side tracks morale, although their units can defect to the other side (below).

14.4.2 Territorial Adjustments

A. If the OE is at war with Russia, Russia cedes West Armenia.

B. Finland becomes neutral, including Viipuri hexes S and T. Remove all Finnish units. If Finland was liberated by Germany in a prior turn, Finland provides one resource to Germany by trade agreement. Remove all units in Finland and place them on the Production Circle to arrive in two turns.

C. Russia cedes the Baltic States and all potentially Polish regions to Germany, and returns any Russian-controlled territory in a Central Power home country or Central Powers aligned unconquered minor.

D. Bessarabia becomes part of Rumania, even if Rumania is neutral or has already been conquered. If neutral, remove any units there and place them on the Production Circle to arrive in two turns.

E. For any other Russian controlled minors or hexes in minors outside Russian 1914 territory, select a new controlling major power on the Allied side.

14.4.3 Garrisons

A. While Red Russia exists, Germany and AH must each maintain a garrison on the common border with Russia (9.2).

   1. Germany must maintain a garrison value of 20.

   2. AH must maintain a garrison value of 15 The AH garrison no longer applies if AH breaks up.

B. For each garrison point Germany or AH are short of this value, they lose 0.1 morale levels each morale step.

C. For each full five garrison points above this requirement, Germany and AH may choose to take one build point or resource from Red Russia, provided these can be transported without being interrupted by White-controlled cities, resources, or unit ZOCs.

14.4.4 CP/Allied Units and Restrictions

A. Remove Central Power units from Russia and place them anywhere in the common border with Russia, owner's choice where; or on the Production Circle to arrive in two turns for any that cannot fit.

B. Central Power units may not enter or attack into Russian territory during the civil war except to absorb Minsk or Ukraine as a political action (15.2).

C. Any Allied units in Russia remain, and their hexes (if city or resource) become White controlled.

D. Allied and White Russian units may attack out of and leave Russia to fight the Central Powers, but hexes in potential Russian home country (East Poland, Baltic States) are not reincorporated into Russia.

14.4.5 Russian Units

A. Remove all Russian naval units from the game.

B. Remove all other Russian units from the map and Production Circle and roll for them one by one (assign available pilots to unpiloted aircraft and destroy any excess pilots or aircraft).

   1. On a 1-6, the unit joins the Whites.

   2. On a 7-10, it joins the Reds.

C. Rotate Red Russian units by 180 degrees (so their text is upside-down on the map) to indicate their status. Also roll for units in the force pool, which will be available to build for their faction.

D. Add the HQ Tukachevsky to the Production Circle to arrive as a Red reinforcement next turn.

E. Add Ivanov to arrive as a White reinforcement next turn.

F. Remove Tsar Nicholas from the game.

14.4.6 Hex Control

A. Roll for control of city and resource hexes, one by one.

   1. On a 1-5, it becomes White controlled.

   2. On a 6-10, it becomes Red controlled.

B. During the civil war, mark control only of cities and resources. All other hexes may be used by either side to trace supply and rail movement, although a ZOC of the other faction may still block access.

14.4.7 Unit Placement and Defection

A. Now place units. Beginning with the Whites, each side alternately places one unit at a time in a city or on a resource it controls.

B. Before land combat involving units of both sides, check each attacking and defending unit for defection to the other side. Do not check for minor country units and partisans.

C. Red units defect to the Whites on a roll of 1.

D. White units defect to the Reds on a roll of 1-2.

E. Ivanov and Tukachevsky never defect.

F. Red units can defect in combat with other Allied powers and White units can defect in combat with Central Power units, but these still join the opposing Russian faction.

G. Defecting units are placed on the Production Circle as a reinforcement to arrive next turn for the other side.

H. Units destroyed in combat remain controlled by their faction and return to their force pool.

14.4.8 Minor Countries and Partisans

A. Any currently existing or newly created minor countries which include hexes in the Russian home country are controlled by and aligned with the Reds. The Reds may create new minors out of Russian home country territory (e.g., Ukraine) but the Whites may not. The Whites may enter these countries to attack them and take control of their hexes, which still count as home country if Russian controlled.

B. All partisans in the Russian home country are controlled by and cooperate with the Reds. After each Partisan step, the Reds can set up one free randomly selected partisan in European Russia, and another on the World map (outside a White or Allied ZOC). This is in addition to the normal partisan roll.

14.4.9 End of the Russian Civil War

A. The Civil War ends when one side controls all but two printed factories in the Russian home country (i.e., including Ukraine even if Ukraine is independent).

B. Any remaining Russian units on the losing side go over to the winning side, though minors remain independent.

C. If the Whites win the civil war, they resume their fight with the Central Powers (and could enter civil war again, with post-war starting morale of 7). Red-controlled minors remain at war with the Whites, and must be transferred to a new Central Power controlling major power.

D. If the Reds win the civil war, they and any controlled minors become neutral for the rest of the game. Place any Allied units in Russian territory to arrive on the Production Circle in two turns. Furthermore, a victorious Red Russia sends three resources to Germany, and one to AH.

14.5 Austro-Hungarian Break-Up

A. If AH surrenders, it breaks up and Germany gains control of all hexes that were Austro-Hungarian controlled.

B. If Italy is an Allied country, AH cedes Trieste and South Tyrol to Italy. Italy returns all other Central Power hexes, reverts to neutrality with a single flag marker at +5 Central Powers, and may be influenced from now on by both sides. Treat this in other ways as if Italy had conditionally surrendered (15.3.5).

C. Czech becomes a new minor consisting of Bohemia and Slovakia. (All hexes that were AH controlled are German-conquered. If any cities are Allied controlled, it can be immediately liberated to any active Allied power.)

D. Double the partisan value of all potential Czech and Polish regions (before any other modifications; even regions controlled by Allies).

E. Any minors that were aligned to or conquered by AH transfer to German control.

F. Remove all Austro-Hungarian naval units from the game.

G. Roll a die for each Austrian and Hungarian land and air unit
   1. On a 1-4, it transfers to German control. Germany can destroy it immediately at no morale cost instead.
   2. On a roll of 5+, it is removed from the game.

H. Transferred units are treated as German in all respects except that they may also be reinforced into German-controlled cities in their original home countries, and treat those as primary supply sources.

I. Austria and Hungary may never be liberated and do not get partisans against Germany.

J. Control of AH hexes (cities, resources, etc.) has no impact on morale.

K. All German-controlled Austrian and Hungarian cities are secondary supply sources for German units.

15.0 POLITICS

A. Major powers conduct political actions during the Political Step. Political actions are side-based, not major power based. Each side has a single pool of political points, and each conducts Political Actions for the entire side.

B. At the start of the Political Step, each side earns 2d10 political points (PPs) to add to the total.

C. After the US joins the war, the Central Powers earn only 1d10 PPs.

D. Each side can save PPs (without limitation), and earn them for in-game actions (Charts).

E. Taking an objective, city, port, or resource means that it must have been enemy-controlled. (No points are earned for country alignment or activation, but they are earned for change of hex control by conquest or surrender even if the hex was not entered.) Only the highest of these in a hex counts, thus a side would not earn two points for a city with a port.

F. There is no limit to how many times PPs may be gained for a hex as it shifts between each side's control.

G. The active major power with the most production that turn (before lending and bonuses) decides on how to spend PPs for its side (below).

15.1 Minors and Influence

15.1.1 In General

A. During the game, each side can influence minor countries (and Italy, Japan, and the OE), to provide benefits or even join its side. Most minor countries have flag markers used to track their stance toward the Central Powers and Allies on the Morale and Political Chart.

B. At the start of the game, place these flags where they are printed on the chart. Place flags for minors with a flag marker but no flag printed on Political Chart at +1 toward the Allies. Minors without a flag marker cannot join the war unless someone declares war on them.

C. To influence minors, secretly decide and record how many shift attempts to buy in each minor country. Then compare this to how many shift attempts the other side purchased this turn. One shift attempt in a minor in a turn costs two PPs. Each additional shift costs one more PP than the last, thus two shift attempts in the same minor cost 2 + 3 = 5 PPs, three shift attempts cost 2 + 3 + 4 = 9 PPs, four shift attempts cost 14 PPs, etc.

D. Each side simultaneously reveals the number of shift attempts it is attempting to buy in each minor.

E. Then each side rolls a die and consults to Political Chart to determine which countries they earn three (3) free shift attempts in this turn. Add these to the shift attempts purchased.

F. For each country listed which is ineligible to be influenced (e.g., conquered, not independent, or already at war), gain one PP to spend later.

G. Only the side with more total shift attempts (purchased plus bonus) rolls for a country (**Exception:** Italy). If both sides have the same number of shift attempts, both sides rolls for shifts in that country, with the side without initiative rolling first.

H. Flag markers have a number printed on the front (e.g., 8/6 for Bulgaria). This is the chance of a shift attempt actually shifting the minor toward the Central Powers/Allies (i.e., on an 8 or less toward the Central Powers, or 6 or less toward the Allies).

15.1.2 Minor Political Status

A. If a minor is located in a +15 box for either side, it can be aligned to that side (9.6). When this occurs (or when the minor is aligned through a DOW or liberation), move its flag marker to that side's Active Allies box.

B. Minor flags cannot be shifted down from the +15 box or an active ally box, but if a flag has been in a +15 box for an entire turn without the country being aligned, move it down to the +14 box at the start of the Political Step.

C. A side may still be eligible to receive certain benefits for minors in the +14 box and lower. All lower benefits apply at all higher levels. When a minor's status is positive with a side, it is said to favour that side.

15.1.2.1 Restricted Access
Only the favoured side may base naval units in the minor (2.4.3).

15.1.2.2 Rail, Supply, and Rebase Access
The favoured side may trace supply through, rail through, and fly rebase missions over the country's territory, provided they do not stop inside.

15.1.2.3 All Resources
The minor's resources to one or more major power(s) on the favoured side, even those promised to another via trade agreement, (5.1). Only the favoured side may rail resources through the minor.

15.1.2.4 Foreign Troop Access
Major power units on the favoured side may enter the minor using foreign troop commitment (19.2.1). If the favoured side goes to war with the country while it has units inside, place its units on the Production Circle to arrive in two turns.

15.2 Other Actions

15.2.1 Political Actions
Each side may also spend PPs on the political actions in the Political Actions Table.

Missing Details (see appendix)

15.2.2 Concessions

A side can demand concessions from a major power which conditionally surrendered (even on a prior turn, provided it is not active). The Concessions Table lists the allowable concessions.

Missing Details (see appendix)

15.3 Special Country Rules

This section outlines special political rules for certain countries.

15.3.1 Japan

Japan joined the Allies in the war, but was primarily committed to gobbling up German territories in furthering its own interests in Asia. Meanwhile, its involvement in the war and growing militarism increased rivalries and tensions in the Pacific with a number of the Allied powers.

A. Japan is not active, but is at war with Germany from the time the CW declares war on Germany. (If Germany instead declares war on the CW, Japan activates on the next CW impulse.)

B. Japan has some units controlled by each side (only from the time the CW is at war with Germany).
   1. Japan's units controlled by Germany move on the German impulse, but can use Japanese activity limits as if Japan called a combined action.
   2. Japan's units controlled by the CW are moved using CW activity limits.
   3. Japanese units may only fight Central Power units, and may only enter hexes controlled by Japan or the Central Powers on the World Map.

C. Japan's aim is to take as much German territory as possible before the CW can. Neither side gains PPs for Japanese actions, but the Central Powers count half Japan's objectives for victory (***Exception:*** if Japan becomes an Active Ally; see below).

D. Japanese units are considered to be at war with the Central Powers, except that only CW controlled Japanese naval units fight Central Powers units at sea.

E. Until activated, Japan does not track morale or produce, and may not lend resources or build points (even if it would normally do so based on its political position). However, the units controlled by either side may be repaired and built for free.

F. Either side may declare war on Japan.

G. Japan is treated as a minor country for politics, and may be influenced by either side.

H. If the Allies manage to bring Japan to +9 or higher, Japan becomes an active Ally, and none of its objectives count toward the Central Powers total. Remove its flag marker. In this case, Japanese units may enter other Allied controlled hexes, but may never leave the World Map or enter any part of the Atlantic Ocean.

I. If the Central Powers manage to bring Japan to +9 or more, Japan makes peace with Germany, becomes active, and must declare war on either Russia or China (Germany's choice).
   1. Japan is then treated as a Central Powers nation with respect to these countries (e.g., in terms of the Russian Civil War).
   2. If the Allies subsequently manage to bring Japan up to +1 Allies, Japan reverts to neutrality (units removed, all territory returned on both sides, and China would also revert to neutrality).

J. If the Central Powers bring Japan to +15, Japan must fully join the Central Powers. (Remove its political marker.) However, Japan never reverts Tsingtao or any Pacific islands to German control.

K. Unless fully part of the Central Powers, Japan may not declare war on any minors, and can only enter hexes it controls and countries it is at war with.

L. If Japan is activated by one side, units controlled by the other side revert to control of the activating side.

M. If forced to conditional surrender, Japan reverts to neutrality exactly like Italy or the OE.

N. The capture of the German naval base at Tsingtao was an important step for Japan and precipitated a crisis with China. To represent this at the end of every turn that Tsingtao is German-controlled, Japan moves one space toward the Allies (provided the CW is active)
   1. If Japan occupies Tsingtao, it immediately imposes the 21 demands on China. The Allies decide how China will react.
   2. If China accepts the demands, Japan keeps Tsingtao and China cedes Foochow to Japan. China then moves five spaces toward the Central Powers.
   3. If China refuses the 21 demands, Japan returns Tsingtao to China (place any units on the Production Circle to arrive in two turns). Japan moves four spaces toward the Central Powers and China moves five spaces toward the Allies.

O. Japan may build the ships in the construction pool in 1915

15.3.2 China

China was in turmoil following the recent overthrow of the Emperor.

A. Use only the Republic of China (ROC) units but do not set these up at the start of the game.

B. Set aside the Empire of China (red interior) forces for a pre-war scenario.

C. China is eligible to be influenced by both sides, and may eventually join the war. China provides benefits like any minor; however, until active, China may not lend resources or build points (even if it would normally do so based on its political position, except by trade agreement).

D. If forced to conditional surrender, China reverts to neutrality exactly like Italy or the OE.

15.3.3 Serbia

Serbia fought long and especially hard, and even continued to fight after its home country was almost entirely occupied.

Serbia is not conquered until both Belgrade and Skopje are controlled by the Central Powers.

15.3.4 Poland

Poland may not ever be liberated by the Central Powers or Russia (even by declaring independence), and is treated as conquered by both. However, it may be liberated and controlled by the CW or France (which also control Polish partisans in Central Power controlled Polish territory).

15.3.5 Italy and the Ottoman Empire

A. Though major powers, Italy and the OE are treated as minor countries before they enter the war. They are aligned in the same way as any other minor, but are major powers when active.

B. Do not set up their units until they join the war, but when they do, set them up like any other major power based on the setup chart.

C. Joining them into the war costs 3 PPs, results in surprise, and has a US entry effect like any other DOW.

15.3.6 Italy

A. Italy historically had reasons to join both sides, but seemed determined to get a piece of the action in any event. To represent this, Italy uses two separate political markers.
   1. Use the Italian flag for Italian influence toward the Allies.
   2. Use Italy's morale marker for influence toward the Central Powers.

B. All influence spent on Italy goes only toward positive shifts toward that side. **Example:** All Central Power influence moves the morale marker toward the Central Powers.

C. If the Italian influence marker moves in the +15 box for either side, Italy may join that side.

D. Prior to Italian entry, neither side may gain any other political benefit from Italy (e.g., restricted or rail access, or resources except by trade agreement which remain in place until Italy is activated).

15.3.7 Austria-Hungary

Austria-Hungary was a polyglot Empire dominated by the dual monarchy of Austria and Hungary, and each had separate defined zones of influence. Therefore, Austria and Hungary are treated as separate countries in some respects.

A. Both Vienna and Budapest are considered capital cities.

B. Austrian units may only be reinforced in the provinces of Austria, Trieste, and Bohemia.

C. Hungarian units may only be reinforced in the provinces of Hungary, Transylvania, and Slovakia.

D. Aircraft, divisions, and naval units are considered jointly owned and may be reinforced in any home country city.

E. Austrian and Hungarian corps count as units of separate cooperating major powers in combat, incurring the -1 attack penalty when attacking together (or a -2 penalty when also attacking with Germany).

15.3.8 Conditional Surrender: Italy, Ottoman Empire, Japan, and China

If Italy, the OE, Japan, or China is activated for either side and later reverts to neutrality through conditional surrender:

A. It goes back to being treated as a minor country starting in the +1 Allies box, but use only one political marker for Italy the second time.

B. Neither side can influence it for a full six turns (random shifts still apply).

C. No concessions may be purchased. It retains any units it had when it made peace. These are set up when reactivated (All units must be set up in their home country if reactivated.). It reactivates with a morale of 7.

15.4 Political Events
See the Political Actions Table in the Tables.

Each of these events may be triggered once.

15.4.1 Zimmerman Telegram

After the US plays Entry Option 38 but before it is at war, either Germany or the US may choose to trigger the Zimmerman telegram during any German DOW Step. Roll a die.

A. On a 1-5, Mexico moves four spaces toward the Central Powers.

B. On a 1-7, the US gains two entry markers.

15.4.2 Sinking of the Lusitania

When Germany declares unrestricted U-boat warfare, roll a die. On a 1-3, the US gains an entry marker.

15.4.3 Germany Sends Lenin to Russia

A. After 1915, Germany may ship Lenin to Russia at the start of any US Entry step before the US draws markers, even after the US is at war, when all of these conditions are met:

    1.   Russian morale is 10 or less.

    2.   Russia controls no cities in Germany.

    3.   Germany controls Warsaw and at least one city in the Russian home country.

B. The effects are:

1. Increase Russian morale loss each turn by 0.6.

2. The US earns an extra marker each turn during the US Entry step, including the turn Lenin is sent.

15.4.4 Pancho Villa Raid

A. Any German DOW Step after the US has played option 25 (Gear up), when the US and Mexico are both neutral, Germany can set up a Mexican 3-4 CAV in Chihuahua.

B. The US may attack and occupy Chihuahua (and use the resource), but the hex is returned to Mexico when the US goes to war with Germany, unless the US is at war with Mexico. (Place any US units there on the Production Circle to arrive in two turns.)

C. If the CAV is destroyed, it is not set up if Mexico later enters the war, but could still be rebuilt if Mexico joins the war (only).

D. For each turn Chihuahua remains unoccupied by the US, subtract one build point from US production, and remove a US entry chit on a roll of 3 or less at the start of the US entry step.

E. For each turn Chihuahua is occupied by the US, move Mexico one space toward Germany at the start of the Politics Step.

15.4.5 Woodrow Wilson's 14 Points

A. During any Allied DOW Step after the US had played option 40 (Introduce the Draft), the US can declare the 14 Points as a basis to end the war by universal self-determination. After this event is triggered, roll two dice for each partisan check (13.1.1).

B. If a region comes up on both dice, only check for partisans once, but add three to its partisan value this turn.

C. From now on, treat all Central Power-controlled regions that could be part of Poland as Polish territory for partisans, and regions that could be part of Czech as Czech territory for partisans (even if they belong to a major power home country). D. Czech becomes red for partisans.

E. This event also increases war weariness (14.1.1).

15.4.6 Call for Jihad

A. The OE may issue a call for Jihad during any Central Powers DOW Step if:

    1. After the OE has joined the Central Powers;

    2. Before the US has entered the war.

B. The Jihad has these effects:

1. Immediately roll for partisans in Morocco, Algeria, Tunisia, Libya (if Italy is active), Egypt, Pakistan, and Uzbek/Turkmen if these are Allied controlled.

2. Move Persia and Afghanistan one space toward the Central Powers.

3. Roll a die. On a 7 or less, the US gets an entry marker.

15.4.7 Senussi Uprising

A. During any Central Powers DOW Step after the OE has joined the Central Powers and Italy has joined the Allies, the OE may place the 2-4 1917 partisan CAV in Libya within five hexes of Tobruk (even if is before 1917 or the partisan is already somewhere on the map).

B. Until destroyed, this partisan may go anywhere in Libya and Egypt, and cooperates with Ottoman units.

C. This partisan may not be removed from the map unless destroyed (e.g., even to add a partisan and there are none in the pool).

D. Instead of increasing the partisan value of the country where this unit is located by one, increase it by three.

15.4.8 Lawrence of Arabia

A. During any Allied DOW Step in 1916 or later when the CW controls Egypt and a Central Power OE controls Jerusalem, the CW may place the 2-5 1917 partisan CAV in Arabia (even if Arabia is neutral, it is before 1917, or the partisan is already somewhere on the map).

B. Until destroyed, this partisan may move within Arabia and any adjacent countries, even while Arabia is neutral.

C. This partisan may not be removed from the map unless destroyed (e.g., even to add a partisan when there are none in the pool).

D. Instead of increasing the partisan value of the country where this unit is located by one, increase it by three.

15.4.9 Czech Legion

A. At any time there is a Central Power unit in Russia and Russian morale is 7 or less, Russia may add the Czech 4-3 INF to the Production Circle to arrive in two turns. From then on, this unit is considered Russian in every way, except that it never surrenders before combat and is removed from the game if destroyed.

B. If Russia goes to civil war, this unit remains controlled by the Whites and never defects.

15.4.10 France Recruits from African Colonies

At any time there is a Central Power unit in France and French morale is 7 or less, France can trigger this event by paying 5 PPs. The next 4 INF that France builds cost one less build point.

15.4.11 Pressure the Neutrals

A. During any Allied DOW Step after the US had played option 24 (Restrict German Trade), the CW can trigger this event by paying 10 Allied PPs.

B. Remove one US entry marker (if the US is not yet at war) and move Norway, Sweden, the Netherlands, and Denmark two spaces each toward the Central Powers.

C. Roll a die for Norway
   1. On a 1-8, Norway cancels its trade agreement with Germany.
   2. On a 9-10, Norway immediately joins the Central Powers.

D. Roll a die for Sweden.
   1. On a 1-6, Sweden reduces its trade agreement with Germany by one resource.
   2. On a 10, Sweden immediately joins the Central Powers.

E. Roll a die for the Netherlands
   1. On a 1-5, the Netherlands reduces its trade agreement with Germany by one resource (not the NEI resource).
   2. On a 10, the Netherlands immediately joins the Central Powers.

F. Roll a die for Denmark. On a 6-10, Denmark immediately joins the Central Powers.

G. If any of these countries joins the Central Powers, there is no PP or additional US entry cost, and no surprise.

H. Trade cancellations apply even for trade agreements created after the start of the game, although cancelled agreements may be subsequently recreated.

15.4.12 Reflag Norwegian Merchants

A. During any Allied DOW Step when Norway is neutral after the Sinking of the Lusitania event has

triggered, the CW may trigger this event by paying 5 PPs.

B. Set up 5 CPs in a British home country port. These are removed from Norway's setup if Norway is subsequently activated.

C. Move Norway and Denmark (if neutral) one space toward the Allies.

15.4.13 Homefront Mobilization

A. At the start of any US entry step after the US plays option 25 (Gear up production), either side may trigger this event, even if the US is already at war.

B. If the Central Powers trigger this event, the US gains an entry marker and the Allies gain 10 PPs.

C. If the Allies trigger it, the US loses one entry marker and the Central Powers gain 10 PPs.

D. From then on, multiply all offensive points purchased by both sides by 20% (e.g., when purchasing ten offensives, twelve are received 10 × 20% = 12).

15.5 World Random Events (WRE)

A. WRE Occurs in the Political Segment.

B. These random events are political and naval in nature to accommodate strategic naval issues of the time or at least perceived issues at the time. The Navies had many duties even in war including showing the flag to influence policy, piracy control, counters to light ships like gun boats and sloops and general sea policing.   Missions included Station Keeping, Commerce Raiding, Gun Boat Diplomacy and Local Command.   Ships new enough to perform Ship Barrier Patrol and Scouting were often recalled for European Service. This rule attempts to capture the reason so many protected and unprotected cruisers were built. Reading the history, naval visits were particularly important policy drivers.

C. Count the number of Allies (DriF) ships (Allied are allied Minors, French, Russian, CW ships and USA (when it is at war) ships) on the World Map. Do not count Japanese ships. Do not count convoys. Include SW Africa , East Africa and Cameroon as counting as being on the World Map.

D. For every 4 Allied ships, +1 die roll modifier to the table below (i.e. 40 ships = +10) (round normally).

E. Subtract one (1) for each CP Ship in the new world and 0.5 for each CP ALLIED Corps active on the world map (including Ottomans) .   Include SW Africa , East Africa and Cameroon as World Map.

F. (So Political effects of 5 CP ships is negated by 20 AP ships)

Die Roll (D10)	Effect

<1	Japan: Japan move 3 spaces towards Central powers. USA takes one chit to tension Pool		must be on the CP side of the political chart. CP's Choice.
1	Japan: Japan move 3 spaces towards Central powers. USA takes one chit to tension Pool	14	The World is calm and controlled. No effect
2	Japan: Japan move 2 spaces towards Central powers. USA takes one chit to tension Pool	15	The World is calm and controlled. No effect
3	Japan: Japan move 2 spaces towards Central powers. USA takes one chit to tension Pool	>15	Diplomatic Show the Flag and Big Stick: AP can move any neutral country with a capital on the world map, 3 spaces towards AP control.
4	Japan: Japan move 1 space towards Central powers. USA takes one chit to tension Pool		
5			
6	Anti Colonial British South American (SA) Minor political movements. CP can move any South American country 3 spaces towards CP control.		
7	Anti Colonial British South American (SA) Minor political movements. CP can move any South American country 3 spaces towards CP control.		
8	Anti Colonial British South American (SA) Minor political movements. CP can move any South American country 3 spaces towards CP control.		
9	A German Raider appears in a Neutral port. The Neutral port must be on the CP side of the political chart. CP's Choice.		
10	A German Raider appears in a Neutral port. The Neutral port must be on the CP side of the political chart. CP's Choice.		
11	A German Raider appears in a Neutral port. The Neutral port must be on the CP side of the political chart. CP's Choice.		
12	A German Raider appears in a Neutral port. The Neutral port must be on the CP side of the political chart. CP's Choice.		
13	A German Raider appears in a Neutral port. The Neutral port		

16.0 AIRCRAFT

Face-up aircraft can perform a variety of missions. The missions themselves are explained in the relevant parts of the rules.

16.1 Aircraft Movement

A. Aircraft may move by naval transport (11.3.4) and rail movement (11.8), but they mostly move them by flying a mission.
B. Weather can affect the available missions (16.2.3).

16.1.1 Range

A. The range of each aircraft unit is displayed in the yellow or white circle on the counter.
B. Each hex or normal hex-dot an aircraft enters uses up one point of its range in Europe, four points in world scale map hexes and hex-dots, regardless of weather, terrain, stacking limits, enemy units, or their ZOCs.
C. When an aircraft has used all its range (or cannot enter the next hex or hex-dot because it has insufficient points left) it must stop moving.
D. However, an aircraft may always fly a mission at least one hex or hex-dot, regardless of range and map.
E. An aircraft may fly a mission to any hex it can reach within its range.
F. If it is flying a naval air mission, it must fly to any hex-dot in the target sea area. Then it goes into a section of the area's sea-box depending on its remaining MPs (11.2.2).

16.1.1.1 Reduced Range

A. A fighter flying an interception mission flies with only half its printed range flying toward the target hex. It has its normal range when returning to base.
B. FTRs flying as bombers also fly with half their range. They may rebase only half their range after

the mission. Turn them sideways in the target hex to mark the bomber role.

C. An aircraft that is out of supply (2.4) can only fly a rebase mission, but at full range.

16.1.1.2 Extended Range

Any aircraft with an extended range symbol may elect to fly a mission at extended range, doubling its range at the expense of half its tactical, strategic, and air-to-sea values.

16.2 Aircraft Missions

16.2.1 Limits

A. Every major power (even an inactive one) that did not choose a pass action may fly any number of escort, interception, CAP, and ground support missions.

B. When choosing an air action, a power can fly an unlimited number of all other air missions.

C. When choosing a naval, land, or combined action, a power can fly only a limited number of those other missions, but the power chooses which ones.

D. The limits for each major power are set out on the Activities Limits Table (Combat Charts).

16.2.2 Mission Eligibility

A. Aircraft may only fly a mission if face-up.

B. Face-down units in a sea area can still take part in naval air combats.

C. Out of supply aircraft may only fly rebase missions.

D. Each aircraft may only fly one mission per step.

E. The Mission Eligibility Table list the allowable missions for each aircraft.

- CAP, Escort, Intercept: FRT
- Ground Strike, Ground Support: Tactical Factors
- Naval Air: Nav Air factors
- Strategic Bombing: Strat Bomb Factor.

16.2.3 Weather

A. The only missions to a hex or sea area suffering storm or blizzard are rebase or return to base.

B. Halve the air-to-sea, tactical and strategic bombardment factors of aircraft in a sea area, or attacking a hex, in rain or snow. If the aircraft is suffering anti-aircraft fire, apply this halving after the AA results are applied.

16.2.4 Return to Base

A. After the mission is completed, return surviving aircraft to any friendly-controlled hex within their range (doubled if they were flying at extended range). Turn all units that return from a mission face-down.

B. Naval air missions are different: each aircraft stays in the sea-box section and keeps its current facing.

C. Rebase missions are also different: do not turn the rebasing aircraft face-down after the mission is over.

16.2.5 Fighters

A FTR that flies a CAP, interception, or escort mission is called a fighter (i.e., it does not fly a bombing mission).

16.2.5.1 Combat Air Patrol (CAP)

A. A fighter can fly a CAP mission at the point specified in the rules about the mission type.

B. A fighter flying CAP anticipates an attack on a threatened location. Generally, use it if the target hex is likely to need fighter protection and a fighter could not fly interception to the hex. It may also be used as a short range rebase.

C. A fighter flying CAP uses its printed range.

16.2.5.2 Escort

A. A fighter can fly an escort mission at the point specified in the rules about the mission type. B. An escorting fighter uses its printed range.

C. An escorting fighter only has to reach the target hex of the aircraft it is accompanying. It does not need to start or end the impulse stacked with it and does not have to join with it along the way.

16.2.5.3 Interception

A. A fighter can fly an interception mission at the point specified in the rules about the mission type.

B. A fighter flying interception has only half its printed range flying to the target hex but can use its full range to return to base after the mission.

16.2.6 Bombers

A. An aircraft that flies any mission except CAP, escort, or interception, is called a bomber (even if it is a FTR).

B. The relevant section of the rules explains how to conduct each bombing mission.

16.3 Air-to-Air Combat

The mission rules dictate when to fight any air-to-air combat. If both sides have aircraft present and either has a fighter then air-to-air combat can occur.

16.3.1 Arrangement

A. Resolve air-to-air combats one at a time.

B. For each combat, divide aircraft into two groups: bombers and fighters.

C. Arrange each group into a line from front to back. Usually it is better to place the best air-to-air rated fighter unit at the front of the fighter group and the bombers with the most bomb factors at the back of the bomber line.

D. The front unit in each group is the only unit that can be adversely affected by combat (unless using Bounce Combat, 16.3.3.1), until it is destroyed, aborted or cleared through, thus exposing the second unit in the next round.

16.3.2 Combat

A. Fight each air-to-air combat in a series of rounds. This series continues until every aircraft on one side is either destroyed, aborted, or cleared through.

B. If a side starts a round with no fighters, all opposing bombers are immediately cleared through to the target.

C. After air-to-air combat (if any) is over, all bombers that have been cleared through to the target carry out the bombing mission.

16.3.2.1 Combat Values

A. A side's air-to-air value for each round equals its air-to-air strength minus its opponent's air-to-air strength.

B. Calculate air-to-air strength at the start of each round.

C. It equals the air-to-air rating (Unit Description chart) of the front fighter, plus one per other fighter, ignoring bombers.

D. If a side has no fighter group, its air-to-air strength equals the air-to-air rating of your front bomber only. If that bomber's air-to-air value is bracketed, that bomber's side does not roll combat dice (i.e., it does not shoot back at the enemy) unless using Bounce Combat (16.3.3.1), in which case the roll may only result in a bounce.

E. All modifiers are cumulative.

16.3.2.2 Resolving Combat

A. Consult the Air Combat table. The air-to-air combat sequence is:

B. The inactive side rolls two dice and adds them together.

C. Cross-index the roll with the column containing the inactive side's combat value, and implement the result.

D. The active side rolls two dice, summing them.

E. Cross-index the dice roll with the column containing the active side's combat value, and implement the result.

F. The active side can voluntarily abort the air-to-air combat.

G. The inactive side can voluntarily abort the air-to-air combat.

H. Losses from the inactive side's roll do not affect the combat value the active side uses. However, the active side must suffer any result before knowing its own roll.

I. If voluntarily aborting air-to-air combat, apply an abort result to each of that side's remaining aircraft in the combat.

J. It is possible for both sides to voluntarily abort the same combat.

16.3.3 Combat Results

A. The combat results are explained in the Air Combat Results Explanations Table.

B. The units of the side rolling the dice do not suffer any effects. The result only applies to opposing units.

16.3.3.1 Bounce Combat (Optional Rule 8)

A. When the result of any air-to-air combat is a DC, the defender may choose to implement it normally or may instead convert the result into a bounce combat.

B. When this happens, interrupt the air-to-air combat sequence to immediately fight a bounce combat.

C. The defender selects one of its remaining fighters and one opposing aircraft (fighter or bomber) remains in the combat. These two aircraft fight one round of air-to-air combat.

D. For this combat, calculate the air-to-air values normally except there is no benefit from any other fighters. The bouncing fighter gains +1 to its air-to-air rating.

E. Apply the results of the bounce combat per the Air Combat Table, but they affect only the two planes involved.

F. After this combat, if the bouncing fighter is not aborted or destroyed it must be placed in the rear of the line of fighters from which it came.

G. If the bounced plane is a fighter and is either cleared through or not affected, it returns to its prior place in the fighter line-up.

H. If the bounced plane is a bomber and the result is no effect, it returns to its prior place in the bomber line-up.

I. After the bounce combat, resume the air-to-air sequence of play but without recalculating the combat value for this round.

J. When a side only has bombers at the start of a round of combat, all AC results that it rolls that round become DC results instead (allowing a normal bounce combat).

K. If the result of any air to air combat is AC and the attacker has a fighter, the defender may conduct a bounce combat as usual but only against an opposing fighter (not bomber).

16.3.3.2 Terrain

A. Halve an aircraft's tactical factors for ground strikes or ground support into a forest, jungle, or

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swamp hex. Halve each side for ground support; halve each unit for ground strikes.

B. Terrain and weather (16.2.3) effects are cumulative.

16.4 Pilots

Pilots are separate from their machines and must be trained separately. The number of pilots limits the number of aircraft allowed on the map.

16.4.1 The Reserve Pool

A. When placing a reinforcing aircraft onto the map, reduce available pilots on the track by one (including during setup for a scenario), otherwise place the aircraft into the reserve pool (minors use pilots of their controlling major power).

B. For each pilot in the total on the Available Pilots Track (16.4.3), one aircraft may be selected from the reserve pool, placing it on the map as a normal reinforcement. This is not required. Aircraft may remain in the pool and pilots on the track as desired.

C. After deploying new reinforcements, face-up aircraft may be removed from the map and placed into the reserve pool. They must be on a city in their home country to do this. For each aircraft moved to the pool, increase available pilots by one.

16.4.2 Pilot Training

A. Pilots cost two build points and take three turns to train.

B. Use the *Pilots in Training* markers to show how many pilots are being trained.

C. In the Reinforcement Stage add the number of reinforcing pilots to the major power's total on the Available Pilots Track.

16.4.3 Available Pilots Track

A. The Available Pilots Track records the number of unallocated pilots on the map. B. Add a pilot to the total:

1. For each aircraft moved from the map into the reserve pool (16.4.1);
2. For each pilot in training arriving as a reinforcement (16.4.2); and
3. For each pilot who does not die when his aircraft is destroyed (16.4.4).

C. Subtract one pilot when placing any aircraft onto the map (except when setting up minor aircraft, 20.5.1) or when retraining a pilot (16.4.5).

16.4.4 Pilot Deaths

A. A pilot can die when an aircraft is destroyed:

1. In a sea area where that side has neither a naval unit nor a port;

2. By an orange air-to-air combat result where the combat was over any sea area or enemy controlled hex;
3. By a red air-to-air combat result;
4. Due to over stacking;
5. By anti-aircraft fire (11.4.8.1);
6. By being overrun while surprised (11.9.6.1); or
7. By being in its home country when it is conquered (13.6.1.3).

B. A pilot also can die when a minor country aircraft is destroyed prior to its units being added to its controlling major power's force pools (20.5.2).

C. If an aircraft is destroyed but the pilot survives, increase the total on the Available Pilots Track by one.

16.4.5 Retraining Pilots

In the Production Step, a side may convert pilots to build points. Add one extra build point per pilot subtracted from the total on the Available Pilots Track.

17.0 SURPRISE

17.1 In General

A. Major powers and minor countries are surprised when a major power declares war on them, even if they are already at war with someone else.

B. They are not surprised by a country they are currently at war with even if they attack in conjunction with units from a major power that has just declared war on them.

C. They are not surprised by units flying over, or starting this impulse in, a hex controlled by a country at war with them last impulse.

D. The effects of being surprised last only for that impulse (surprise impulse).

17.2 Surprise Effects

17.2.1 Aircraft

A. Surprised aircraft units cannot fly missions that are exclusively against units controlled by major powers declaring war. Therefore, in the surprise impulse they cannot:

1. Fly a ground support mission to a hex being attacked only by units controlled by those enemy major powers; or
2. Fly an interception mission against aircraft only controlled by those enemy major powers.

B. Surprised aircraft units that flew CAP cannot fight if the only units flying a mission to their hex are controlled by a major power on the side declaring war.

C. Surprised aircraft units already at sea suffer the same effects as surprised naval units.

D. If a land unit controlled by a major power declaring war enters a hex containing a friendly face-up aircraft, it, and its pilot (16.4) are destroyed, not rebased.

E. Aircraft controlled by a major power declaring war ignore enemy CAP and cannot be intercepted if they solely fly a mission exclusively against a surprised hex or unit(s).

F. Bombers (and artillery) controlled by a major power declaring war, roll an extra die against each surprised unit they ground strike (11.7). A success with either die turns the surprised unit face-down.

G. Bombers (and artillery) controlled by a major power declaring war, double their ground support factors (11.12.4) if the only land units in the target hex are surprised units.

H. Aircraft (from any major power) cannot fly a defensive ground support mission to a hex where the only land units there are surprised.

I. Halve anti-aircraft fire from units of a surprised major power if directed exclusively against bombers controlled by a major power that declared war on it.

17.2.2 Land Units

A. Land units are not halved when attacking a surprised land unit across a river or canal hexside (even if some other unit in the hex is not surprised). They still suffer the adverse effects of invasions and attacks across straits hexsides.

B. Surprised HQs cannot provide emergency HQ supply (2.4.4.4) or HQ support (11.12.3.1).

C. Artillery (21.4) cannot bombard while surprised.

17.2.3 Naval Units

A. Overrun naval units may be captured or destroyed when surprised (11.9.6.2).

B. Surprised naval units cannot provide defensive shore bombardment nor can naval units provide defensive shore bombardment to a hex containing only surprised units.

18.0 OFFENSIVE POINTS

A. Offensive points (recorded on the pilot track) represent the assembly of large quantities of supplies and replacements for a major offensive.

B. Offensive points are built in increments of one offensive point per build point (ignore gearing), and take two turns to build.

C. Active major powers must spend at least 10% (round 0.5 up) of each turn's production on offensive points (after lending and bonuses, but not counting saved build points), or else they lose 0.1 of a morale for each offensive point not purchased.

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18.1 Spending Offensive Points

A. Each major power may spend offensive points to:
1. Purchase unlimited actions; 2. Provide benefits to one of its HQs; or
3. Reorganize one or more of its HQs.

B. A power is limited only by its available offensive points each turn.

18.2 Unlimited Actions

A. A power that spends seven (7) offensive points at the start of the impulse (five for Italy, OE, AH, Japan, and China) may perform unlimited land, air, and naval moves.

B. Rail moves are based on the land action.

C. Unit reorganization cost (11.14.3) is based on the most favorable of all impulses called.

18.3 HQ Benefits

A. HQs can provide combat benefits. Only one HQ may be chosen to provide benefits, and only to one action type (naval, air or land) per impulse even when Unlimited Actions (18.2) have been chosen.

B. The cost is three offensive points plus twice the chosen HQ's reorganization value. ***Example:*** An HQ with a reorganization value of 2 would cost 3 + 4 = 7.

C. Only face-up supplied HQs (at the start of its impulse) can be chosen to provide benefits, and no benefit can be given to any unit while the HQ is on a TRS or AMPH, although it could be given immediately after the HQ conducts an invasion from the invasion hex.

D. An HQ can move, fight and/or reorganize units normally during the impulse it provides benefits.

E. At the end of the impulse, turn the chosen HQ face-down if it is not already.

F. When using offensive points in land action, a power can apply some benefits within range of the chosen HQ. A hex is within range if it is no further away in hexes and or hex-dots than the chosen HQ's reorganization value (ignoring terrain, weather, neutral countries, enemy units, and ZOCs). Each world scale map hex or hex-dot counts as four hexes for this purpose.

18.3.1 Naval Action

A. After paying the appropriate offensive point cost at the start of a naval action, specify one face-up HQ that is in a port. During naval searches, the nation may demand a reroll of search dice (of either side) a number of times equal to the HQs reorganization value, in sea areas no further away than the HQs reorganization value. ***Example:*** An HQ with a reorg value of 2 in Bremen, that nation

could demand a reroll in the North Sea, or any sea area adjacent to the North Sea.

B. Adjacent means one space away. Sea areas with dashed lines still count.

C. During reorganization, each naval unit reorganized by that HQ only costs half the usual reorganization point cost (11.14.3), and the HQ may reorganize naval units either in range as normal or at sea in sea areas in which it could have demanded rerolls.

18.3.2 Land Action

A. After paying the appropriate offensive point cost at the start of a land action, specify one face-up HQ.
   It can:
   1. Double the combat factors of cooperating land units within range of the HQ when declaring a land combat (11.12.1); and/or
   2. Have each bombarding ART (21.4) roll an extra die during the Ground Strike Step (11.7).
   3. Provide HQ support with that HQ without turning it face-down, though it can still be turned face-down by the combat result.

B. The HQ may do this (in total) to as many of units in the impulse as twice its reorganization value.

C. It may only enhance each unit once per ground strike or land combat.

D. Every land unit reorganized by that HQ only costs half the usual reorganization cost (11.14.3).

18.4 Reorganize HQs

A. Immediately after declaring which HQs will receive benefits this impulse spend offensive points to turn face-up supplied HQs.

B. Each HQ costs one plus its reorganization value to turn face-up.
   Example: Spend three offensive points for an HQ with a reorganization value of 2).

COOPERATION

Units must be able to cooperate to do certain things together. These rules govern who can cooperate, what they cannot do together when they can cooperate, and what they cannot do together if they do not cooperate.

19.1 Eligible Powers

A. Units of a liberated major power cannot cooperate with units of a major power that refused to return hexes on liberation (13.6.3). With that proviso, the following may cooperate with each other:
   1. Units from the same major power cooperate with each other (even if they are from different countries, such as Australian and Indian units).

   2. Units from the same minor country cooperate with each other.
   3. Units from a minor country cooperate with units from its controlling major power or minor country.
   4. Units from a liberated major power cooperate with units from the major power that liberated it.
   5. US and CW units cooperate provided neither is neutral.
   6. US and French units cooperate provided neither is neutral.
   7. German and Austro-Hungarian units cooperate provided neither is neutral.
   8. Green partisans cooperate with units from their own country only.
   9. Red partisans only cooperate with other partisans (**Exception:** Red Russia).

B. No other units cooperate (e.g., units from a major power do not cooperate with units from a minor country aligned with another major power, and units from one minor country do not cooperate with units from another, even if both are aligned with the same major power).

19.2 Non-Cooperating

19.2.1 In General

Units that do not cooperate cannot:

A. Stack in the same hex, at any time that stacking limits apply;
B. Transport each other's units;
C. Draw supply from a source controlled by the other;
D. Reorganize each other; or
E. Be committed to any combat or mission that the other unit is, or will be, involved in this step. This does not apply to naval air or naval air interception missions.

19.2.2 Foreign Troop Commitment

A. A unit that ends any step in the unconquered home country of a friendly major power that it does not cooperate with is destroyed unless:
   1. It started the step there; or
   2. It started the step elsewhere and the unit satisfies the foreign troop commitment limit.

B. A minor country unit that ends any step in the unconquered home country of another aligned minor country on the same side is destroyed unless:
   1. It started the step there; or
   2. It started the step elsewhere and the unit satisfies the foreign troop commitment limit.

C. The foreign troop commitment limit is satisfied when there is at least one HQ from the unit's original home country there (any CW HQ for CW units) and the total number of that country's non HQ units there is less than or equal to the total printed reorganization values of the HQs. Divisions count as 0.5 units for this purpose, and aircraft and naval units count separately.

D. A nation may not voluntarily exceed foreign troop commitment limits, but if a unit has no choice except to exceed the limits (e.g., retreats, return to base with no other available ports), it is shattered instead of destroyed.

E. Units that do not cooperate are not otherwise limited. In particular, they can:
   1. Occupy the same section of a sea-box;
   2. Take part in the same naval combat;
   3. Take part in the same convoy chains (unless neutral);
   4. Lend resources to each other;
   5. Trace supply through hexes controlled by each other; and
   6. Enter hexes controlled by each other outside their major power home countries (if the owner agrees, 11.9.5).

19.3 Cooperating

A. HQ, TRS, and AMPH units may reorganize units they cooperate with. However, double the reorganization cost of a unit if any reorganization point came from a unit of a cooperating country.

B. Apart from control of hexes (2.5), reinforcements (4.0), activities limits (10.2), and reorganization (11.14), units which cooperate act as if they were from the same country (they may move and fight together, etc.).

20.0 MINOR COUNTRIES

A. The world is divided into several types of political entity. At the top of the heap is the major power independent and powerful. Then there are minor countries -still independent but not in the same military league as a major power. Every major power home country and every minor country has a capital.

B. In previous years, most major powers valued their importance by how many other territories, sometimes called colonies, they controlled. We do not have a special status for colonies; they are either a minor country aligned with, or conquered by, a major power or simply hexes controlled by a major power.

C. We represent the independence of true minor countries by making them neutral until they enter the war. They enter the war when someone declares war on them or when they otherwise align themselves with a major power. In either case, for game purposes, select a major power to run their affairs.

D. Scenario information (24.0) lists which minor countries start the game conquered or aligned.

20.1 Neutral Minor Countries

A. Major powers may transport resources and build points through hexes controlled by neutral minor countries.

B. Unless allowed by political status (15.1.1), units may not enter hexes controlled by a neutral minor country nor supply be traced through them.

20.2 Entering the War

A. A minor country enters the war when:
   a A major power declares war on it (9.5); or
   b It aligns with a major power (9.6, 15.1.1).

B. If a minor country aligns with a major power, it is controlled by that major power.

C. In every other case, when one or more major powers declare war on a minor country, choose an active major power on the other side to align with it. Japan and China may not align minors unless they are full allies on one side or the other.

D. If there is more than one eligible major power, offer the minor to the major power whose capital is closest to the minor's capital (any home country in the case of the Commonwealth). If it declines, offer it to the next closest, and so on.

E. If every eligible major power declines, the minor (and all its controlled minors and territories) is immediately conquered by the attacking major power (13.6.1).

20.3 Independence

A. A minor country or major power may declare independence in any DOW Step where it has its own land unit in any cities in its potential home country (usually combined from two partisans, 13.1). The country need not have existed previously provided it has potential units to build (e.g., Estonia could liberate itself from Russia, or Pakistan could liberate itself from India).

B. If not yet controlled, choose one city the new country controls to become the capital, and if minor country, a major power on the side which would control its partisans to control the new country (9.5).

C. The new country only controls the hexes occupied by its land units, and is at war with all active major powers on the side it broke away from. If there is an established capital (e.g., Paris), that city

becomes the capital once it is controlled.

D. Treat a country declaring independence as liberated (13.6.3).

E. Conquest of a minor which declared independence reverts it to its original status as a separate minor or part of its original home country (e.g., Georgia could break away from Russia, be reconquered and reincorporated into Russia, reliberated, and so on).

20.4 Entering a Minor Country

Friendly units can enter hexes controlled by a minor country if:

A. At war with it or with the major power that controls it;

B. That side has conquered it;

C. It is aligned with any active major power on that side and the unit entering is controlled by an active major power (subject to foreign troop commitment, 19.2);

D. It is aligned with a friendly neutral major power and the unit entering is belonging to that major power.

20.5 Minor Country Units

20.5.1 Setting Up

A. When an unaligned minor country aligns with a major power, set up its initial units immediately in hexes controlled by that minor. At least half a minor country's initial units must set up in its home country.

B. Set up each of the minor's land and aircraft units with a prior year on its reverse. If it has the current year on its reverse put it on the Production Circle to arrive as a reinforcement next turn (along with a pilot). For setting up reserves see 9.7.

C. Set up each of the minor's naval units with a date on its reverse that is at least two years earlier except those sunk prior to the start of the scenario.

D. If the date is one year earlier, put the unit into the construction pool. If it is the current year, the units are not yet set-up. (See Production, 20.5.2.)

E. Set up the minor's CPs per the Minor Country CPs Table. Use the controlling major power's CPs, which are treated as units of the minor power for the rest of the current impulse only, and thereafter are treated as units of the controlling major power.

20.5.2 Production

A. Immediately after setting up a minor country's units the power must declare whether units not set up are to be added to its force pool. If so, its units must always go into the power's force pool

as they are destroyed (unless scrapped, 13.5.5.2) and/or become available (4.1).

B. If not, they are removed from the game, as are the set up units when they are destroyed. These units are still eligible to be added to the force pool of the major power that liberates it (13.6.3.1).

20.5.3 Restrictions

A. Minor country units can move and fight outside their home country. However, a minor country's land or aircraft units (naval units are not restricted) may move outside its (current) home country or to the reserve pool if half or more of its on-map land and aircraft units are currently inside its home country.

B. Any minor country aircraft may rebase (11.13) into a neutral country. If it does it is destroyed, but any pilot survives provided a major power added the minor country's units to its force pool (20.5.2).

21 SPECIAL RULES

21.1 Factory Construction

A. Factory markers are used to indicate destroyed and built factories. New factories cost six build points and take three turns to complete.

B. Factories may be built only in a major power's home country (Britain in the case of the CW).

C. Factories printed on the map may not be destroyed, those that are built are destroyed when an enemy unit enters their hex.

21.2 Division Breakdown and Build-Up

A. After reinforcements are complete for a turn, a power can break down INF, MOT, MTN, and CAV corps outside of enemy ZOCs into divisions. Both divisions must be of the same country as the corps.

Exceptions: Austrian and Hungarian corps are treated the same for this purpose, and for CW major power corps, at least one (only) of the divisions needs to have the same home country.

B. Draw randomly selected divisions from the force pool per the Division Breakdown/Build Up Table. C. When breaking down to satisfy combat results (Combat Chart), a corps can breakdown into one division from the force pool and one division which does not exist in order to actually satisfy the 0.5 loss.
Example: Satisfy a 0.5 loss by breaking down an Australian CAV corps into an Anzac INF div and an Australian CAV div (which does not exist but is used to immediately satisfy the loss).

D. The full corps still counts for morale loss, and no bonus build points are earned for the loss.

E. After breaking down, if there are two divisions face-up and together in the same hex that did not come from a corps breakdown this turn, they may be built up into a corps of a type that they could have broken down from. However, instead of randomly drawing the corps, they must always build up into the weakest corps of the type available in the force pool (in terms of combat strength, randomly select if tied).

F. Alternatively, two supplied divisions that are not in the same hex may build up, provided they are not in enemy ZOCs, but place the corps on the Production Circle to arrive next turn.

21.3 Engineer Divisions

A. Engineers give attacking and defending DRMs (Combat Chart).

B. Face-up ENG are not halved when attacking across a river, canal, or fort hexside, though the defender still has all other combat benefits if behind a fort hexside.

C. ENG also provide to land units they are stacked with up to the number of the ENG unit's combat factors. Example: A 2-factor ENG can negate a fort or river for two other units.

D. ENG attacking across both a river and a fort hexside ignore only the fort.

E. If an ENG negates a river or fort (even for itself), or provides its +1 DRM across a river or fort, or against any entrenched unit, it must suffer the first loss (only for one engineer unit when using multiple ENG in an attack).

F. However, an attacker may decline to use an ENG to negate rivers and forts (announced before the combat roll).

G. Spending an extra build point per engineer, reduces its construction time from five turns to three turns.

21.4 Artillery

A. There are two types of artillery: anti-tank (AT) and field artillery (ART). They form two new force pools and, like other units, subdivide each of these on the basis of cost. 1

B. Artillery units only have a combat factor (before modification) of 1 when being attacked, unless stacked with a land unit other than an artillery or notional unit.

21.4.1 Anti-Tank Units

A. Double the combat factors of AT units if they are being attacked by an enemy ARM or MECH unit.

B. Each defending anti-tank unit counts as two ARM divisions for choice of land combat tables (11.12.5).

21.4.2 Field Artillery Units

A. ARTs may attack and defend normally like any other land unit.

B. A face-up, supplied ART may instead bombard. Its combat factors are circled in gray.

C. Bombardment does not count against any activity limit (10.2).

D. An ART bombards an adjacent hex as if its printed combat factor were an aircraft's tactical factor. Thus it can execute a ground strike or a ground support (offensive or defensive) mission into that hex.

E. While bombarding, its factors are affected by weather (16.2.3), terrain (16.3.3.1), surprise (17.1), offensive points in a land action (18.3.2), and cooperation (19.2) exactly like an aircraft's tactical factors (e.g., it cannot bombard a hex in storm or while surprised).

F. An ART unit may not use its combat factors to bombard if its own hex is being attacked.

G. When bombarding, if an ART is the only land unit in its hex, its combat factors are not reduced to 1.

H. Do not reduce factors for ARTs that bombard across all-sea, river, canal, fort, or straits hexsides.

I. ARTs cannot bombard across alpine hexsides. If they take part in normal combat, they are reduced (½ or ⅓) as usual by such terrain.

J. Turn an ART that bombards during Ground Strike (11.7) face-down at the end of that step.

K. Turn an ART that bombards during Ground Support (11.12.4) face-down after Retreat (11.12.5.5) regardless of the combat result.

L. The 1916 German railway gun may only move along rail lines (by land or rail movement) unless being transported at sea. When moving by rail it may move like an HQ. In addition to its normal artillery abilities, it can strategically bombard a factory city (with a factor of 1) up to 2 hexes away as if it were a bomber that cannot be intercepted. Turn it face-down after bombarding.

21.4.3 Fire Support (Optional Rule 9)

A. An supplied face-up HQ, INF, or MOT corps can act as a 1-factor field artillery unit. (HQs doing this may not also provide HQ support.) The unit may not be in an enemy ZOC to provide ground support, but it may ground strike if in an enemy ZOC.

B. Treat any unit that does this exactly like a 1-factor ART unit for all purposes (e.g., turn it face-down, etc.).

21.5 Territorials

A. Some major powers and minor countries have one or more territorial units available in the force

pools from the start of the game. They form a new force pool.

B. The German Pacific territorial can set up and reinforce in any German controlled non-African city or port on the World map.

21.5.1 Movement

A. Territorials may leave their home country only if they are controlled by an active major power, and may enter only territory controlled by countries they are at war with or controlled by their controlling major power. Example: An Anglo-Egypt Sudan territorial controlled by an active CW could enter Egypt or Palestine, but not Algeria.

B. For movement purposes, territorial units treat all terrain in their home country as clear. They pay Fatal Alliances 53 normal movement costs outside their home country.

21.5.2 Conquest, Liberation and Reversion

A. When a home country is conquered (13.6.1), liberated, or reverted (13.6.3), all its territorials on the map, in the force pool, and removed from the game, are immediately moved to the current owner's force pool.

B. The territorials on the Production Circle remain there and, when they arrive, do so as reinforcements under the current owner's control. This means that a power can build territorials belonging to countries which it conquered.

C. Friendly-controlled cities in conquered home countries are still primary supply sources (2.4.2) for its territorials.

21.6 Entrenchments

A. During production, a power can build entrenchments for its corps-sized units. These cost a build point each and arrive the next turn.

B. They are subject to gearing limits (13.5.5.8) and may only be built starting the turn after a country becomes active. (For most countries, this means only one can be built in S/O 1914, two in N/D 1914, etc.).

C. When entrenchments arrive, apply them to supplied corps, rotating them by 90 degrees to indicate their status.

D. If an entrenched unit leaves its hex, the entrenchment is destroyed.

E. Halve ground striking factors (from aircraft and artillery) against entrenched units unless a spotter is used. A spotter can be any aircraft except fighters (even balloons, zeppelins, and bombers without ground support factors). These are treated as bombers until after all aircraft are cleared through enemy fighters, at which point

one can be chosen to spot instead of ground striking. (Fighters with tactical factors can act as bombers but not observers.)

F. Each defending corps that is entrenched gives a -1 DRM to an attack, and if engineers are used to give their +1 DRM against any entrenched unit, they must suffer the first loss (21.3)

21.7 Fortifications

21.7.1 In General

A. Fortifications form a separate force pool. They may not be built on the World Map, but only on the two European maps.

B. Sevastopol starts with two fort hexsides that can never be destroyed.

C. Fortifications do not prevent enemy units entering their hex.

D. Fortifications have no intrinsic combat value and cannot attack.

E. Their combat benefits are not affected by lack of supply.

F. They cannot be used to satisfy losses in combat and are destroyed as soon as an enemy land unit enters their hex.

G. The orientation of the counter determines which hexsides are fortified. Land units attacking through fortified hexsides into the hex containing the fort halve their combat value (in addition to any other modifiers, 11.12.1.3).

H. If every land unit attacks through a fortified hexside, the defender has the choice of combat table, even if the attacker is using engineers (11.12.5.1).

I. Halve artillery ground striking factors across fort hexsides unless a spotter is used (not cumulative with entrenchments, 21.6).

J. Spending an extra build point per hexside, reduces the construction time from five turns to two turns.

21.7.2 Unlimited Forts (Optional Rule 10)

A. There is a limit on the number of forts currently under construction by the force pool, but each major power can have unlimited on-map forts.

B. Record the position and facing of on-map forts by some means other than by using fort counters.

21.8 Maritz and von Lettow

A. The German CAV *Maritz* represents South African defectors who joined the Germans. Maritz is treated as a regular CAV always supplied in SouthWest Africa and South Africa.

B. The German HQ *von Lettow* is always supplied anywhere in Africa. It can provide primary supply for a number of German controlled units up to its reorganization value.

C. Both Maritz and von Lettow are destroyed if shattered, and can never be rebuilt.

D. These units can be voluntarily removed from the map by Germany during any reinforcement stage.

　　1. If Maritz is removed in this way, it can reappear as a reinforcement in any unoccupied hex in South-West Africa during any later reinforcement stage (even taking control of an Allied hex).

　　2. If Von Lettow is removed in this way, it can reappear as a reinforcement in any unoccupied hex in or adjacent to Tanganyika except Zanzibar (including Allied capitals, and even
Congo and Mozambique after Belgium and Portugal have joined the war on either side; even taking control of an Allied hex).

21.9 Liman von Sanders

Liman von Sanders was German advisor to the Ottoman Empire.

A. If Germany plays the political action *Military Advisors* for the OE during or after 1915 and the unit has never been built, add it for free to the Production Circle to arrive in two turns.

B. When located in any 1914 Ottoman regions, Liman von Sanders acts as both a German and Ottoman Headquarters.

21.10 Gas Units

A. Gas units stack and move like an infantry division.

B. They may not break-down or build up into corps.

C. When attacking, a gas unit can announce that it is conducting a gas attack (maximum one gas attack per combat even if multiple gas units are attacking).

D. Immediately before the attack, roll a die for the gas. Apply a DRM for gas attacks per the Land Combat Chart.

E. Turn the gas unit face-down after combat.

F. Gas attacks incur a US Entry Action (13.2.3.1).

21.11 Balloons and Zeppelins

Balloons and zeppelins are treated like aircraft in all respects except that they do not use pilots.

21.12 Anzac Units

Anzac units have two home countries: Australia and New Zealand.

21.~~13~~ ~~German Auxiliary Cruisers~~

A. ~~Germany has two auxiliary cruisers which were liners converted for commerce raiding duty (~~*Kprz Wilhelm*~~ and ~~*Cape Trafalgar*~~). These are similar to other naval units except they are not affected by presence of the enemy (11.3.2.4).~~

B. ~~They can based in neutral ports in addition to (2.4.3), and without triggering a US Entry Action.~~

C. ~~Any interception attempt against these ships travelling alone gets a +1 DRM to the interception roll.~~

21.14 Schlieffen Plan

A. If Germany attacks Belgium on the first turn of the game, Belgian units must set up face-down in Belgian cities and do not exert ZOCs on German units during the surprise impulse.

B. French units may still exert ZOCs into Belgium.

21.15 Automatic Entry Dates (Optional)

A. If players do not wish to use the diplomatic system, they may choose to use the dates in the Automatic Entry Table instead.

B. Other countries may be declared war on, but may not align except through a DOW.

C. The listed countries must be aligned at the first opportunity on the indicated turn.

SETUP AND STARTING THE GAME

Sorting the Counters

A. Sort units into force pools containing unbuilt and destroyed units. Each major power needs a separate force pool for each unit type (one each for CAV, INF, MIL, GAR, MOT, MTN, MAR, MECH, ARM, HQ, SUB, SCS, seaplane carrier, TRS, AMPH, forts, CPs, FTR, LND, NAV, gas units, ENG, field artillery, anti-tank, balloon, and zeppelin. (NAV zeppelin, balloon, and airplanes all go into separate force pools.) There is one force pool per type regardless of how many countries contribute units to one force pools.

B. Some of these unit types come with different costs.
   Example: Some LND will cost two build points and others three build points.

C. Separate divisions of the same type from corps.

D. Separate each unit type into a sub-force pool by cost, first cycle cost only in the case of naval units.

E. This creates a lot of force pools, and organization becomes important. Just forming piles on the side of the table is unsatisfactory. A good option is using a separate bag for each pool. A more sophisticated (but more expensive) method is to use professionally made counter trays. Alternatives to those include egg cartons, and those plastic boxes sold in sewing, hardware, and fishing tackle stores.

F. Set aside these units for now:

G. Units with an availability date on their back that is later than the game's starting year (1914). They will become available later.

H. ~~The naval unit *Brandenburg* (Ge). This is the Ottoman battleship *B. Heyreddn*.~~

I. ~~The naval units *Canada* (CW), *Agincourt* (CW), and *Selim Yavuz* (OE). These become available with entry actions.~~

J. Units that list a non-belligerent major power on their reverse (e.g., Ge). Place such units in the reserve pool, to become available when at war with that major power.

K. All MIL and Res units if starting the game as a neutral major power. Res units are placed in the reserve pool. These units become available when at war with another major power.

L. The HQ *Tsar Nicholas*. This unit is placed on-map as a reserve on the first Russian impulse after Russian morale reaches 7 or less.

M. The HQ *Tuchachevsky*. This will become available upon Russian revolution.

N. There are units for many minor countries which do not actually exist yet. These become available if they are liberated or declare independence (13.6.3, 20.3).

O. A power may remove any of its other units from its force pools if the units a year on their reverse that is at least four years earlier than the game's starting year if your major power is neutral, three years if not. Once removed, these units can never return to the game, so be careful. ***Example:*** In 1914, all major powers are neutral and could therefore any units 1910 or earlier on their reverse may be removed.

22.2 Setting Up

This rule explains how to set up the units and markers.

22.2.1 Administrative Counters

A. Put the *Year* and *Turn* marker in the appropriate space on the Production Circle for the first turn of this game (July/August 1914).

B. Put the *Initiative* marker in the appropriate space on the initiative track, turned to the side which starts the game with the initiative (+2 Central Powers).

C. Put the *Impulse* marker in the left-most space of the impulse track (Central Powers Initiative faceup).

D. Put the entry markers into an opaque cup. Both the US and CW should draw two starting entry markers in the 1914 campaign.

E. Set aside the remaining markers for now.

22.2.2 Units

A. Consult the Set-Up chart for the 1914 campaign.

   The set-up chart is broken down by major power. Set up each major power in the order listed for the campaign.

B. The Set-Up Chart is further divided by rows for geographical locations, and columns for unit types. C. Some of the columns relate to aircraft setup. Aircraft types are differentiated according to the cost and time taken to build the unit.

D. A number indicates a quantity of units of that type. If a type is specified but not a number, it means one unit of that type.

E. Unless the set up specifies a particular unit, choose the units randomly.

F. As indicated in the setup, assign a pilot to each aircraft (other than balloons and zeppelins). Do not add the pilot to the pilot track unless placing it in the reserve pool. (It is used to place the aircraft on the map.)

G. Territorial units must be set up in their home country. When randomly choosing a territorial to be placed on a map, pick a territorial that can set up on that map (e.g., Australians on the World map). Europe and World include portions of Africa on their respective maps.

H. If there are not enough units in the force-pool to set up a unit, none of those units have been removed from the force-pool, randomly select a unit of that type from those available in the next year.

I. All CW units are British unless otherwise indicated.

22.2.3 Unit Placement

A. The left column of the Set-Up Chart indicates where to set up units.

B. If a date is there, set up the units in those spaces of the Production Circle. Set up ships face-up if the next acronym to the right of the unit is *[fu]*, facedown if it is [*fd*].

C. The words *construction pool* or *repair pool* mean set up those units in those pools.

D. A neutral major power can only set up in hexes it controls.

E. *Anywhere* means anywhere within the major power's controlled territory.

F. Set up all on-map naval units in ports.

G. All units must conform to stacking limits after setup.

H. After setting up, a nation can break down any of its land units into divisions even if they are in ZOCs provided they still conform to stacking limits.

I. After finishing setup, a nation can make naval moves out to sea with its naval units. Treat this as a naval action conducted last turn, so the units must finish their move, then drop to a lower seabox section as if they had stayed at sea last turn. Neutral major powers (all in 1914) can only make these moves with CPs.

J. Set up CPs at sea anywhere in the world in order to fulfill at-start trade agreements (e.g., US-German trade, 5.1).

K. Remove from the game all conquered minor country units in the force pools. These units may be returned to the force pools upon liberation (13.6.3).

22.2.4 Select Optional Rules

A. The players agree on any optional rules to be used.

#	Section	Name
1	2.3.1.2	In-Hex Reserves
2	2.4.2.3.2	Limited Overseas Supply
3	2.4.2.5	Limited Access Across Straits
4	2.4.4.4	Emergency HQ Supply
5	11.3.2.4.2	Enemy Presence (Naval Movement)
6	13.4.2	Isolated Reorganization
7	14.1.2	Home Front Reserves
8	16.3.3.1	Bounce Combat
9	21.4.3	Fire Support
10	21.7.2	Unlimited Forts

B. Believe it or not, you are now ready to play! (See, wasn't that easy?)

23 SCENARIOS

23.1 The 1914 Campaign

23.1.1 Duration

July/August 1914, impulse 1 through May/June 1919.

23.1.2 Victory Conditions

Central Powers win by holding 16 objectives, (including Japan and Red Russia at half value), 19 if Italy joined the Central Powers. Otherwise, it is considered an Allied victory.

23.1.3 Political Situation

A. At the start of the game, all British and French controlled minors are considered aligned except Ireland (conquered).

B. All German minors in Africa are considered aligned.

C. All other minors controlled by major powers in 1914 (e.g., Poland, Bosnia, Philippines, Iraq, etc.) are considered conquered.

D. All minors controlled by other minor countries (Netherlands East Indies, Belgian Congo, Angola, etc.) are considered aligned to that minor.

23.1.4 Markers

A. Set up all flag markers in their corresponding locations on the Political Chart, other than the South African, Indian, and Pakistani flags.

B. Set up any minor flags without corresponding printed flags on the Political Chart in the Allied +1 box.

C. The US and CW each start with two markers in their entry pools.

D. Each side starts with 5 PPs.

E. All major powers begin neutral.

F. Set the initiative to Central Powers +2. The Central Powers move first. G. Weather roll = 5.

23.1.5 Special Rules

23.1.5.1 First Impulse

A. AH must declare war on Serbia (which must align with Russia).

B. No other DOWs can be made.

C. AH can take a land action.

D. All other powers must pass.

23.1.5.2 Second Impulse

A. Russia must declare war on AH.

B. No other declarations of war may be made.

C. All other powers must pass.

23.1.5.3 Third Impulse

A. Germany must declare war on Russia and France. (AH also declares war on France, but this is free.) The Central Powers may also at the same time make any other declarations of war if desired.

B. Roll US and CW Entry for mandatory declarations of war, but these do not cost any political points.

23.1.6 Scenario Setup Errata

A. ~~Note 3 for Germany should be the two Auxiliary Cruisers to be set up in US ports.~~

B. ~~The Austro-Hungarian SCS *Estz Monarch* [fu] should be the *Prinz Eugen*. *Erzt Monarch* starts in the force pool.~~

23.2 The 1917 Campaign

The 1917 campaign covers the Western and Middle Eastern front from March/April 1917 until early 1919.

Duration

March/April 1917, impulse 1 through May/June 1919.

Victory Conditions

The Central Powers wins by hold ing14 objectives (ignore Japanese and Russian objectives). Otherwise, it is considered an Allied victory

Political Situation

A. Russia and Japan are out of the game.
B. All British and French controlled minors are considered aligned except Ireland (conquered).
C. All German minors in Africa and the Pacific are conquered by the CW except for Tanganyika.
D. All German Pacific territories are controlled by Japan except Papua, New Britain, and the Solomons, which are British controlled.
E. Portugal and Italy are aligned to the Allies. Rumania,
F. Serbia, and Belgium are conquered by Germany. Bulgaria, and the OE are German aligned.
G. Each country controls all hexes in the conquered minors.
H. Serbia still controls Albania (its new home country, aligned to CW).
I. The CW controls Basra in Iraq.
J. In addition to Belgium, Germany controls every hex in France adjacent to the Belgian border except Calais, and hex 1029 adjacent to Metz.

23.2.4 Markers

A. Set up political markers per this table:

Country	Influence
Mexico	+7 Central Powers
Chile	+4 CP
Argentina	+4 CP
Afghanistan	+4 CP
Persia	+4 CP
Japan	+2 CP
Greece	+9 Allies
Brazil	+10 Allies
Arabia	+13 Allies

B. Set up all other political markers on their printed flags, or in the Allied +1 box if they do not have a printed flag.
C. Set up morale as follows

Country	Morale
US	15
Germany	11
CW	11
Ottoman Empire	9
AH	8
Italy	8

France	7

D. Each side starts with 10 PPs.
E. Set the initiative to Allies +1. The Allies move first.
F. Weather roll = 4.

23.2.5 Special Rules

A. All Russian territory is considered off limits to both sides and out of the game, except Poland, the Baltic States, and East Poland, which are all German controlled.
B. All countries except US have called out reserves. Add them prior to unit selection.
C. The US has picked all US Entry options up to and including 40.
D. Germany and AH must maintain a border garrison on the Eastern front (14.4) from the first turn.
E. Up to and including the September/October 1917 turn, Germany subtracts five build points from its production and AH subtracts three (for remaining fighting in Russia).
F. Thereafter, for each additional five garrison points, Germany and AH can earn a resource or build point from the Reds (14.4).
G. The only political events that may be triggered are *Lawrence of Arabia*, *Pressure the Neutrals*, and *Home Front Mobilization*.
H. The US must declare war on the Central Powers on the first Allied impulse (this is automatic and does not cost any PPs).

23.2.6 Scenario Setup Errata

A. Add to Germany 10 INF (total becomes 26), 2 MIL (total becomes 5), 4 GAR (total becomes 6), and 1 CAV (total becomes 3) to set up in Germany, Belgium, or France. These units may now also be set up in Poland, East Poland, and the Baltic States. Germany must maintain a garrison there against Russia.
B. Add 5 Austrian INF (total becomes 10), 4 Hungarian INF (total becomes 8), 2 Austrian MIL (total becomes 4), 2 Hungarian MIL (total becomes 2), and 2 Hungarian CAV to set up in AH or Serbia. These units may now also setup in Bosnia and Rumania. AH must maintain a garrison against Russia.

24.0 CREDITS

The **Fatal Alliances** game system Based on **WiF** by Australian Design Group (www.a-d-g.com.au).

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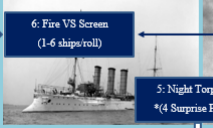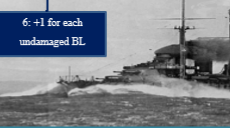
The Battle Board for DrIF

Allied Powers	Central Powers	Allied Powers	Central Powers
	10: New Round?		
Scouts (Place PC, AC and BC here only if providing Search bonus)	Scouts (Place PC, AC and BC here only if providing Search bonus)	*Scouting Squadrons (min 4 DiF ships, 2 FA ships) provide -2 DRM on Searching (max -4). Scouts join the battle in the second round.*	
		11: Join * (4 Surprise Points)	
Shielded Ships and Convoys	Shielded Ships and Convoys	**Abort** *Test and move to Map inverted if ≤ Defence, otherwise return to line*	**Abort** *Test and move to Map inverted if ≤ Defence, otherwise return to line*
	9: Shielded.	**4 & 8: Defence rolls**	
Screening Ships (PC, AC, DD)	Screening Ships (PC, AC, DD)	**Damaged** *Test and mark the ship Damaged in Line, (after Combat move it to the Repair pool). If Roll is ≤ Defence, Move to Abort Box*	**Damaged** *Test and mark the ship Damaged in Line, (after Combat move it to the Repair pool). If Roll is ≤ Defence, Move to Abort Box*
6: Fire VS Screen (1-6 ships/roll)	**6: Fire VS Screen (1-6 ships/roll)**		
7: Or Fire VS BL If no Enemy Screen	**5: Night Torpedo* *(4 Surprise Points)**	**4 & 8: Defence rolls**	
Battle Line (BB, B, BC, Subs)	Battle Line (BB, B, BC, Subs)	**Sunk** *Test and if ≤ Defence, move to this turn sunk pile, otherwise Move it to the Damaged Box.*	**Sunk** *Test and if ≤ Defence, move to this turn sunk pile, otherwise Move it to the Damaged Box.*
6: +1 for each undamaged BL **2: Or Fire VS Screen If no Enemy BL**	**3 Subs VS Screen, Else BL or Shielded If no Screen**		
1: Fire VS BL (1-6 ships/roll)	**1: Fire VS BL (1-6 ships/roll)**		
Davy Jones Locker (all sunken ships in the game)	Davy Jones Locker (all sunken ships in the game)	Sunk this turn. *Calculate Morale Loss*	Sunk this turn. *Calculate Morale Loss*

2*D10 CRT

Choose by rounding down to low column. Add +1 DRM if you had to round down. If > Max. Roll Max AND additional as required.

						1	2	3	4	6	8	10	12	14	16	18	20	22	24	26	28	30
Air to Sea: Dive Bombing	DAY					1	2	3	4	6	8	10	12	14	16	18	20	22	24	26	28	30
Air to Sea: Torpedo Bombing	DAY					1	2	3	4	6	8	10	12	14	16	18	20	22	24	26	28	
Air to Sea: Level Bombing	DAY	1	2	3	4	6	10	14	18	22	26	30	34	38	42	46	50	54	58	62	66	70

						1	2	3	4	6	8	10	12	14	16	18	20	22	24	26	28	30
Surface Capital Main with Fire Control &&	DAY					1	2	3	4	6	8	10	12	14	16	18	20	22	24	26	28	30
Surface Capital Main with Fire Control &&	NIGHT		1	2	3	4	5	6	8	10	12	14	16	18	20	22	24	26	28	30	32	
Surface Capital Main (B)	DAY	1	2	3	4	5	6	7	8	10	12	14	16	18	20	22	24	26	28	30	32	34
Surface Capital Main (B))	NIGHT	2	3	4	5	6	7	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36

						1	2	3	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68
Surface Capital Secondary* and or Screen Guns #	DAY	1		2	3	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68
Surface Capital Secondary* and or Screen Guns #	NIGHT	1	2	3	4	6	10	14	18	22	26	30	34	38	42	46	50	54	58	62	66	70

				1	2	3	4	5	6	7	8	10	12	14	16	18	20	22	24	26	28	30
Surface Torpedo attack	DAY		1	2	3	4	5	6	7	8	10	12	14	16	18	20	22	24	26	28	30
Surface Torpedo attack	NIGHT		1	2	3	4	5	6	7	8	10	12	14	16	18	20	22	24	26

				1	1	2	3	5	6	7	8	9	10	11	12
Subs	DAY			1	1	2	3	5	6	7	8	9	10	11	12
Subs	NIGHT			1	1	2	3	5	6	7	8	9	10	11	12
ASW	DAY		1	2	3	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
ASW	NIGHT	1	2	3	4	6	8	10	12	14	16	18	20	22	24	26	28	30

Shore guns: Home Country Port	D/N	Sbat <-Minor Port Sbat <-Major Port
Shore guns: Overseas Port	D/N	Sbat
Mines/4 DriF ships, -1 DRM if DD in Naval move), -1 each <4	D/N	1 2 3 4 5 6 7 8 9+

Main BB,BC,B Guns vs AC, PC, Aux C, TRS, CON
Torpedo or Sub
Weather DRM

"D become a X"
If attacking naval B, AC, (not TRS or Convoy) D becomes a X
Weather (not used for mines) **-2** DRM in Rain, Snow **-4** DRM Storm **-6** DRM Blizzard

A=Abort
D=Damaged
X =Hit

These are the roles to "Hit": You still have to do the defense rolls to take into account the Armor.

DRM																						DRM
-4																	A	A	A		-4
-3																A	A	A	D		-3
-2															A	A	A	D	D		-2
-1														A	A	A	D	D	D		-1
0													A	A	A	D	D	D	DA		0
1												A	A	A	D	D	D	DA	X		1
2										A	A	A	D	D	D	DA	X	X	XA		2
3								A	A	A	D	D	D	DA	X	X	XA	XD			3
4						A	A	A	D	D	D	DA	X	X	XA	XD	X2D				4
5				A	A	A	D	D	D	DA	X	X	XA	XD	X2D	2X					5
6			A	A	A	D	D	D	DA	X	X	XA	XD	X2D	2X	2X					6
7		A	A	A	D	D	D	DA	X	X	XA	XD	X2D	2X	2X	2X					7
8	A	A	A	A	D	D	D	DA	X	X	XA	XD	X2D	2X	2X	2X	2X				8
9	A	A	A	D	D	D	DA	X	X	XA	XD	X2D	2X	2X	2X	2X					9
10	A	A	A	D	D	D	D	DA	X	X	XA	XD	X2D	2X	2X	2X	2X	2X1D			10
11	A	A	D	D	D	D	DA	X	X	XA	XD	X2D	2X	2X	2X	2X	2X1D	2X2D			11
12	A	A	A	A	D	D	D	DA	X	X	XA	XD	X2D	2X	2X	2X	2X	2X1D	2X2D	DA	12
13	A	A	A	D	D	D	D	DA	X	X	XA	XD	X2D	2X	2X	2X	2X	2X1D	2X2D	3X	13
14	A	A	A	D	D	DA	DA	X	X	XA	XD	X2D	2X	2X	2X	2X	2X1D	2X2D	3X	3X1D	14
15	D	D	D	D	D	X	X	X	XA	XD	X2D	2X	2X	2X	2X	2X1D	2X2D	3X	3X1D	3X2D	15
16	D	D	D	DA	DA	X	X	XA	XD	X2D	2X	2X	2X	2X	2X1D	2X2D	3X	3X	3X1D	3X2D	16
17	D	D	D	X	X	XA	XA	XD	X2D	2X	2X	2X	2X	2X1D	2X2D	3X	3X	3X1D	3X2D	4X	17
18	DA	DA	DA	X	X	XD	X2D	X2D	2X	2X	2X	2X	2X	2X1D	2X2D	3X	3X	3X1D	3X2D	4X	18
19	X	X	X	XA	XA	X2D	X2D	2X	2X	2X	2X	2X1D	2X2D	3X	3X	3X1D	3X2D	4X	4X	4X1A	4X1D	19
20	X	X	X	XD	XD	2X	2X	2X	2X	2X1D	2X2D	3X	3X	3X1D	3X2D	4X	4X	4X1A	4X1D	4X2D	20
21	XA	XA	XA	X2D	X2D	2X	2X	2X	2X	2X1D	2X2D	3X	3X	3X1D	3X2D	4X	4X	4X1A	4X1D	4X2D	5X	21
22	XD	XD	XD	2X	2X	2X	2X	2X1D	2X2D	3X	3X	3X1D	3X2D	4X	4X	4X1A	4X1D	4X2D	5X	5X	22
23	X2D	X2D	X2D	2X	2X	2X	2X	2X1D	2X2D	3X	3X	3X1D	3X2D	4X	4X	4X1A	4X1D	4X2D	5X	5X	23
24	2X	2X	2X	2X	2X	2X1D	2X1D	2X2D	3X	3X	3X1D	3X2D	4X	4X	4X1A	4X1D	4X2D	5X	5X	5X	24

Spending Surprise Points (Choose once each only)
4 Avoid combat (2 if your slowest ship is faster than all the non screened enemy)
4 Choose Combat Type
4 Choose Target Ship Type
4 + 2 DRM to any one roll (cross T)
4 -2 DRM to any one Enemy Roll (smoke)
4 Re-join Scouts to Screen (Scouts 11.4.4D are available to fight in the 1st round)
4 Screen ships (AC, PC, DD) deliver night torpedo attack on enemy line of choice (separate attack +4 DRM) perform after battle line fire but before Screen line fire.
4 Claim Control of Sea Zone (3 to 1 Morale)
4 Choose Night/Day (Default is Day)

SUB vs Ship Attacks and ASW
Fire Subs using Sub
ASW= +1 for each DD/PC, +0.5 each other type (round Down) + 1 for each 3 Convoy Points

* Fire from AC, PC, Cl, DD, in Screen and +1 factor additional Screen fire only for each undamaged BB, B, BC (secondary guns)"
# If Screen box is empty of enemy screen, then screen ships can move to battle line and attack with battle line with a Torpedo Attack (only) or stay in the Screen line.
$ MINES Every 4 (DriF) ships (2 SCS) must roll. -1 dmr for every ship less than 4, -1 if DD is in same naval move

&& Fire control applies to BB's , BC's, only, not B's   && Use Day even in night for Radar Control: BB. CA in USN , HMS Service 1942+

Weather Effects (8.2)

Weather	Blizzard	Snow	Storm	Rain
Supply range [1]	2	3	2	2
Terrain (land)	x2	NE	x2	x2
Invasions	N	N	N	Y
Land Attacks	-4	-3	-3	-1
Air Missions	N [2]	Y	N [2]	Y
Air factors [3]	NA	x½	NA	x½
Shore Bombardment [4]	N	-1	N	-1
Naval-Air Combat	N	NE	N	NE
Search Rolls [5]	+1	+1	+1	+1

NA: Not applicable   N: Not allowed

NE: No Effect   Y: Allowed

[1] European map hexes   [2] Except rebases

[3] Air-to-sea, tactical and strategic

[4] When in sea box with *

[5] CSs and NAVs do not help in Blizzard and Storm

Desert and Desert Mountain Weather (8.2.1.1)

Weather Rolled	Weather Instead
Blizzard	Snow
Storm	Rain
Rain	Fine
Snow	Fine

Aircraft Stacking Limits (2.3.2)

Limit	Terrain
3	Major port or city
2	Minor port
0	Mountain, desert mountain, or swamp
1	Any other hex
+1	Each HQ in hex
+1	Each engineer in hex

Garrison Values (9.2.3)

Value	Unit
0.5	Any division
2	MTN unit
0	Partisan
1	Other land or aircraft unit

It's War Chart (9.4.2)

TENSION		<30	30-32	33-36	37-41	41-45	46-50	51-55	56-60	61-70	71+
		US ENTRY LEVEL									
0-5		may not declare war									
6-12	may not declare war	1	1	2	2	2	2	2	2	2	2
13-18		0	2	3	3	3	3	3	3	3	3
19-25		0	0	2	3	4	5	6	6	6	6
26-31		0	0	0	3	5	7	7	7	7	7
32-40		0	0	0	2	4	6	7	8	8	8
41-50		0	0	0	1	3	4	6	8	9	9
51+		0	0	0	1	3	5	6	8	9	9

It's War DRMs (9.4.2)

DRM	Reason
+3	If US entry option 40 has not been chosen.
-1	Per Allied major power that has surrendered or gone to revolution.

Allowable Activities (10.2.1)

Activity	Action				
	Naval	Air	Land	Comb	Enemy
Declare war	X	X	X	X	
CAP 1	X	X	X	X	X
Escort air 1	X	X	X	X	X
Intercept air 1	X	X	X	X	X
Naval air	a	X	b	c	
Naval movement	X			d	X [2]
Embarkation	X	X [3]	X [3]	X	
Naval transport	X			X	
Naval interception					X
Naval combat	X	X		X	X [4]
Strategic bombardment	a	X	b	c	
Ground strike	a	X	b	c	
Rail movement		e	e	f	
Land movement			X	g	
Debarkation	X [5]		X	g [5]	
Invasion			X	g, h	
Land attack			X	h	
Shore bombardment	X	X	X	X	X
Ground support/ Observation	X	X	X	X	X
Rebase air	a	X	b	c	X [2]
HQ reorganization	X	X	X	X	
TRS resupply	X	X	X	X	

X: unlimited actions allowed   Blank: action not allowed

a-h: See Major Power Activities Limits Table.

[1] Missions occur during every air mission except rebase and naval air.

[2] Only allowed when a unit is overrun.

[3] Only possible if cooperating major power on same side embarks the unit.

[4] Only in sea areas where opponent moved into without initiating combat.

[5] Units transported directly into port debark free.

Major Power Activities Limits (10.2.1)

Major Power	Air Missions [2]			Naval Moves [3]	Rail Moves [4]		Land Moves [5]	Land Attacks
	N	L	C	C	A/L	C	C	C
	a	b	c	d	e	f	g	h
Ger	1	3	4	2	3	1	6	2
Fr/It/AH	1	2	3	1	2	1	3	1
Japan	1	1	1	2	1	1	2	1
US	2	2	3	3	3	1	5	2
CW	2	2	3	3	2	1	3	1
Russia	1	2	2	1	1	1	5	2
Chi/OE	1	1	2	1	1	1	2	1

N: Naval   L: Land   C: Combined   A: Air

[1] ½ limits for incompletely conquered major powers until liberated.

[2] An air mission is the flight of one aircraft. Limit applies to missions other than those in Allowable Activities Table.

[3] Naval movement is a single task force's move.

[4] Pay two rail moves when moving a land unit in an air action or air unit in a land action or railing between Europe and World maps more than 20 European (5 world) hexes.

[5] A land move is the movement of one land unit.

[6] A land attack is any number of units that attack one hex.

Eligible Sea-Box Sections for Naval Air Missions (11.2.2)

MPs left	Box
0	0
1	0, 1
3*	0, 1, 2
6**	0, 1, 2, 3
10+	Any
* 1+2	
** 1+2+3	

Searching DRMs (11.4.4)

DRM	Condition
-1	Per ten enemy CPs (or fraction) in the sea area. *
+1	In rain, snow, storm, or blizzard.
-1	Commit to the search four face-up non-convoy units in the sea box. **
-2	Commit to the search ten face-up non-convoy units in the sea box. **

* This modifier does not apply to interception attempts or during storm or blizzard. This modifier does apply after the first round of an interception combat.

** Turn committed units face-down.

Surprise Points (11.4.5.2)

Cost	Benefit
3	Avoid combat
3	Choose combat type
3 per target	Select target (either side)
2 per column	Increase column on naval combat chart
2 per column	Decrease opponent's column
3 per point of speed difference	Prevent opponent from excluding its faster SCS from combat.

Naval Unit Overrun Results (11.9.6.2)

Roll	Effect
1	Overrunning major power (the UK in the case of the Commonwealth) takes control of it until destroyed. Place it in the Repair pool.
2-4	Unit is destroyed.
5+	Owning side retains control of the unit.

Terrain Effects on Combat Strength (11.12.1.3)

Terrain	Effects
Alpine hexside	MTN attack at ½ strength; no other land units may attack.
Lake or all-sea hexside	MAR attack at ½ strength; no others may attack (except across straits)
River or canal hexside	Attack at ½ strength except ENG.
Straits hexside	Attack at ½ strength except MAR.
Invasion hex	Attack at ½ strength except MAR.
Fort across fort hexside	Attack at ½ strength except ENG.
Mountain	MTN defend at 3x strength, all others at 2x strength

Air Combat (11.4.8.1)

Die Roll	-9, -8	-7, -6	-5, -4	-3	-2	-1	0	1	2, 3	4, 5	6, 7	8+
2	DX	AX	AX	AX	AX	AX	AX	AX	AX	AX	AX	AX
3	AA	DX	DX	AX	AX	AX	AX	AX	AX	AX	AX	AX
4	DA	AA	AA	DX	DX	DX	AX	AX	AX	AX	AX	AX
5		DA	DA	AA	AA	DX	DX	DX	AX	AX	AX	AX
6	AC		DA	DA	DA	AA	AA	DX	DX	DX	AX	AX
7	AC	AC			DA	DA	DA	AA	AA	DX	DX	DX
8	DC	AC	AC	AC			DA	DA	DA	AA	AA	DX
9	DC	DC	DC	AC	AC	AC	AC			DA	DA	AA
10	DC	DC	DC	DC	DC	DC	DC	DC	AC	AC	AC	
11	DC	DC	DC	DC	DC	DC	DC	DC	DC	DC	AC	AC
12	DC	DC	DC	DC	AC	AC	AC	AC	AC			DA
13	DC	DC	AC	AC	AC				DA	DA	AA	AA
14	AC	AC	AC			DA	DA	DA	AA	AA	DX	DX
15	AC	AC		DA	DA	DA	AA	AA	DX	DX	DX	DX
16	AC		DA	DA	AA	AA	DX	DX	DX	DX	DX	AX
17		DA	AA	AA	DX	DX	DX	DX	AX	AX	AX	AX
18	DA	AA	DX	DX	DX	DX	DX	AX	AX	AX	AX	AX
19	AA	DX	DX	DX	AX	AX	AX	AX	AX	AX	AX	AX
20	DX	DX	AX	AX	AX	AX	AX	AX	AX	AX	AX	AX

There are three zones, separated by the heavy black lines.

Top zone: Pilot survives if shot down over friendly territory.

Middle zone: Pilot survives unless shot down in a sea area without a naval unit or port.

Bottom zone: Pilot dies

Each side rolls two dice, with inactive side rolling first.

Attacks greater than 8+ use the 8+ column. Attacks at less that -9 use the -9, -8 column.

Air Combat Results

Result	Explanation
DX	Defender destroys its front fighter or bomber.
AX	Attacker destroys defender's front fighter or bomber.
DA	Defender aborts its front fighter or bomber.
AA	Attacker aborts defender's front fighter or bomber.
DC	Defender clears through any one bomber.
AC	Attacker clears through any one of defender's bombers.
Blank	No effect

Bombing/Strategic Warfare (11.6.2)

Die Roll	1	2-3	4-5	6-8	9-12	13-16	17-20	21+
1								
2								1
3							1	1
4						1	1	2
5					1	1	2	2
6				1	1	2	2	2
7			1	1	2	2	2	2
8		1	1	2	2	2	3	3
9	1	1	2	2	2	3	3	3
10	1	2	2	2	3	3	3	3

#: Number of PPs lost this turn or convoys sunk.

Naval: Use lesser of attacking units or convoys in the sea zone.

-2 DRM f there are German submarines in the sea zone and Germany has declared unrestricted U-boat warfare (US Entry Action 27).

Notional Combat Value Chart (11.12.14)

Value	Reason
1	Notional unmodified combat factor
+1	Defending in a city hex
+1	Defending in the home country of the major power (not minor country or territory) controlling the hex
+1	Not stacked with a land unit, but in the ZOC of a friendly corps sized unit
+1	If any units are invading from a box lower than the 3-box (4-box in rain)
+1	If any non-marine corps-sized units are invading from a TRS
-1	If it cannot trace a basic supply path of any length (2.4.2)
-1	If surprised (17.0)

Land Combat Results Table (11.12.5)

Roll	Assault	Blitz	Roll	Assault	Blitz
0	3/-	3/-	13	-/-	1/0.5
1	3/-	3/-	14	2.5/1	1/1
2	3/-	2.5/-	15	2/1	0.5/0.5
3	3/-	2.5/-	16	1.5/1	0.5/R
4	2.5/-	2/-	17	1/1	#0.5/R
5	2.5/-	2/-	18	0.5/1	#/R
6	2/-	1.5/-	19	#1/1.5	#0.5/0.5R
7	2/-	1.5/-	20	#1/1.5S	#/0.5R
8	1.5/-	1/-	21	#/1S	*/R
9	1.5/-	1/-	22	#0.5/1.5S	*/0.5R
10	1/-	1/-	23	*/1S	*/1R
11	1/-	0.5/-	24	*/1.5S	*/1.5S
12	0.5/-	-/-	25	*/2S	*/2S

#Half the remaining attacking units remain face up (round up).
*All attacking units remain face up.

Odds Modifiers

Odds	DRM	Odds	DRM
≤ 1:6	-10	3:1	+6
1:5	-6	4:1	+8
1:4	-4	5:1	+10
1:3	-2	6:1	+12
1:2	0	7:1	+14
2:3	+1	8:1	+16
1:1	+2	9:1	+18
3:2	+3	≥ 10:1	+20
2:1	+4		

Combat DRMs

DRM	Condition
+1	Per attacking ARM/MECH if attacking clear hex in fine weather on Blitz table.
-1	ARM attacking pink/red AT
-1	Attacking without an observer
-1	Attack against hex with enemy observer
+1/-1	Per attacking/defending engineer
+2/+1	Per disrupted corps/division defending
-1	Rain
-3	Storm/Snow*
-4*	Blizzard
-2**	Attack into jungle
+/- X	Half the reorg vale of attacking/defending HQs using HQ support
-1	Cooperating major powers are attacking together
+2	Non-territorials are attacking only territorials
-2	Territorials are attacking non-territorials

DRM	Condition
* If more than half of attacking units are winterized, no effect for snow and -2 for blizzard.	
** No effect if at least half of attacking units are jungle fighters.	

Gas Attack

Roll	DRM	Roll	DRM
1-2	-1	7-8	+2
3-4	0	9-10	+3
5-6	+1		

Factories and Resources (13.5.2)

Country	Fac	Res	Country	Fac	Res
Algeria		1/-	Japan	6/4	1/-
Argentina	1/1	-/1	Korea		1/-
Australia	-/1	3/-	Malaya		2/-
Austria-Hungary	3/5	5/1	Mexico	-/1	1/2
Belgian Congo		1/-	Netherlands	1/-	1/-
Belgium	2/-	2/-	Neth. East Indies		-/4
Bolivia		1/-	New Caledonia		1/-
Brazil	1/1	1/-	Norway		1/-
British Guyana		1/1	Ottoman Empire	3/1	3/-
Bulgaria		1/-	Persia		-/1
Burma		-/1	Peru		1/-
Canada	1/1	5/1	Philippines		1/-
Chile		3/-	Poland	-/2	1/-
China	7/3	10/-	Portugal		1/-
Columbia		-/1	Port Arthur		1/-
Cuba		1/-	Rumania	1/-	-/3
Cyprus		1/-	Russia (tot.)	19/7	18/10
European Russia	14/5	7/3	Senegal		1/-
Formosa		1/-	Serbia	1/-	2/-
France	8/3	7/-	Siberia	5/2	11/7
Germany	12/9	9/1	S Africa/N. Rhod		3/-
Greece		1/-	Spain	2/2	4/-
India	-/1	4/-	Sweden	1/1	3/-
Indo-China		1/-	United Kingdom	13/4	2/-
Iraq		-1/	US	20/10	18/12
Italy (and Sardinia)	4/3	3/-	Venezuela		-/3
Factories: Blue/Red			Resources: Other/Oil		

Production Multiples (13.5.3)

Major Power	1914	1915	1916	1917	1918	1919
Germany/AH/OE	0.9	1.0	1.1	1.2	1.2	1.2
Italy/France	0.8	0.9	1.0	1.1	1.2	1.2
Japan (if active)	0.5	0.6	0.7	0.8	0.9	1.0
US*	0.2					
CW	0.6	0.8	1.0	1.1	1.2	1.2
Russia	0.7	0.7	0.8	0.9	1.0	1.0
China (if active)	0.3	0.3	0.3	0.4	0.5	0.5

+0.1 while a supplied enemy land unit is in the major power's home country (not Siberia, and only UK for CW)

* +0.2 Entry Option 25; +0.2 Entry Option 40; +0.2 war
+0.2 each six turns after Entry Option 40

US Entry Options (13.2.2)

#	Tension Level	US Entry Option (*pre-requisite required)
10	6	Reduce German Trade: Reduce the number of resources the US sends to Germany to two.
12	7	Limited support to Western Allies: While neutral, the US can lend one resource to each of the CW, France, and an Allied Italy (a recipient CW or France may be neutral).
18	9	Limited Land and Air Build-Up: Before this option is chosen, the US can only build naval units. After this option is chosen, the US can build one air unit (and/or pilot) OR one land unit each turn.
22	5	Resources to Western Allies: While neutral, the US can lend up to three resources to each of the CW, France, and an Allied Italy (a recipient CW or France may be neutral). Option 12 must have been chosen in a previous turn.
23	5	Limited Lend-Lease to Western Allies*: The US can lend 1 build point to each of the CW, France, and an Allied Italy while neutral (the recipient must be active). Option 22 must have been chosen in a previous turn.
24	7	Restrict German Trade*: Reduce the number of resources the US sends to Germany to one. Option 10 must have been chosen in a previous turn.
25	9	Gear Up Production: US production multiple increases by 0.2. US AMPHs may not be built until this option is chosen. US tension must be at least 13 to choose this option.
26	8	Resources to Russia*: The US can lend up to three resources to Russia while neutral (Russia may be neutral). Option 22 must have been chosen in a previous turn.
27	12	Land and Air Build-Up*: The US is no longer restricted in building land and air units (and pilots). The US cannot save build points or build offensive points until this option is chosen. Option 18 must have been chosen in a previous turn.
28	10	Close Ports to Central Powers: Central Powers ships can no longer base in US ports. Immediately rebase any currently in US ports when this option is chosen.
29	9	US East Coast Escorts: This option allows up to five US SCSs in the 0-sections of the US East Coast and Caribbean sea areas to take part in any combat round in which Allied convoys are included, even though the US remains neutral. There is no US entry effect for fighting.
30	7	Close Panama Canal: Naval movement through the Panama Canal is now restricted (11.3.3).
31	12	Naval Support to CW: The next ten SCSs the CS starts, completes or repairs cost one less build point each. An SCS that is started and completed would count as two of the 10 SCSs.
32	15	Warn German Ambassador: Select if to increase tension without any other effect. The US also earns one free political influence attempt (roll) in any minor (15.1.1). May be played multiple times.
33	9	Lend Lease to Western Allies*: The US can lend up to three build points to each of CW, France, and an Allied Italy while neutral (the recipient must be active). Option 23 must have been chosen in a previous turn.
34	10	Repair Western Allies' Ships: This entry option allows the US to repair CW, French, and Allied Italian naval units.
35	9	Support the Blockade: The CW can seize US trade without causing a US Entry roll.

#	Tension Level	US Entry Option (*pre-requisite required)
36	9	North Atlantic Escorts*: This entry option allows up to five US SCS in the 0-section of the North Atlantic sea area to take part in any combat round in which Allied convoys are included, even though the US remains neutral. There is no US entry effect for fighting. Option 29 must have been chosen in a previous turn.
37	11	Lend-Lease to Russia*: While neutral, the US can lend up to three build points to Russia, as long as Russia is active. Option 26 must have been chosen in a previous turn.
38	11	German Embargo*: Cut all US resources to Germany. From now on a neutral Netherlands only sends one resource to Germany. Move Portugal and Brazil three political spaces toward the Allies (unless they are already at war). Option 24 must have been chosen in a previous turn.
40	11	Introduce the Draft*: US production multiple increases by 0.2. US tension must be at least 20 to choose this option. Option 25 must have been chosen in a previous turn.
41	9	US Refutes Naval War Zones*: The US may use its own CPs to ship resources and/or builds points that the US is lending to any allied major power. All US CPs may be attacked by any active Central Powers units, even if they are not at war with the US.
42	8	Arm Merchantmen*: This option allows up to five US SCSs in the 0-section of any sea area may take part in any combat round in which Allied convoys are included, even though the US remains neutral. There is no US entry effect for fighting. Option 36 must have been chosen in a previous turn.
44	13	US Occupies Northern Ireland: The US may declare control of Northern Ireland during any future Allied DOW step that the CW controls every hex in Northern Ireland provided the CW agrees and there are any Central Powers major power units in Ireland or the UK. Northern Ireland becomes a US aligned territory. Move any other Allied units there to the Production Circle to arrive as reinforcements in two turns. From now on the US may use the Belfast factory and Belfast becomes a primary supply source for the US.
48	18	US May Declare War on Any Minor Country: The US may declare war on any minor country.
50	22	Unrestricted Naval Warfare*: US naval and aircraft units at sea may attack (including initiating combat), and be attacked by, any active Central Power naval and aircraft units at sea. They US may not shore bombard. The US may escort Allied convoys in any sea area with any number of SCS. The US may now move any number of naval units together as one naval move, instead of counting each unit as a naval move. Option 42 must have been chosen in a previous turn.

US Entry Actions Table (13.2.3.2)

#	US Entry Action Explanation
15	Central Powers Invade the United Kingdom: Any Central Powers land unit occupies any hex of the United Kingdom at the end of any Central Powers land combat step.
18	Central Powers Occupies Gibraltar, Singapore, or Suez Canal: the Suez canal is considered occupied immediately when a Central Powers unit is in any hex adjacent to the Suez canal.
19, 23	Minor Aligned: This occurs when the minor country voluntarily aligns with a major power (9.6). A minor country that joins a side because a major power declares war on it (9.5) does not count.

#	US Entry Action Explanation
20, 24	Major Power Declares War on Neutral Minor: Roll once per major power declaring war on this minor this impulse.
25	Japan Switches Sides: Roll if Japan declares war on China and/or Russia and again if Japan becomes a full Central Powers ally.
26	CW Seizes American Trade: The CW enforces the blockade, preventing the US resources from reaching Germany (5.1.11). Roll for US entry immediately.
27	Germany Declares Unrestricted U-Boat Warfare: Germany can declare unrestricted U-boat warfare at any time during a turn. For the rest of the turn, for each search in a sea zone containing German SUBs and Allied convoys, the Central Powers get an additional -1 DRM to its search roll. Additionally, add one to the range of German SUBs (even for return to base if they return on a subsequent turn), and apply a +2 DRM to Germany's strategic warfare roll if there are any German SUBs in the sea zone. Roll for US entry when unrestricted warfare is declared, each turn it is declared. If Germany declares unrestricted U-boat warfare and the US is neutral, the Allies gain three political points. After the US is at war, Germany may still declare unrestricted U-boat warfare, but the Allies gain six political points.
28, 29	Gas Attack/Strategic Bombing: Roll immediately for each strategic bombing raid which inflicts at least 1 PP of damage, and each gas attack. Each of these entry actions only apply until a marker is lost or gained by either side (e.g., if Germany triggers this action for gas, do not roll for any future gas attacks on either side).
30	Japan Empowered in the Pacific: Roll once per German port controlled in 1914 which is occupied by Japan, but stop rolling once the US loses a marker.
31	Basing in Neutral Ports: At the start of the US Entry step, roll if either side is currently basing in any neutral ports (even US ports). The US Entry value is 1 per port used (e.g., the US has a 20% chance of gaining a chit if Germany is basing in two neutral ports, or a 10% chance of losing one if France is basing in one neutral port, or a 10% chance of gaining one if both are true). The German auxiliary cruisers do not count toward this action. If this action is triggered for one side (i.e., a US Entry marker would be lost or gained), the non-triggering side can pick one political marker of a neutral country the triggering side is basing in and move it one space in its direction. (Roll for this effect even after the US is at war.)
OE1	CW seizes Erin and Agincourt: The CW can remove the two Ottoman battleships under construction and replace them with the Erin and Agincourt for the CW. This action must be performed before the ships are complete (i.e., any time in Jul/Aug 1914). If it does that, shift the OE two spaces toward the Central Powers on the political chart.
OE2	Flight of Goeben and Breslau: If the Goeben/Breslau is in any Ottoman port while the OE is neutral, Germany can replace it with the Ottoman equivalent Yavuz/Midili. If it does that, shift the OE two spaces toward the Central Powers on the political chart.
C1	CW Seizes Chilean Battleships: The CW can remove the Chilean battleship Almirante Lattore from the game and add the battleship Canada to the CW construction pool. If it does that, shift Chile two spaces toward the Central Powers on the political chart.

Effect of Conquest on Naval Units (13.6.1.3)

Roll	Result
1-2	The unit it becomes controlled by any major power the conquered major power chooses (including itself).
3-5	The unit is destroyed.
6+	The unit becomes controlled by any major power the conqueror chooses.

Morale (14.0)

#	Reason (adjust each turn during morale phase)
+2	Home front production (2 per build point)
-X	Turn's losses (land units[1] + 1st cycle naval
-1	Enemy control of home country city[2]/resource/minor capital[3]
-5	Enemy control of major power capital[4]
-1	Strategic bombing (per point of damage)
-2	Death of ace[5]
-3	Enemy control[6] North Sea/English Channel (CW only).
-3	No American trade[8] (CW and Germany only)
-1	Partisan in territory (per partisan)[7]
-3	Enemy control of Geliboulu (OE only)
-4	Major power launched no attacks this turn.[9]

1. +1 for British units (not other CW). US count double.
2. Only UK counts for CW home country cities.
3. Only capitals controlled at the beginning of the war.
4. Half value for CW capitals other than London. Moscow, St. Petersburg, Vienna, and Budapest are all full value.
5. Pilot of a named plane does in air-to-air combat.
6. There are enemy surface naval units but no friendly in that sea area.
7. Cannot exceed value of capital + resources in the country.
8. No resources transported from the US or Canada.
9. If major power is active and did not launch at least one attack with odds ≥ 1:1 by non-partisan units.

War Weariness (14.1.1)

Country	1915	1916	1918	1919
Russia	0.1	0.3*	0.4*	0.4*
AH, OE, Italy	0.1	0.2*	0.3*	0.4*
US			0.2	0.3
All others		0.1*	0.3*	0.4*

*Increase by 0.1 if Woodrow Wilson's 14 Points has been played (15.4).

Politics (15.0)

Change	Event
+1	Complete new dreadnought.[1]
+1	Take resource or non-objective city or port.[2]
+2	Win major victory.[3]
+4	Take objective city or port.[2]
-3	Declare war on minor country or major power.[4]

1. SCS cost of 3+ upon starting second cycle construction.
2. Major victory is taking at least two few build points in losses than the other side after all rounds of combat. Only land units count for land combat and naval units for naval combat. Damaged units and convoys do not count.
3. Must be taken into combat.
4. Power may go into debt for this action.

Political Actions (15.2.1)

Action	Cost	Explanation
Sponsor Rebels	4	Treat as a partisan roll in one selected area (as if it were rolled on the Partisan Table, but other regions may be selected with a partisan value of 3 if unmarked). Each side may only select this option once per turn (played after influencing minors, in reverse initiative order).
Placate rebels	8	Remove one partisan from anywhere on the map (played after influencing minors, in reverse initiative order).
Subversion	X	Subversion is performed during the morale step with PPs saved from the previous turn or earned during the turn. Each side may choose one active major power on the other side to subvert, to add to that country's morale loss. The cost is 2 PPs per 1/10th point of morale, plus 1 per additional point purchased. Thus, it would cost 2 + 3 + 4 = 9 PPs to subvert a major power by 0.3 points of morale. Subtract 1 PP from the cost for Russia, AH, the OE, Italy, and China beginning in 1916, and 1 PP from the cost of all countries beginning in 1917 (not cumulative).
Spies	2	Spend 2 PPs to reduce the other side's saved PPs by 10% (played at the end of the turn), or examine the US or CW entry or tension pool (all markers except one withheld at the US or CW player's choice; may be played any time).
Sign/Cancel Trade Agreement	X	Spend 10 PPs per resource to sign a new trade agreement with a minor (or inactive Italy, OE, Japan, or China), or spend 15 per resource to cancel an existing one with a major power on the other side (even one from the start of the game). (Played after influencing minors; the side with initiative has first pick, but each side can only sign or cancel one trade agreement per turn.)
Government in exile	4	Add all units of a minor conquered by the other side to the force pool of the country that was controlling it (even units removed from the game, but only for minors which existed in 1914). These are treated as minor country units, but may arrive, and get supply from cities of the major power adding them. (May be played at any time.)
Military Advisors	10	Germany and the OE, or Germany and a Central Powers Italy cooperate from now on (played by the Central Powers once for each at any time).
Absorb Ukraine	X	This action can be played to allow Central Powers units to enter and attack in a region of Ukraine, but does not in itself change hex control. The cost is 7 per resource and city in the region (e.g., 5 × 7 = 35 for West Ukraine). If Ukraine exists, it becomes a German-controlled minor. It may instead be subsequently liberated by Germany or Red Russia as such. Any hexes that Central Powers units enter become controlled by them (and may be reverted to Red Russia or Ukraine if it exists). Russian-controlled hexes in Ukraine are still considered part of the Russian home country. For Central Powers mandatory border garrison purposes, Ukraine still counts as part of Russia. (May be played during any Central Powers DOW Step while Russia is in civil war.)

Action	Cost	Explanation
Absorb Minsk	10	This action can be played to allow Germany to enter and attack in all the hexes bounded by the hex row to southeast up to the border of Ukraine (six hexes total: 2238, 2137, 2136 2237, 2236, and 2135). This works the same as absorbing Ukraine (hex control, staying part of Russia, border for garrison remaining in East Poland, reversion of hexes). (May be played during any Central Powers DOW Step while Russia is in civil war.)
Absorb Armenia and Azerbaijan	15	This action can be played to allow a Central Power OE to enter and attack in all the hexes in Armenia and Azerbaijan. This works the same as absorbing Ukraine (hex control, staying part of Russia, reversion of hexes). If Azerbaijan exists, it becomes an OE-controlled minor, or it may be subsequently created as such. If Armenia exists, it becomes a White Russian controlled minor, or it may be subsequently created as such. (May be played during any Central Powers DOW Step while Russia is in civil war.)
Establish Allied high command	40	France, the CW, the US, and Italy (if Allied) all cooperate with each other from now on. Play only after the US joins the war. (Played after influencing minors.)

Concessions (15.2.2)

Concession	Cost	Explanation
Rail, Supply, and Rebase Access	10	Same effects as 15.1.1.2.
Territorial Access	15	Requires the purchase of Rail, Supply, and Rebase Access on a previous turn. May enter the surrendering powers' minor countries and territories using foreign troop commitment (19.2.1). Naval units may additionally enter their territory using Neutral basing (2.4.3). Ignore the surrendering power's own units for stacking purposes, and friendly units inside their territory do not count for the purposes of neutrality pacts. If going to war with the surrendering power, place any friendly units in their territory on the Production Circle to arrive in two turns.
Home Country Access	20	Requires the purchase of Territorial Access on a previous turn. Same as territorial access, and may enter the surrendering power's home country using foreign troop commitment.
Resources	X	10/20/30 for 1st/2nd/3rd/etc. resources. Sign a trade agreement with the country to provide the indicated number of resources, but never half or more of a country's resources this way.

Mission Eligibility Table (16.2.2)

Mission	Eligible Aircraft
Combat Air Patrol	FTRs
Escort	FTRs
Ground Strike	Aircraft with a tactical factor
Ground Support	Aircraft with a tactical factor
Interception	FTRs
Naval Air	Aircraft with a naval air factor
Rebase	Any aircraft
Strategic Bombardment	Aircraft with strategic bombardment factors

Partisan Table (13.1.1)

Die	Affected Countries and Provinces								
1	Greece	Spain	FINLAND	France	IRELAND	MANCHURIA	Czech	INDIA	PALESTINE
2	Norway	UK	Hungary	IRAQ	Serbia	Australia	Portugal	Russia	KAZAKH
3	Belgium	Spain	FINLAND	France	Serbia	INDO-CHINA	BOSNIA	Russia	PALESTINE
4	Belgium	Siberia	S. AFRICA	Turkey	Netherlands	S. America	KOREA	BURMA	AFRICA
5	Sweden	Italy	Bulgaria	POLAND	Serbia	Siam	US	Russia	GEORGIA
6	Greece	UK	S. AFRICA	Persia	Baltic States	Germany	Japan	China	HEDJAZ
7	Arabia	Spain	Hungary	POLAND	Baltic States	S. America	MALAYA	Russia	ARMENIA
8	Greece	Siberia	S. AFRICA	France	IRELAND	PHILIPPINES	Canada	INDIA	HEDJAZ
9	Sweden	Italy	Rumania	Turkey	C. America	Germany	US	China	ARMENIA
10	Norway	Spain	FINLAND	France	IRELAND	NEI	Japan	Russia	AFRICA

ALL CAPS (incl NEI): Red Partisans, affecting controller/conqueror. All others (Green) affect aggressor/conqueror.

C. America: Includes Central America, Cuba, and Mexico. S. America: Each side can select one side to roll.

S. Africa: Each side can select one minor to roll (not South Africa). Baltic States: Roll for each.

Partisan DRMs (13.1.1)

DRM	Condition
-1	Per partisan unit already in the country
+X	The total garrison value in the country

16.3.3 Air Combat Results Explanations (16.3.3)

Result	Effect
AX	The roller chooses whether to destroy the opposing front bomber or front fighter.
DX	As AX except that the side that did not roll chooses whether to destroy its own front fighter or front bomber.
AC	The roller chooses one opposing bomber to clear through to the target. It need not be the front bomber. Remove the unit from the line-up and place it on the target. If there are no enemy bombers, ignore the result.
DC	As AC except that the side that did not roll chooses which of its own bombers to clear through.
AA	The roller chooses whether to abort the opposing front bomber or front fighter. Turn an aborted aircraft face-down.
DA	As AA except that the side that did not roll chooses whether to abort its own front fighter or front bomber.
—	No effect.

Minor Country CPs (20.5.1)

Minor Country	CPs	Minor Country	CPs
Argentina	1	Mexico	2
Belgium	2	Netherlands	6
Brazil	2	Norway	7
Central America	2	Portugal	2
Greece	5	Sweden	3
Denmark	5	Spain	3

Division Breakdown/Build Up (21.2)

Corps Type	Divisions
INF	2 INF
MOT	1 INF + 1 MOT or 2 MOT
MTN	1 INF + 1 MTN or 2 MTN
CAV	1 INF + 1 CAV or 2 CAV

Optional Automatic Entry (21.15)

Country	Side	Turn
Ottoman Empire	Central Powers	Nov/Dec 1914
Italy	Allies	May/June 1915
Bulgaria	Central Powers	Sep/Oct 1915
Greece	Allies	* Sep/Oct 1915
Greece	Allies	** May/June 1918
Portugal	Allies	Mar/Apr 1916
Rumania	Allies	July/Aug 1916
Brazil	Allies	Sep/Oct 1917
* Allied access with Foreign Troop Commitment		
** Joins Allies		