

World War I



Decision
Games



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1.0 INTRODUCTION

World War I is a two-player game based on land combat in Europe from 1914 to 1918. The game covers five years in semi-annual (six-month) turns. Each player moves his units and then both alternately attack each other.

2.0 COMPONENTS

World War I includes one 22" by 17" mapsheet, 120 die-cut cardboard counters, and this rules folder.

2.1 Rules

Each section of the rules is numbered, with paragraphs within that section indicated by a second number, like this: 3.3. Subsections within that paragraph are indicated by a second number, like this: 3.34. When the rules refer to another, related idea, the number indicating that paragraph will be included parenthetically, like this: (3.34). This will assist in finding that rule for comparison or reference.

2.2 Map

The map represents the areas where most of the fighting in World War I took place. It is divided into hexagons, called "hexes," which are used to regulate movement much like the squares on a chessboard.

2.3 Charts and Tables

The Set-Up Chart provides the hex number in which each unit begins each scenario. The Combat Results Table (CRT) is used to resolve combat (6.0), the Terrain Effects Chart (TEC) describes the effect of map features on movement and combat, the Turn Record Track (TRT) is used to keep track of the current game turn and the Resource Point Track is used to keep track of each nation's resources (6.3).

2.4 Scale

Each hex represents 70 kilometers from side to side. Each game-turn represents six months.

2.5 Counters

The counters, called units, represent military formations which participated or could have participated in the war. The Allied player controls all Allied units — all US, British, French, Russian and Serbian units. The Central Powers player controls all German and Austro-Hungarian units. Other nations may join one side or the other through diplomacy (9.2) or invasion (9.1). A unit's nationality is determined by its color scheme, as follows:

Unit Types



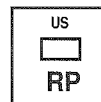
Infantry Army



Stosstruppen Army



Tank Attachment

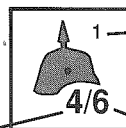


RP Marker



Fort Destroyed Marker

Sample Unit



Unit Designation

Attack Strength Defense Strength

United States	olive
Britain	scarlet
France	light blue
Russia	light brown
Serbia	dark brown
Netherlands	orange
Belgium	red
Italy	light green
Greece	white with blue markings
Bulgaria	dark blue
Romania	yellow
Turkey	green
Germany	gray
Austria-Hungary	white with gold markings

2.6 Definitions

Attack Strength. The relative strength of a unit when attacking.

Defense Strength. The relative strength of a unit when defending.

Resource Point (RP). A measure of a nation's ability to absorb combat losses and to build new units. RPs are recorded on the RP Track.

3.0 SEQUENCE OF PLAY

The game is played in a series of turns, called game-turns. Each game-turn is composed of a series of phases. The player whose phase is in progress is called the phasing player; his opponent is the non-phasing player.

1. Allied Movement Phase. The Allied player moves his units.
2. Central Powers Movement Phase. The Central Powers player moves his units.
3. Superior Player Determination Phase. Total each player's Resource Points. The player with more RPs is the Superior Player; his opponent is the Inferior Player. In case of a tie, the Central Powers player is superior. Only the RPs of nations actively allied with each other are counted.
4. Superior Player's First Attack Phase. The superior player may attack enemy units.
5. Inferior Player's First Attack Phase. The inferior player may attack enemy units.
6. Superior Player's Second Attack Phase. Same as Phase 4.
7. Inferior Player's Second Attack Phase. Same as Phase 5.
8. Superior Player's Third Attack Phase. Same as Phase 4.
9. Inferior Player's Third Attack Phase. Same as Phase 5.
10. Build Phase.

Step One. Each player adds the new RP's due to his countries to the totals recorded on the RP Track.

Step Two. The Allied player may build new armies. Arriving US units are also placed on the map.

Step Three. The Central Powers player may build new armies and convert German armies to Stosstruppen (10.4).

Step Four. Each player may lend RPs among their countries.

Step Five. All units and fortifications which are out of supply (7.0) are destroyed.

Once step five of the build phase is complete, advance the game-turn marker one space and place the phase marker in the First Phase box. Resume the turn sequence.

4.0 ZONES OF CONTROL

The six hexagons surrounding a hex constitute the Zone of Control (abbreviated ZOC) of any unit in that hex. Units must stop moving when they enter an enemy ZOC.

4.1 All units exert a ZOC at all times. The presence of ZOCs is never affected by other units.

4.2 There is no additional cost to enter an enemy ZOC.

4.3 Units may leave an enemy ZOC only at the beginning of their movement phase. A unit may never move directly from one enemy ZOC to another. It may, however, leave an enemy ZOC at the beginning of the movement phase, enter a hex not in an enemy ZOC, and then enter another hex in an enemy ZOC.

4.4 ZOCs do not extend across blocked or sea hexsides (including crossing arrows), across the borders of neutral nations or into a Transit Area.

4.5 Fortifications with a strength of 2 or 3 exert ZOCs. Fortifications with a strength of 1 have no ZOC.

4.6 Units may not be built in enemy ZOCs.

4.7 Units may not retreat (6.8) or trace a supply line (7.0) into or through an enemy ZOC. The presence of a friendly unit (including fortifications) negates the enemy ZOC's effect upon retreats and supply.

5.0 MOVEMENT

During the movement phase, the phasing player may move as many or as few of his units as he wishes, as long as no unit's Movement Allowance (five Movement Points, abbreviated MPs, for each unit) is not exceeded in a single movement phase. Unused MPs may not be accumulated or transferred.

5.1 Units are moved one at a time, tracing a path of contiguous hexes (they may not "jump over" hexes). The cost in MPs to enter various types of terrain is summarized on the TEC.

5.2 A unit may never enter a hex containing another unit. There is no "stacking" of units allowed. Units may pass through hexes containing other friendly units as long as only one unit occupies the hex at the end of the movement phase.

5.3 Rail Movement

A unit which moves from one rail hex directly into an adjacent rail hex, tracing its path along a rail line, expends only 1/3 MP (round fractions down), regardless of other terrain in the hex.

5.31 Any number of units may use rail movement in a single movement phase.

5.32 To move by rail, a unit must be able to trace a connected line of rail hexes to a friendly supply source (7.1). The line must be free of enemy units and ZOCs.

5.33 A unit may use rail movement only once per movement phase, but may combine rail and non-rail movement in the same movement phase.

5.34 Units using rail movement must stop when they enter an enemy ZOC. Units which begin the movement phase in an enemy ZOC may exit that hex by rail.

5.4 Sea Movement

One British, French or US unit may move by sea per Allied movement phase.

5.41 Sea movement costs a unit five MPs. Sea movement may not be combined with other types of movement in the same phase.

5.42 The unit to be moved by sea must start its movement phase in any clear terrain coastal hex except those bordering the Baltic Sea.

5.43 The unit may end its sea move in any clear coastal hex bordering the Adriatic or Aegean Seas. The unit may end its sea move in any hex bordering the Turkish Straits (those between the two crossing arrows, inclusive) or Black Sea IF no enemy or neutral units (including fortifications) occupy any hex bordering the Turkish Straits.

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

5.45 A unit may start or end its sea move in an enemy ZOC, but not in an enemy-occupied hex.

5.46 A unit may attack and defend normally in the same turn that it moves by sea.

5.47 When a unit moves by sea to a coastal hex, that coastal hex acts as a supply link to the west map edge as long as it is not occupied or controlled by the Central Powers.

5.5 Franco-Italian Transit

5.51 Any number of Allied units may move from France to Italy (or from Italy to France) by entering the Franco-Italian Transit Area and spending the remainder of that game-turn there. At the start of the next Allied movement phase they may exit into either Italy or France.

5.52 Units may only enter and exit the Franco-Italian Transit Area from hexes 0106 and 0109.

5.53 Units may enter and/or exit the Franco-Italian Transit Area by rail.

5.54 No unit may both enter and leave the Franco-Italian Transit Area in the same movement phase.

5.55 Units may not attack from or into the Franco-Italian Transit Area nor may they retreat into it. ZOCs do not extend into or out of the Franco-Italian Transit Area.

5.6 Crossing Arrows

Units may move across sea hexsides crossed by arrows at a cost of one additional MP, but no attacks may be made across these

hexsides. Railroads do not extend across crossing arrows.

6.0 COMBAT

During each of his attack phases, the phasing player's units may attack adjacent enemy units. Attacking is voluntary; units are never required to attack.

6.1 Resolving Combat

Total the attack strengths of all the attacking units involved in a specific attack and subtract from it the total defense strength (adjusted for terrain, weather and supply) of the unit in the hex under attack. The attacker's total attack strength must be equal to or greater than the defender's total defense strength. The resulting number is called the combat differential. The phasing player rolls the die. Read the result on the appropriate line under the differential column. Apply the result immediately, before resolving any other attacks.

6.2 Results

The two numbers shown on the CRT represent the losses suffered by the attacker and the defender. Example: If the combat differential is 1 and the die roll is 4, the result is 3/1. The attacker suffers three loss points and the defender suffers one.

6.3 Combat Losses

6.31 When a defending unit is called upon to take losses, it may retreat a number of hexes equal to the loss points or its nationality may lose a number of RPs equal to the loss points, in any combination. Example: A unit suffers five loss points; it retreats two hexes and its nation loses three RPs.

6.32 When an attacking unit is called upon to take losses, it must satisfy the loss through RPs. Attacking units may never retreat.

6.33 Units which are unable to satisfy losses through RPs or retreat are destroyed. In the Third Attack Phase (only), a player may satisfy all losses in a specific combat by removing one of the units involved from play. The defender may voluntarily destroy an attacked fortification in any phase. The attacker may never destroy his own fortifications to satisfy losses.

6.34 RPs are lost by nationality. If more than one nationality is involved in a specific combat, the owning player may distribute any losses as he sees fit.

6.35 Even if a nationality has no RPs, its units may attack (though this will guarantee the destruction of a unit unless they are cooperating with another nationality that has RPs to expend).

6.36 Russian and Rumanian units always suffer double the loss indicated by the CRT

when involved in combat against German units (or German units cooperating with their allies). In a given defense, no more than five Russian/Rumanian loss points may be accounted for by retreating. Example: A German unit and an Austro-Hungarian unit attack a Russian unit and obtain a 1/3 result. The Russian unit suffers a loss of six. It could retreat five hexes and lose one RP.

6.4 Terrain

When defending in rough terrain, the total defense strength of a hex is increased by 1 (after accounting for supply effects). Units may not attack through blocked hexsides. Units may not attack into or out of transit areas.

6.5 Winter

When defending during a Winter turn (the even-numbered turns) the total defense strength of a hex is increased by 2 (after accounting for supply and terrain).

6.6 No unit may attack, nor be attacked, more than once per attack phase. If a unit is adjacent to more than one enemy-occupied hex, it may only attack one of them in a single combat.

6.7 Unsupplied units (7.0) may not attack. Their strength is halved (round fractions up) when defending. Unsupplied units may not satisfy combat losses through RPs; they must retreat. If unable to retreat, they are permanently removed from play and may not be rebuilt (8.3).

6.8 Retreat

A defending unit may retreat in order to wholly or partially satisfy combat losses. Each hex retreated equals one loss point satisfied. Retreats must be made in as straight a line as possible away from the original position and towards a source of supply for the retreated unit (if feasible).

6.81 Units may never retreat into or through enemy-occupied hexes or ZOCs.

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

6.83 Units may never retreat through blocked hexsides, into or through neutral hexes, into or through transit areas, or off the map edges.

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

6.85 Units may retreat through friendly-occupied hexes even if those hexes are in an enemy ZOC. The presence of friendly units negates enemy ZOCs during retreats.

6.86 Displacement. If the allowable retreat path of a unit ends in a friendly-occupied hex, that uninvolved friendly unit may be displaced. The displaced unit retreats that one hex under the same limitations of retreat as the original unit. Units in enemy ZOCs may not be displaced. More than one unit may be displaced as a result of a single retreat. If any displaced unit would itself be forced to violate the rules of retreat, no displacement takes place: the original unit must either make up the loss in RPs or be destroyed.

6.87 Terrain has no effect on retreat. Units may not use rail or sea movement to a retreat.

6.9 Advances

Whenever a defended hex is vacated as a result of combat, attacking units may advance into that hex, even if in doing so the attacking unit moves directly from one enemy ZOC to another. Defending units may never advance as a result of combat.

6.91 If the defending unit retreats more than one hex, attacking units may follow its path until one of them is again adjacent to the defending unit. As the unit retreats, note the exact path it traverses. One or more of the attacking units may then follow along this path of retreat. Such a multi-hex advance may be halted at any point. The advance must halt if the advancing unit enters an enemy ZOC (other than in the first hex) exerted by an enemy unit other than the retreated unit. Advancing units may pass through each other, but may not end their advance in a friendly-occupied hex.

6.92 Advances never require the expenditure of MPs. Units may advance to an unsupplied position (although it is foolish to do so).

6.93 Rough terrain or rail hexes have no effect on advances.

6.94 When fortifications unoccupied by armies are destroyed in combat, the attacker may advance into the hex. Place a destroyed fortification marker in the hex.

6.95 When an occupied fortification is attacked and a loss is called for, and the defender wishes to retreat rather than expend RPs, the attacker may advance into the hex, destroying the fortification. This destruction would not satisfy any combat loss. When a defending unit retreats through a fortification, the attacker may not advance into it.

6.96 All advances are voluntary. The advance must be executed as soon as the defender finishes retreating (and before any other attacks are resolved).

7.0 SUPPLY

Unsupplied units may not attack and have their defense strength halved (round fractions up). Supply has no effect on movement. Units which end the game-turn out of supply are permanently eliminated. To be supplied, a unit must be able to trace a continuous path of hexes to a supply source. This path may be any number of hexes in length, and may be traced through any hexes through which the unit would be allowed to move. This path must be free of enemy units and ZOCs.

7.1 Supply Sources

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

7.11 Germany. All German units must trace supply to any two German cities. These cities must themselves be connected to each other by a supply path. German units may not trace supply to any of their allies' sources.

7.12 Austria-Hungary. All Austro-Hungarian units must trace supply to any two Austro-Hungarian supply cities. These cities must themselves be connected to each other by a supply path. Austro-Hungarian units may not trace supply to any of their allies' sources.

7.13 Other Central Powers. These units must trace supply to any one city in their home countries. They may also trace supply to any German or Austro-Hungarian supply source.

7.14 Britain, France and US. These units must trace supply to any hex on the western edge of the map. They may not trace to any other supply source.

7.15 Russia. These units must trace supply to any hex on the eastern edge of the map. They may not trace to any other supply source.

7.16 Other Allies. These units may trace supply to any single city in their home countries. Alternatively, they may trace supply to either the western or eastern map edge. They may not trace supply to each others' cities.

7.17 Sea Supply. When British, French or US units move by sea to a coastal hex, that coastal hex becomes an Allied supply source. It is no longer a supply source if a Central Powers unit moves into or through it. This supply source may be restored if an Allied unit moves by land (or sea) to recapture the hex. For a hex on the Black Sea coast to remain a supply source, sea movement must be possible through the Turkish

Straits (5.43). All units which can use the west edge as a supply source may use such a coastal hex as a supply source.

7.2 Effects

Unsupplied units may not attack and have their defense strength halved. Movement is not affected by supply.

7.21 Unsupplied units may not expend RPs to satisfy combat losses. If they cannot retreat to satisfy the loss, they are permanently removed from play.

7.22 Units which are out of supply at the end of the build phase are permanently removed from play.

7.3 Supply paths may not be traced through neutral countries, blocked hexsides, enemy units, enemy fortifications or enemy ZOCs.

7.4 Friendly units negate enemy ZOCs when tracing supply paths.

7.5 A unit's supply status is judged at the instant of combat (before that specific attack is resolved). Therefore, it is possible for a unit to be supplied at the beginning of an attack phase and unsupplied during the same attack phase. Supply status is also judged at the end of every turn.

7.6 All units and fortifications require supply. Note that fortifications destroyed while unsupplied may still be rebuilt by the original owning player (unlike units). They must, of course, be supplied when rebuilt.

8.0 RESOURCE POINTS

RPs represent a nation's manpower/material capacity. Each nationality starts with the number of RPs indicated on the RP Track. Note that some nationalities start with no RPs and never receive any of their own. RPs are used to satisfy combat losses and to build new armies and to rebuild destroyed fortifications.

8.1 Record the number of RPs available by placing each nation's RP marker in the appropriate box on the RP track, adjusting it as RPs are expended and received. New RPs are received according to the schedule on the TRT. RPs may be accumulated from turn to turn; the limits of the RP Track may be exceeded.

8.2 RPs used to satisfy combat losses may only do so for units of the owning nation.

8.3 New Armies

In the build phase, players may use RPs to construct new army units. Each new army costs five RPs, regardless of its combat strength.

8.31 Armies destroyed while supplied may be returned to play as newly built units.

8.32 If destroyed while supplied, the BEF

and the Austro-Hungarian 1st through 7th armies may only be returned to play as newly built units at the lower strength on their reverse sides (4/4 for the BEF and 2/3 for the Austro-Hungarian armies).

8.33 Newly built French, British or US units are placed on any west edge hex in France (only). Newly built Russian units are placed on any east edge hex in Russia. All other newly built units are placed on a home country supply source.

8.34 Newly built units may not be placed in hexes occupied by enemy units or in enemy ZOCs.

8.35 Players are limited to the counters provided in the game. If a nation has all of its armies in play, players may not construct more counters.

8.4 Fortifications

In the build phase, players may rebuild destroyed fortifications, even if they were destroyed while unsupplied. Rebuilding a fortification costs one RP per defense strength point. A fortification must be in supply when rebuilt, at may only be rebuilt by the original owning player at its original strength. New fortifications may not be built.

8.5 Lending RPs

During the build phase, nations may lend RPs to their allies as indicated below. Note that since this takes place after units are built, borrowed RPs cannot be used to build new units on the turn they are borrowed.

8.51 SUMMARY OF LENDERS AND BORROWERS

ALLIED COUNTRIES

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

CENTRAL POWERS

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

8.52 RPs may only be lent to Russia if a sea route is open through the Turkish Straits (5.43).

9.0 NEUTRALS

At the beginning of the game, certain countries are neutral. Some neutrals may be activated to join either the Allies or the Central Powers, while others remain neutral

until invaded. Both players may invade neutrals. Certain neutrals, when invaded, yield Victory Points to the invader's opponent. These Victory Points are not received if a neutral is activated (see below) by one of the players.

9.1 Neutral armies are placed on the map at the beginning of the game. They may not move until their country is invaded or joins either the Allies or the Central Powers. If a player invades a neutral nation, that nation joins his opponent's side for the remainder of the game.

9.2 Activating Neutrals

At the beginning of his movement phase, the phasing player may attempt to activate one of the neutral countries listed on the neutral activation chart. The Allied player may attempt to activate Italy, Rumania and Greece. The Central Powers player may attempt to activate Turkey, Bulgaria, Rumania and Greece. The phasing player rolls the die and applies any modifiers. If the result is equal to or greater than that country's activation number, that country immediately joins the phasing player's side.

9.3 Resource Points

When invaded or activated, Italy immediately receives 15 RPs, Turkey receives 10 and Belgium receives one. No other neutral enters play with any RPs. Neutral nations do not receive RPs until they have entered the war, either through activation or invasion.

9.4 Victory Points

If invaded, neutral nations yield the following numbers of Victory Points to the invader's opponent. No Victory Points are received for neutrals which join the war through activation.

Albania	5
Belgium	5
Bulgaria	5
Greece	5
Italy	15
Netherlands	25
Persia	1
Romania	5
Turkey	15

9.5 The Franco-Italian Transit Area may not be used while Italy is neutral.

9.6 Greece

If Greece is invaded by the Allies, its armies are immediately removed from play and never reenter the game. If invaded by the Central Powers, Greece will resist. If Allied units enter Greece subsequent to a Central Powers invasion, all Greek armies are removed from play and may not re-enter

the game, even if all Allied and Central Powers units exit Greece. These effects are ignored if Greece is activated (9.2) by either side.

9.7 Belgium

In the historical game, Belgium has already been invaded by the Central Powers (and has yielded five Victory Points for the Allies). In the free deployment game, Belgium is still neutral.

9.8 The United States

The United States joins the Allies at the beginning of Turn Eight. One US army arrives on any west map edge hex in France on Turn Eight and two more on Turn Nine. No RPs are spent to build these three armies when they first enter play.

10.0 SPECIAL RULES

10.1 Russian Collapse

When three of the Russian objective cities (Warsaw, Brest-Litovsk, Kiev, Vilna and Tiflis) are occupied or controlled by the Central Powers, the Russian Army collapses. Russia immediately loses all RPs and receives no more for the remainder of the game (including loans). All must be under Central Powers occupation or control (a Central Powers unit was the last to pass through the city) for Russia to collapse.

10.2 Russian Surrender

When a fourth Russian objective city is captured by the Central Powers, Russia immediately surrenders.

10.21 All Russian units are permanently removed from play, the eastern edge of the map is no longer a supply source, and all fortifications in Russia are destroyed. The Central Powers receive the Victory Points for Russian surrender as indicated on the Turn Record Track.

10.22 When Russia surrenders, the Central Powers may not withdraw any of units within its borders until any five Russian cities are garrisoned (occupied) by Central Powers units. These garrisons must remain in place until the end of the game or until Allied units enter Russia.

10.3 The Fall of France

If all Allied units are driven out of France, the Central Powers must garrison the French map edge with units or their ZOCs (this will require a minimum of three units). French, British and US units already on the map are unaffected, but no new units of those nationalities may be introduced. Such units still on the map may still receive RPs, and the French, British and US RP levels and allocations are unaffected. Supply may still be traced to the Italian west map edge.

10.4 Stosstruppen and Infiltration

10.41 Starting in the winter of 1916-1917 (Turn Six), the Central Powers may convert one German army to Stosstruppen per build phase at a cost of five RPs. The army to be converted may not be in an enemy ZOC. Flip the counter to its Stosstruppen side. No more than four Stosstruppen armies may be in play at the same time.

10.42 Stosstruppen may attack using infiltration tactics. To use infiltration tactics, the Central Powers player must declare that he is using it for a specific attack before the die is rolled. Non-stosstruppen units may cooperate with stosstruppen in infiltration attacks.

10.43 In any attack by Stosstruppen using infiltration tactics where the defender's loss shown on the CRT is 2 or higher, the defender must retreat at least one hex, even if he chooses to take his losses in RPs. The mandatory retreat counts toward satisfying the required loss. This does not apply to unoccupied enemy fortifications. If the combat result is 1 or 0, the defender does not have to retreat. He may, of course, choose to do so.

10.44 In an infiltration attack involving non-German units, all attacker losses must come from German sources.

10.45 Friendly units adjacent to a stosstruppen unit and which were not involved in combat that combat phase may advance into the hex vacated by a stosstruppen army which advanced after combat.

10.5 Fortifications

The fortifications shown in the map are fixed defensive installations. Fortifications may never attack.

10.51 Fortifications defend their hex with their printed defense strength. If a friendly unit is occupying the fortification, this defense strength is added to the total defense of the hex.

10.52 Fortifications benefit from winter and rough terrain, and suffer the effects of being out of supply.

10.53 Fortifications occupy a hex just as a unit does, although a friendly unit may be placed in a fortification hex. They negate the effects of enemy ZOCs on retreat routes and supply paths. They do not negate the effects of enemy ZOCs for movement purposes. Fortifications with a defense strength of 1 do not have a ZOC.

10.54 When unoccupied fortifications are attacked, they may satisfy loss requirements by being destroyed in any attack phase or

by the expenditure of RPs (when in supply).

10.55 When occupied fortifications are attacked, their destruction contributes nothing to the satisfaction of combat losses. If the occupying unit retreats from the fortification (or is destroyed), the attacker may advance into the fortification, destroying it. If the attacker does not advance into it, the fortification is not destroyed. A destroyed fortification has no effect on play.

10.56 Russian fortifications suffer doubled losses, just as Russian units, when attacked by German units.

10.6 Austro-Hungarian Restrictions

Austro-Hungarian units may never end their movement phase in Belgium, France or the Netherlands. If, due to a combat result, Austro-Hungarian units begin a movement phase in one of these countries, they must immediately move out or they are destroyed (they may later be rebuilt at 2/3 strength). Austro-Hungarian units may move through these countries; the restriction applies only at the end of the movement phase.

10.7 The French Tank Corps

Starting in the build phase of Turn Nine, the Allies may build the French Tank Corps at a cost of five RPs. The tank corps is placed on any French army, which then functions exactly as a Stosstruppen army. Its attack and defense strength are added to that army.

10.71 If the army with the tank corps suffers any combat loss, the tank corps is destroyed.

10.72 The tank corps may be placed on a different French army during any build phase. If destroyed while out of supply, the tank corps may be rebuilt.

10.8 The Caucasus

Only Russian and Turkish units may enter the Caucasus inset map. Except for their location on the inset, units on the Caucasus map function exactly like any other units in the game.

10.81 Transit Boxes. Russian units may enter and leave the Caucasus through the South Russia Transit Area, which connects the hexes indicated. Turkish units may enter and leave the Caucasus through the Anatolia Transit Area, which connects the hexes indicated. Allied units may never enter the Anatolia Transit Area and Central Powers units may never enter the South Russia Transit Area. Except for their location and division into two portions, all other rules of Franco-Italian Transit (5.5) apply to the South Russia and Anatolia transit boxes.

10.82 Supply Sources. Russian units draw supply through the South Russia transit box to the east edge of the main map. Turkish units draw supply from Erzerum or Trebizond, or through the Anatolia Transit Area to another Turkish supply source.

10.83 Sea Movement. One Russian unit may be moved by sea per turn from any coastal hex on the Black Sea (on either map) to any coastal hex on the Caucasus map.

10.9 Italian Surrender

If all cities in Italy are occupied (not merely controlled) by Central Powers units at the end of any game-turn, all Italian units and RPs are immediately removed from play. Any Allied units in Italy are destroyed (they may be rebuilt). Italy receives no more RPs for the remainder of the game. No units may enter the Franco-Italian Transit Box once Italy surrenders; any there are destroyed.

11.0 SCENARIOS

After choosing a scenario to play, both players set up their units simultaneously according to the hex location on the set-up chart. Either player may set up the armies of the neutral countries. If a unit is not listed, it may be built during the game.

11.1 The Historical Game

11.11 Neither player's units may move during the first turn. Begin play with the superior player's first attack phase of Turn One.

11.12 The Allied player must conduct two attacks with French units during any of his attack phases of Turn One.

11.13 The Allied player receives one US army on the western map edge on Turn Eight, and two on Turn Nine.

11.14 The Russian 2nd Army has been destroyed while out of supply and may not be rebuilt.

11.15 Belgian neutrality has been violated by Germany.

11.16 Montenegro is an Allied country, but has no army.

11.2 Free Deployment

11.21 The Allied player must set up all of his units first; the seven French armies and the BEF may be placed in any hex inside France (not in the Franco-Italian Transit Area). Three Serbian and nine Russian armies may be set up anywhere in their respective countries. After all Allied units are set up, the Central Powers player may set up the eight German and seven Austro-Hungarian armies anywhere in their respective countries. They may not be set up in any other belligerent or neutral countries. Neutral countries' armies are set up as for the historical game.

11.22 The game begins with the first phase of Turn One.

11.23 There are no mandatory attacks in the Free Deployment game.

11.24 The Allied player receives one US army on the Western map edge on Turn Eight, and two on Turn Nine.

11.25 Montenegro is an Allied country, but has no army.

11.3 Victory

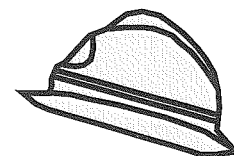
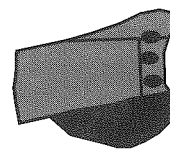
At the end of Turn Ten in either scenario, each player totals his victory points (VPs). The player with the most VPs wins.

11.31 Territorial Objectives. Either player scores five VPs for each Resource Center that his units occupy or control. Hexes are controlled by the side whose units were the last to pass through them.

11.32 Russian Surrender. When Russia surrenders (10.2), the Central Powers receive the VPs indicated on the TRT for the turn of surrender. For example, if Russia surrenders on Turn Seven the Central Powers get 30 VPs.

11.33 When a player invades a neutral nation, his opponent receives VPs for this (9.4). No VPs are awarded when a neutral nation is activated (9.2).

11.34 Allied Blockade. The Allies receive 75 VPs for their naval blockade of Germany.



Credits

First (SPI) Edition

Design: James F. Dunnigan

Development: Kip Allen

Graphics: Redmond A. Simonsen

Second (Decision Games) Edition

Development: Mike Bennighof

Map: Mark Simonitch

Counters: David McElhannon

Rule Book Layout & Box Design: Christine Lockwood

Playtest: Bryan Bennighof, Carole Stallworth

Consultant: Brien J. Miller

Combat Results Table

Odds:	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
Die Roll											
1	1/2	1/2	1/3	1/3	1/3	1/4	1/4	1/4	1/5	1/5	1/5
2	1/1	1/2	1/2	2/2	2/2	3/2	3/3	3/3	2/3	2/3	2/4
3	2/2	2/2	3/2	2/2	3/2	3/2	3/3	3/3	3/3	3/3	4/4
4	2/1	3/1	3/1	3/2	3/2	3/2	4/2	4/3	4/2	4/2	5/3
5	2/	3/1	3/1	3/1	3/2	3/2	4/1	4/1	4/2	4/2	5/2
6	4/0	4/0	4/0	5/1	5/1	5/1	5/1	6/1	6/1	7/1	7/1

Results: Attacker's loss/defender's loss.

Terrain Effects Chart

Type	Movement Cost	Effect on Combat
Clear	1 MP	none
Rough	2 MP	+1
Rail	1/3 MP	per other terrain
Sea/Lake hexside	prohibited	prohibited
Prohibited	prohibited	prohibited
National Border	none	none

Neutral Activation Table

Neutral Nation	Allies	Central Powers
Italy	5	-
Rumania	5	6
Greece	6	6
Bulgaria	-	5
Turkey	-	5

Modifiers

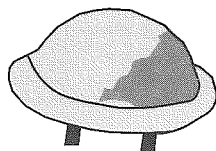
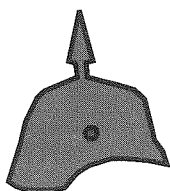
+1 for Central Powers when rolling for Rumania or Turkey for each Russian city captured by Central Powers.

+2 for Central Powers when rolling for Turkey if Greece joins the Allies.

+2 for Central Powers when rolling for Bulgaria if Rumania or Greece joins the Allies.

+1 for Allies when rolling for Rumania if Russian unit occupies a hex in either Germany or Austria-Hungary.

-1 for either side rolling for Rumania or Greece before Turn Four.























Set-Up Chart

Set-Up Location		Set-Up Location	
GERMANY		BRITAIN	
1 Army	0504	BEF	0303
2 Army	0603	RUSSIA	
3 Army	0404	1 Army	2409
4 Army	0505	2 Army	
5 Army	0506	(see rule 11.1)	
6 Army	0507	3 Army	1814
7 Army	0508	4 Army	2015
8 Army	2210	5 Army	2118
AUSTRIA-HUNGARY		6 Army	2119
1 Army	2018	1 Caucasus Army	0532
2 Army	2016	2 Caucasus Army	0333
3 Army	1916	SERBIA	
4 Army	1715	1 Army	0922
5 Army	1120	2 Army	1122
6 Army	0921	3 Army	1024
7 Army	0714	ITALY	
TURKEY		1 Army	0413
1 Army	1529	2 Army	0614
2 Army	1730	Army	0613
3 Army	0430	4 Army	0514
4 Army	0232	RUMANIA	
BULGARIA		1 Army	1622
1 Army	1224	2 Army	1921
2 Army	1125	3 Army	1923
3 Army	1527	4 Army	1725
FRANCE		BELGIUM	
1 Army	0307	Army	0503
2 Army	0406	GREECE	
3 Army	0306	Army of Thessaly	0927
4 Army	0405	Army of Epirus	0728
5 Army	0305	NETHERLANDS	
Army of Alsace	0308	Army	0703
Army of Lorraine	0407		

World War I

German

Front

 1 4/6	 2 4/6	 3 4/6	 4 4/6	 5 4/6	 6 4/6	 7 4/6	 8 4/6	 9 4/6	 10 4/6
 11 4/6	 12 4/6	 13 4/6	 14 4/6	 15 4/6	 16 4/6	 17 4/6	 18 4/6	 19 4/6	Germ  RP

Austro-Hungarian




















Turkish

 1 3/4	 2 3/4	 3 3/4	 4 3/4	 5 3/4	 6 3/4	 7 3/4	 1 2/4	 2 2/4	 3 2/4
 8 2/3	 10 2/3	 11 2/3	 14 2/3	Sud  2/3	Isonzo  2/3	A-H  RP	 4 2/4	 5 2/4	Turk  RP

Bulgarian

French

Belgian

 1 2/3	 2 2/3	 1 4/3	 2 4/3	 3 4/3	 4 4/3	 5 4/3	 6 4/3	 9 4/3	Army  2/3
 3 2/3	Bulg  RP	 10 4/3	Alsace  4/3	Lorraine  4/3	Orient  4/3	 2/1	French  RP	Game Turn	Bel  RP

Great Britain




















Serbian

Italian

BEF  4/6	 1 4/4	 2 4/4	 3 4/4	 1 2/4	 2 2/4	 1 3/3	 2 3/3	 3 3/3	 4 3/3
 4 4/4	 5 4/4	Salonika  4/4	Brit  RP	 3 2/4	Serb  RP	 5 3/3	 6 3/3	 7 3/3	Ital  RP

Russian

American

 1 3/3	 2 3/3	 3 3/3	 4 3/3	 5 3/3	 6 3/3	 7 3/3	Phase	 1 4/4	 2 4/4
 8 3/3	 9 3/3	 10 3/3	 11 3/3	 12 3/3	1 Caucasus  3/3	2 Caucasus  3/3	Rus  RP	 3 4/4	US  RP

Rumanian

Dutch

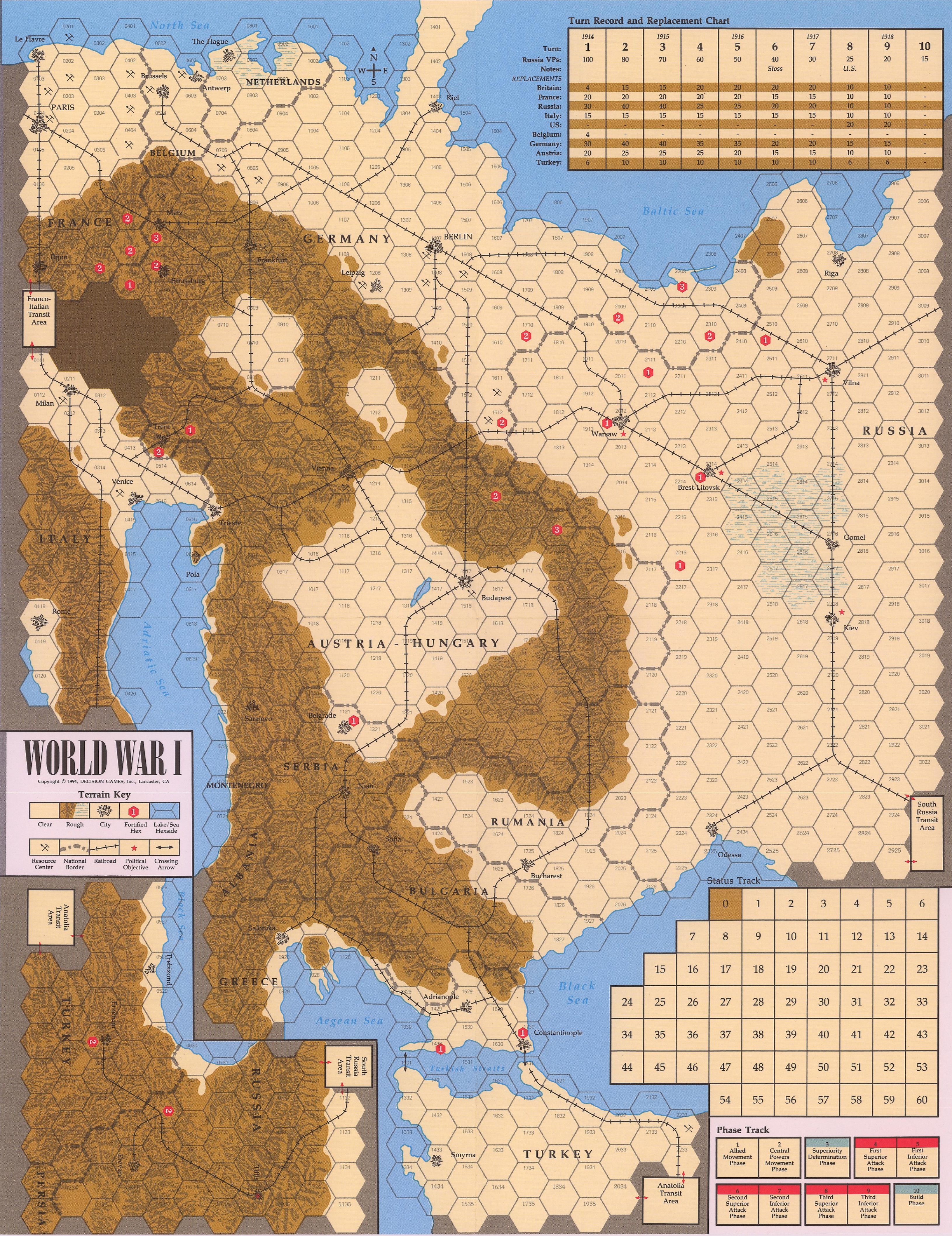
Greek

 1 2/2	 2 2/2	 3 2/2	 4 2/2	Rum  RP	Army  2/3	Dutch  RP	Thessaly  2/3	Epirus  2/3	Greek  RP
Fort Dest.	Fort Dest.	Fort Dest.	Fort Dest.	Fort Dest.	Fort Dest.	Fort Dest.	Fort Dest.	Fort Dest.	Fort Dest.

10 Stoss 4/6	9 Stoss 4/6	8 Stoss 4/6	7 Stoss 4/6	6 Stoss 4/6	5 Stoss 4/6	4 Stoss 4/6	3 Stoss 4/6	2 Stoss 4/6	1 Stoss 4/6
19 Stoss 4/6	18 Stoss 4/6	17 Stoss 4/6	16 Stoss 4/6	15 Stoss 4/6	14 Stoss 4/6	13 Stoss 4/6	12 Stoss 4/6	11 Stoss 4/6	

7 2/3	6 2/3	5 2/3	4 2/3	3 2/3	2 2/3	1 2/3
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BEE
4/4



Turn Record and Replacement Chart

Turn:
Russia VPs:
Notes:
REPLACEMENTS
Britain:
France:
Russia:
Italy:
US:
Belgium:
Germany:
Austria:
Turkey:

1914	1	2	3	4	5	6	1917	8	9	10
100	80	70	60	50	40	30	25	20	15	
Stoss										
4	15	15	20	20	20	20	10	10	-	-
20	20	20	20	20	20	20	10	10	-	-
30	40	40	25	25	20	20	10	10	-	-
15	15	15	15	15	15	15	10	10	-	-
-	-	-	-	-	-	-	20	20	-	-
4	-	-	-	-	-	-	-	-	-	-
30	40	40	35	35	20	20	15	15	-	-
20	25	25	25	20	15	15	10	10	-	-
6	10	10	10	10	10	10	6	6	-	-

WORLD WAR I

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Terrain Key



Clear Rough City Fortified Hex Lake/Sea Hexside



Resource Center National Border Railroad Political Objective Crossing Arrow

Status Track

0	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31	32	33	34
35	36	37	38	39	40	41
42	43	44	45	46	47	48
49	50	51	52	53	54	55
56	57	58	59	60		

Phase Track

1 Allied Movement Phase	2 Central Powers Movement Phase	3 Superiority Determination Phase	4 First Superior Attack Phase	5 First Inferior Attack Phase
6 Second Superior Attack Phase	7 Second Inferior Attack Phase	8 Third Superior Attack Phase	9 Third Inferior Attack Phase	10 Build Phase