



STORM OF STEEL SCENARIOS

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GENERAL INTRODUCTION

Scenario set-up for 1914 scenarios can be found in the 1914 section of this booklet. For scenarios starting in 1915 and later, the set-up can be found on the set-up cards or in the individual scenarios. If setting up the map for a year or campaign scenario, place the East map on top of the West map, and the Mid-East map on top of the other two maps.

Notes

1. The term “divisional equivalent” means the player may choose any combination of corps whose total component divisions equal the number given. Note that three-division corps may only be selected for scenarios starting in 1915 and later, and four-division corps may only be selected for scenarios starting in 1916 and later. There are some exceptions in the 1914 set-up instructions.
2. Units are deployed as specified anywhere on their own side of the front line for the scenario year unless otherwise indicated. West = west front map; Russ = Russian front map; Mid-East = Mid-East front map. Balkans = European portion of Mid-East map. Asia/N. Africa = Asian/North African portion of Mid-East map. Sinai = Egypt east of the Suez Canal. Off-map: off-map display
3. Units may not begin the 1914 scenarios entrenched. They may be entrenched in all other scenarios.
4. Naval units are deployed in any friendly ports of the owning country on the designated map section.
5. Each side controls all railroads on its own side of the frontline.
6. Units listed as “reinforcements” should be placed on the Turn Record Track in the appropriate quarter.
7. Division of poison gas points for fronts is used only when playing individual front scenarios; otherwise, they may be pooled.
8. German and Austrian units listed as being in the “Balkans” may be deployed either on the Balkans portion of the Mid-East map or adjacent to the 1915 front line running along the Serbian border on the West map. Serbian units may be deployed anywhere in Serbia on either map. That applies only for the 1915 scenario (see special rules). Note: this is because of the extent of the Balkan front in 1915.
9. When playing the single-front Mid-East scenarios, the West map (and the East map if needed) may be utilized to extend and simplify set-up and play and avoid map sheet edge problems.
10. When playing single front scenarios, only the corresponding campaign cards with historical dates are available. When playing single-year scenarios, the weapons & tactics and contingency cards are available, and those that have been previously employed by virtue of earlier historic dates are in play from the start.
11. All forts set-up in their respective countries unless otherwise indicated.
12. All units set-up on deployment hexes are placed on or adjacent to their deployment hexes inside their own countries unless otherwise indicated. All city placements are on those hexes only.

13. All “anywhere within...” must be set-up in supply. Those units which start the game out of supply (Ottoman 4th Army) are subject to Supply Attrition (31.0).

Victory Conditions

For scenarios that are one front (one map) only, ignore morale and mobilization. Victory is determined by counting the cities, grain and petroleum hexes occupied on the enemy side of the start line for the next year. For example, if playing scenario #7 1915 East, the Central Powers Player would count hexes east of the 1916 start line, and the Russian player would count hexes west of the 1916 start line. City hexes count one point each. Grain, petroleum, industrial cities and naval bases each count two points. Cities named on the morale point list count five or more points, as indicated. Players count their points, and the one with the higher number wins. If tied, the scenario is a draw.

For scenarios that are “year” scenarios (#2, 5, 9, 13 and 17), which utilize all three maps, use the above method to determine whether a “geographic” win has occurred. If the points for hex-control are tied, compare the final morale at the end of the last turn—the higher morale wins.

Note some scenarios have “sudden death” victory conditions that supersede these general victory conditions. For example, in scenario #3 the Germans can win at any time by having a unit in Paris. Some scenarios have alternate victory conditions and don’t use the general victory conditions. For example, victory in scenario #15: 1917 East is determined solely on the basis of Russian surrender.

1914 ORDER OF BATTLE & SCENARIOS

Historical Note: Summer, 1914 was the moment all in Europe had anticipated for decades. All major countries mobilized, expecting quick victories and mastery of Europe. In the west, the Germans swept through northern France only to be thrown back outside of Paris. In the east, they won the great victory of Tannenberg. The year ended with both sides dug in from the English Channel to the Swiss border, but still conducting mobile operations in Russia.

Special Summer 1914 Rules

- 1) No units may entrench during the entire quarter.
- 2) all land units in command may ignore EZOC for purposes of normal movement, but not for strategic movement or other game functions. Ignore the infiltration movement rule (10.32). All units advance one hex after combat regardless of Cadre rating.
- 3) Units may utilize rail movement only in their own countries.
- 4) Players lose only half the normal number of morale points (round up all remainders) for not attaining campaign card objectives.

CENTRAL POWERS

Belligerents: Germany, Austro-Hungary (Ottomans enter Autumn 1914)

Morale: 100

Air Doctrine Level: 1

Agents: 0

Uprising Markers: 1 in British Africa (representing von Lettow and company); 1 in China (representing German forces in

Far East)

GERMANY

On or adjacent to Deployment Hex 1: 1 headquarters, 4 two-division active corps, 2 two-division reserve corps.

On or adjacent Deployment Hex 2: 1 headquarters, 4 two-division active corps, 2 two-division reserve corps.

On or adjacent Deployment Hex 3: 1 headquarters, 3 two-division active corps, 1 two-division reserve corps.

On or adjacent Deployment Hex 4: 1 headquarters, 3 two-division active corps, 2 two-division reserve corps.

On or adjacent Deployment Hex 5: 1 headquarters, 4 two-division active corps, 3 two-division reserve corps.

On or adjacent Deployment Hex 6: 1 headquarters, 4 two-division active corps, 1 two-division reserve corps.

On or adjacent Deployment Hex 7: 1 headquarters, 2 two-division active corps, 1 two-division reserve corps.

On or adjacent Deployment Hex 8: 1 headquarters, 3 two-division active corps, 1 two-division reserve corps.

North Army: Within two hexes of any North Sea/ Baltic Sea hex in Germany, West map: 1 headquarters, 2 two-division reserve corps.

Anywhere in Germany, West map: 3 two-division reserve corps, 2 three-division cavalry corps, 1 two-division cavalry corps, 4 siege artillery brigades.

Anywhere in Germany, East map: 3 two-division reserve corps, 1 two-division cavalry corps.

Fortifications: one per fortified city in Germany

Naval

In any Germany naval bases on the West map.

Battleship Squadrons: 1

Battlecruiser Squadrons: 1

Pre-Dreadnought Squadrons: 2

Cruiser Squadrons: 2

Escort Flotillas: 4

Submarine Flotillas: 1

Naval Transport Flotillas: 1

In any Germany naval bases on the East map.

Cruiser Squadrons: 1

Escort Flotillas: 1

Naval Transport Flotillas: 1

Naval Reinforcements: during the Winter 1915 Mobilization Phase, Germans receive 1 battleship squadron on any Germany naval base on the West map.

Air

West Front: 1 tactical

Russian Front: 1 tactical

Poison Gas Points: 0

AUSTRIA-HUNGARY

On or adjacent Deployment Hex 1: 1 headquarters, 2 two-division active corps, 2 two-division reserve corps, 1 three-division cavalry corps.

On or adjacent Deployment Hex 3: 1 headquarters, 2 two-division

active corps, 2 two-division reserve corps, 1 three-division cavalry corps.

On or adjacent Deployment Hex 4: 1 headquarters, 2 two-division active corps, 2 two-division reserve corps, 1 three-division cavalry corps.

On or adjacent Deployment Hex 5: 1 headquarters, 2 two-division active corps, 1 two-division reserve corps.

On or adjacent Deployment Hex 6: 1 headquarters, 2 two-division active corps, 1 two-division reserve corps.

Riva (3132): 1 two-division Alpine corps.

Anywhere in Austro-Hungary, west map: 1 two-division active corps.

Anywhere in Austro-Hungary, Russian Front map: 2 two-division active corps.

Fortifications: 1 per fortified city.

Poison Gas Points: 0

Land Reinforcements. Due to confusion in the Austro-Hungarian command about whether Second Army should deploy on the Serbian or Russian front, the Second was moving to railheads during the first segment of Summer 1914, and was moving by rail during the second segment. To simulate that confusion, Second Army is placed on any rail hex in Austria-Hungary at the end of the second Central Powers segment.

Second Army: 1 headquarters, 2 two-division active corps, 1 two-division reserve corps, 1 two-division cavalry corps. Note the cavalry corps may be assigned to Fifth Army—if so place it on Fifth Army HQ at the beginning of the game. (Note: set-up hexes for the two Austrian plans are noted on the map for those who wish to experiment with having the Second Army deployed per the historical plans.)

Naval (any naval bases in Austria-Hungary, West map)

Pre-Dreadnought Squadrons: 1

Cruiser Squadrons: 1

Escort Flotillas: 2

Submarine Flotillas: 1

Naval Transport Flotillas: 1

Naval Reinforcements: Austro-Hungary receives 1 battleship squadron on the Winter 1915 turn at Pola.

Special Rules:

1) To provide for the overland transfer of German submarines to Austria, one German SS unit may be redeployed from a German port to an Austrian port during the Mobilization Phase of Autumn turns. The CP player must be able to trace a path of RR hexes from the location of the German port with the SS unit to an Austrian port. These German as well as Austrian SS units may sail into the West Mediterranean Sea Zone and, if not intercepted, be placed on the Commerce Raiding Display; there is no additional support cost for these units.

2) Germany may deploy one HQ and two corps in the Balkans beginning in Winter 1915. These forces may not end a movement segment within three hexes of Italy. Beginning Autumn 1916 (i.e. after the declaration of war by Italy on Germany), the movement restriction is lifted and the maximum deployment is expanded to one HQ and three corps. Beginning in

1917 and only after the surrender of either France or Russia, the deployment limit is expanded to three HQ and twelve corps.

OTTOMAN EMPIRE

The Ottomans are neutral throughout Summer 1914, but become a Central Powers belligerent in Autumn 1914. They're not allowed to move, attack, or mobilize during the Summer 1914 turn. Deployment is on or adjacent to the Deployment hexes.

Deployment Hex 1 (Adrianople): 1 three-division active corps, 1 three-division reserve corps, 1 two-division cavalry corps.

Deployment Hex 2 (Constantinople): 1 headquarters, 2 three-division active corps, 2 three-division reserve corps, 2 two-division cavalry corps. Also, 1 German headquarters and 1 German cruiser division.

Deployment Hex 3 (Erzeroum): 1 headquarters, 1 three-division active corps, 1 three-division reserve corps.

Deployment Hex 4: 1 three-division reserve corps, 2 two-division cavalry corps.

Deployment Hex 5 (Damascus): 1 headquarters, 1 three-division active corps.

Deployment Hex 6 (Mosul): 1 three-division reserve corps.

Deployment Hex 7 (Baghdad): 1 headquarters, 1 three-division active corps.

Fortifications: 1 per fortified city.

Poison Gas Points: 0

Naval

Constantinople: 1 cruiser division, 1 escort flotilla, 1 naval transport.

Ottoman Rail Net. The Ottoman rail net was not complete and required troops to unload, march and reload at several locations. To simulate that situation, rail movement in the Ottoman Empire must stop at Ankara and Aleppo; in the next impulse units may proceed.

Barsa: this city is considered a port on the Persian Gulf with no defensive amphibious assault bonus. No Ottoman units may move southeast of Baghdad during the Autumn 1914 turn.

Special Rules:

- 1) In addition to the German HQ and CA units which begin in Constantinople, the CP player may redeploy one German corps to the Mid-East after either Baghdad or Jerusalem is captured by the Entente player. Beginning in 1917 and only after the surrender of either France or Russia, the deployment limit is expanded to three corps.

ENTENTE

Belligerents: France, Russia, Britain, Serbia, Montenegro, Japan

Morale: 100

Air Doctrine Level: 1

Agents: 0

Entente Merchant Shipping Level = 100.

FRANCE

On or adjacent to Deployment Hex 1 (~~may not deploy on border hexes~~): 1 headquarters, 5 two-division active corps, 1 three-

division reserve corps, 1 two-division cavalry corps.

On or adjacent to Deployment Hex 2 (~~may not deploy on border hexes~~): 1 headquarters, 5 two-division active corps, 1 three-division reserve corps, 1 two-division cavalry corps.

On or one hex west of Deployment Hex 3: 1 headquarters, 1 three-division active corps, 2 two-division active corps, 1 three-division reserve corps.

On or one hex west of Deployment Hex 4: 1 headquarters, 3 two-division active corps.

On or adjacent one hex west of Deployment Hex 5: 1 headquarters, 4 two-division active corps, 1 three-division reserve corps.

On or adjacent to French/Italian border hexes: 1 headquarters, 1 two-division Alpine corps, 1 three-division reserve corps.

On Deployment Hexes 3, 4 or 5: 1 three-division cavalry corps.

Any hexes cities in France, at least two hexes from a border hex, no more than one per hex: 1 three-division cavalry corps, 8 two-division reserve corps.

In French North Africa: 1 headquarters, 2 two-division active corps, 1 two-division cavalry corps.

Fortifications: 1 per fortified city in France.

Air: 1 tactical air (West front)

Poison Gas Points: 0

Naval (any naval bases in France)

Battleship Squadrons: 1

Pre-Dreadnought Squadrons: 1

Cruiser Squadrons: 1

Escort Flotillas: 4

Submarine Flotillas: 3

Naval Transport Flotillas: 2

In the West Pacific: 1 cruiser squadron

RUSSIA

On or adjacent Deployment Hex 1: 1 headquarters, 2 two-division active corps, 2 two-division cavalry corps. Reinforcement: 3 two-division reserve corps.

On or adjacent Deployment Hex 2: 1 headquarters, 4 two-division active corps, 2 two-division cavalry corps. Reinforcement: 2 two-division reserve corps.

On or adjacent Deployment Hex 3: 1 headquarters, 3 two-division active corps, 2 two-division reserve corps. Reinforcement: 2 two-division cavalry corps.

On or adjacent Deployment Hex 4 (1637): 1 headquarters. Reinforcement: 3 two-division active corps, 2 two-division reserve corps.

Russians use hex 1637 for the set-up of 4th Army under the historical Plan A. Set-up for Plan G uses the "4G" hex. (Note: historically the Russians intended to attack AH, but the French plea for an attack on the Germans led to the ill-fated Tannenberg Campaign.)

On or adjacent Deployment Hex 5: 1 headquarters. Reinforcement: 3 two-division active corps, 2 two-division reserve corps, 1 two-division cavalry corps.

On or adjacent Deployment Hex 6 (Petrograd): 1 headquarters. Reinforcement: 2 two-division reserve corps.

On or adjacent Deployment Hex 7: 1 headquarters, 2 two-division reserve corps, 1 two-division cavalry corps.

On or adjacent Deployment Hex 8: 1 headquarters, 3 two-division active corps. Reinforcement: 1 two-division reserve corps, 2 two-division cavalry corps.

On or adjacent Deployment Hex 9: 1 headquarters, 3 two-division active corps, 3 two-division cavalry corps. Reinforcement: 6 two-division reserve corps.

Any single city in the Transcaucasus: 1 headquarters. Reinforcement: 2 two-division reserve corps.

Helsinki: 1 two-division active corps.

Anywhere in Russia: 4 two-division Active corps; 2 two-division cavalry corps.

Siberia Off-Map Area: 3 two-division active corps. Reinforcement: 3 two-division reserve corps.

Reinforcement (on any Russian industrial city): 1 headquarters, 3 two-division active corps.

Notes: “Reinforcement” units appear on or adjacent to the deployment hex (or Siberia for Siberian units) at the beginning of the Entente third impulse of the Summer 1914 turn. Those units are received at no mobilization cost. If they are unable to deploy on or adjacent to their deployment hex, they arrive at the closest friendly city hex or may be placed as reinforcements during the Mobilization Phase.

Note #2: No other Entente forces may enter Russia until after its surrender.

Additional Land Reinforcements: 5 four-division active corps and 5 four-division reserve corps during the Winter 1916 Mobilization Phase.

Special Russian Rail Rule: Russian rolling stock depleted significantly over the course of the war. By 1917 it had come down to a choice of supporting the army in the field or feeding the people at home. Thus the Russian rail capacity starts at 10 in Summer 1914 and is reduced by one each turn until it reaches zero in Winter 1917. The Russian player may use the rail capacity without detriment each impulse in each turn (no carry over), and may use more rail capacity than available at a cost of one morale point per unit transported above the capacity.

Fortifications: 1 per fortified city.

Poison Gas Points: 0

Air: 1 Tactical air (in Russia)

Naval Forces (in any Russian naval bases on the Russian Front map):

Pre-Dreadnought Squadrons: 1

Cruiser Squadrons: 2

Escort Flotillas: 3

Submarine Flotillas: 1

Naval Transport Flotillas: 1

Naval Reinforcements: 1 battleship division as a reinforcement during the Winter 1915 Mobilization Phase on any Russian naval base.

GREAT BRITAIN

Any cities in Great Britain, no more than one per hex: 1

headquarters, 3 two-division active corps, 1 two-division cavalry corps.

Alexandria: 1 headquarters; 1 two-division active corps.

In either South Africa, Australia/New Zealand or Canada: 1 two-division active corps.

India: 1 headquarters, 1 two-division active corps, 2 two-division reserve corps, 3 two-division cavalry corps.

Air: 1 tactical air in Britain.

Motorization markers: 1 in Britain.

Naval (in naval bases in the British Isles)

Battleship Squadrons: 2

Battlecruiser Squadrons: 1

Pre-Dreadnought Squadrons: 3

Cruiser Squadrons: 5

Escort Flotillas: 7

Submarine Flotillas: 3

Naval Transport Flotillas: 2

Alexandria (Mid-East map)

Cruiser Squadrons: 1

Escort Flotillas: 1

Naval Transport Flotillas: 1

In British Controlled Off-Map Ports or Off-Map Ocean Areas

Pre-Dreadnought Squadrons: 1

Cruiser Squadrons: 2

Escort Flotillas: 1

Submarine Flotillas: 1

Naval Transport Flotillas: 1

Naval Reinforcements: 2 battleship divisions on the Winter 1915 Mobilization Phase in any naval base in Britain.

British Land Reinforcements: At the beginning of Autumn 1914, the British receive 1 headquarters, 7 two-division reserve corps, and 3 two-division cavalry corps in Britain, no more than two units per city. These units may not leave Britain until Spring 1915.

Special Rules:

1) Forces starting on the Mid-East map or off-map areas may only redeploy to the Mid-East or off-map areas. The BEF III Corps (one of the three two-division active corps beginning in Britain) must remain in Britain until Autumn 1914.

SERBIA

Deployment Hex 1: 1 headquarters, 1 two-division active corps, 1 two-division reserve corps.

Deployment Hex 2: 1 headquarters, 1 two-division active corps, 1 two-division reserve corps.

Deployment Hex 3: 1 headquarters, 1 two-division active corps, 1 two-division reserve corps.

Anywhere in Serbia: 1 two-division cavalry corps.

Special: Serbian units may trace LOC/supply to Nish during Summer 1914. Serbian units may trace supply to Salonika beginning in Autumn 1914 if the Allies have a Naval Transport and a LOC to an industrial city in Great Britain or France.

MONTENEGRO

In Scutari: 1 alpine division.

Anywhere in Montenegro: 1 Entente guerrilla.

JAPAN

In Japan: 1 active division, 1 cruiser division, 1 escort flotilla, 1 transport.

Special Rule: Japanese never suffer from supply attrition while in Japan, China, Siberia or the Pacific Ocean off-map zones.

NEUTRALS

BELGIUM

Within one hex of Brussels, no more than one unit per hex: 1 headquarters, 1 two-division active corps, 2 two-division reserve corps, 1 one-division cavalry corps.

Fortifications: 1 per fortified city in Belgium.

ITALY

Special Rules

- 1) After secret negotiations, Italy declared war on Austria (not Germany) in April 1915. Italy enters on the Entente side in Spring 1915. To reflect the terrain between Italy and Austria (attacking up steep mountains and into narrow valleys making concentration difficult), the Italians may only attack from one hex in each combat when attacking from a hex in Italy into a hex in Austria. As noted under Germany, German units may not move within three hexes of Italy until Autumn 1916 (after Italy declared war on Germany in response to French requests during the Verdun Campaign).
 - 2) The Italians didn't coordinate their attacks with the French and British, nor were French and British forces allowed in Italy until the dramatic advance of the Caporetto Offensive in late 1917. Thus from Spring 1915 the Italians receive one less additional impulse than called for on any campaign card played on the West Front, unless it lists an "Italian Front" combat bonus (they always receive at least one impulse). Also, French and British forces may not enter Italy.
 - 3) During each Mobilization Phase that Central Powers occupy any hex of Italy, roll a die and, on a six, French and British forces may enter Italy the following turn. Should the Central Powers occupy any hex in Italy adjacent to an Italian city, add +3. Once the die roll is successful, both the British and French may begin sending one unit per quarter to Italy (two units may be sent on the first turn of reinforcement). This also allows Italian naval units to stack with French or British naval units. Should the Central Powers occupy an Italian city, French/British reinforcement occurs automatically (no die roll) and any number of French or British units may enter Italy.
- Deployment Hex 1: 1 headquarters, 1 three-division active corps, 1 three-division reserve corps.
- Deployment Hex 2: 1 headquarters, 1 three-division active corps, 1 three-division reserve corps.
- Deployment Hex 3: 1 headquarters, 1 three-division active corps, 1 three-division reserve corps.
- Deployment hex 4: 1 headquarters, 1 three-division active corps,

1 three-division reserve corps.

Anywhere in Italy: 1 two-division Alpine Corps, 2 two-division cavalry corps.

Tobruk (Libya): 1 two-division active corps.

Naval (in any Italian naval base or bases)

Battleship Squadrons: 1

Pre-Dreadnought Squadrons: 1

Cruiser Squadrons: 2

Escort Flotillas: 1

Submarine Flotillas: 1

Naval Transport Flotillas: 1

Poison Gas Points: 0

BULGARIA (joins Central Powers in Autumn 1915)

Special: Bulgarian units must remain within Bulgaria, Romania, Serbia and Greece.

Deployment Hex 1 (Sofia): 1 headquarters, 1 two-division active corps, 2 two-division reserve corps, 1 two-division cavalry corps.

Deployment Hex 2: 1 headquarters, 1 two-division active corps, 1 three-division reserve corps.

ROMANIA (joins Entente in Autumn 1916)

Special: Romanian units must remain within Romania, Bulgaria, Serbia and Hungary (may not move beyond the Hungarian province boundary).

Deployment Hex 1 (Bucharest): 1 headquarters, 1 two-division active corps.

Deployment Hex 2: 1 headquarters, 1 two-division reserve corps.

Deployment Hex 3: 1 headquarters, 1 two-division active corps, 1 two-division reserve corps.

Deployment Hex 4: 1 headquarters, 1 two-division active corps, 1 two-division reserve corps.

ALBANIA

In Turana: 1 two-division reserve corps

GREECE (joins the Entente in Spring 1916, or earlier if Bulgarian forces enter Greece or attack any units in Greece)

Athens: 1 headquarters, 1 two-division active corps, 1 two-division reserve corps.

Special: Entente forces may land at Salonika and operate within three hexes of Salonika in Greece without triggering Greece joining the Central Powers beginning in Autumn 1914. The Entente forces may not move west or south of hexes 1410 or 1411 inclusive. The Entente forces may not land until a CP unit comes within five hexes of Salonika or anytime beginning with Autumn 1915. The Germans and AH may attack Entente forces in neutral Greece without triggering Greek entry, but may not enter Greece. If the Greeks are in the Entente side, the capture of Salonika by the CP subtracts five Morale Points rather than adds one point (Entente still losses one point) – the CP deduction is due to infighting between the AH and Bulgaria about who would gain the port after the war. If the CP manages to maneuver the Greeks onto the CP side, the extra deduction does not apply.

LUXEMBURG

No Forces.

UNITED STATES

In United States: 1 two-division shock corps, 1 two-division reserve corps

In Philippines: 1 two-division reserve corps

Poison Gas Points: 0

Naval Forces (East Coast USA)

Battleship Squadrons: 1

Cruiser Squadrons: 1

Escort Flotillas: 1

Naval Transport Flotillas: 1

West Coast USA

Cruiser Squadrons: 1

Escort Flotillas: 1

Naval Transport Flotillas: 1

Philippines

Escort Flotillas: 1

Naval Transport Flotillas: 1

NETHERLANDS (set up by Entente)

In any Netherlands cities: 1 headquarters, 1 two-division active corps, 1 two-division reserve corps.

Naval: (off-map, Indonesia): 1 escort flotilla

Fortifications: 1 per fortified city.

SPAIN

In Barcelona: 1 two-division active corps.

PORTUGAL

Portugal off-map area: 1 two-division active corps.

BRAZIL

Latin America holding area: 1 active division.

DENMARK

Copenhagen: 1 headquarters, 1 two-division reserve corps.

SWITZERLAND

Berne: 1 headquarters, 1 two-division Alpine corps.

Zurich, Geneva, Basel: 1 two-division reserve corps each.

PERSIA

Set up by Central Powers in any Persian cities: 1 two-division cavalry corps, 1 two-division reserve corps.

SCENARIO #1: THE GREAT WAR

This scenario recreates all of World War I.

1. Use all three maps plus the World Display.
2. Scenario starts in Summer 1914 and ends after completion of Summer 1919.
3. Entente sets up first, Central Powers second.
4. Victory Conditions (objectives):

Central Powers

- Central Powers Morale = high or average.
- Control at least 10 Entente industrial and/or petroleum hexes.
- At least two of the following surrender: Britain, France,

Russia.

Entente

- Entente Morale = high or average.
 - Control at least 10 Central Powers industrial or petroleum hexes.
 - Both Germany and Austro-Hungary surrender.
- Historic Outcome: Entente national victory.

CAMPAIGN VARIANTS

These variants are included for players to add to their games in order to explore some of the historical alternatives. Players can agree on the variants to employ or each side can pick one or two of the variants secretly before starting play.

RUSSIA BETTER PREPARED

1. All Russian units listed as third impulse reinforcements are deployed on their respective deployment hexes as part of initial deployment.

BRITISH ADOPT CONTINENTAL MILITARY SYSTEM

1. No mobilization time cost for reserve divisions.
2. British may move their Autumn 1914 reinforcements off the British Isles immediately.
3. Reduce the cadre value of all British Active Divisions to “3” for the entire game.

BRITISH VARIABLE ENTRY

Britain starts neutral. The Entente player makes a check to see if the British enter the war under the following circumstances.

- 1) in Summer 1914, at the instant the Central Powers invade Belgium. If the Central Powers don't invade, no check is made on turn one.
- 2) In each Diplomacy Phase on subsequent quarterly turns, roll a die.
 - 1-4: Britain remains neutral.
 - 5-7: Britain becomes an Entente belligerent.

Modifiers

Entente Morale Low: +1

German Morale High: +1

Central Powers have violated Belgian neutrality: +2

Central Powers have violated Swiss, Danish or Netherlands neutrality: +1 per country.

Entente has violated Belgian, Swiss, Danish or Netherlands neutrality: -1 per country.

Each friendly agent expended: 1 in player's favor (maximum of one).

Note: Britain still receives their listed 1914 reinforcements even if neutral, placed by the Entente in Britain. Britain may conduct no other mobilization while neutral. This represents discretionary mobilization by the British government for self-defense.

BRITISH NAVAL PREPAREDNESS

Roll a die.

1-3: Preparedness Lax: 1) British deduct one battleship, one pre-dreadnought and one cruiser squadron from their initial forces; they are received as reinforcements on the Winter 1915 Mobilization phase; and 2) British may not use Scapa Flow as a naval base.

4-6: The convoy special tactic may be implemented at any time in the game.

BETTER ENTENTE INTELLIGENCE

Central Powers deploy first; Entente deploy second.

VARIABLE JAPANESE ENTRY

Japan starts as a neutral. The Entente player makes a check to see if the Japanese enter the war under the following circumstances: 1) in Summer 1914 after event cards have been drawn; and 2) in each Diplomacy Phase on subsequent quarterly turns.

1-4: Japan joins the Entente.

5-6: Japan remains neutral.

7+: Japan joins the Central Powers.

Modifiers

British Morale High: -1

German Morale High: +1

Each friendly agent expended: 1 in player's favor (maximum of one).

BELGIAN ALLIANCE

1. Belgium starts the game as an Entente belligerent. French may deploy all 5th Army units (units indicated as deploying on or adjacent to Deployment Hex 5) in Belgium on or adjacent to Liege, Brussels and/or Antwerp.
2. If both this and "Belgians Capitulate to German Demands" are picked, they cancel each other out.

BELGIUM CAPITULATES TO GERMAN DEMANDS

1. Central Powers set up Belgian units in initial deployment.
2. Both sides may enter Belgium without violating its neutrality (within the restrictions of 3 below).
3. If either player attacks Belgian units or enters Belgian cities, Belgium immediately enters the war on the other side.
4. If both this event and "Belgian Alliance" are picked, they cancel each other out.

STRONGER GERMAN FORCE IN THE EAST (Card #2)

The Central Powers player may deploy up to 24 division equivalents on the east map, on or adjacent to any German fortified hexes, plus up to three headquarters. These units must be taken from units that would otherwise be deployed in the 1st through 7th Armies (1st through 7th deployment zone units).

GERMAN NAVAL POLICY

Prior to the start of play, roll a die and implement result.

- 1 **No High Seas Fleet:** Germans receive no battleship or battlecruiser squadrons as initial forces or as Winter 1915 reinforcements, but do receive two additional submarine units. They also receive 4 two-division active corps, 4 two-division reserve corps, and 1 headquarters. These units may be deployed on or adjacent to any German mobilization hex.

2-3 **Smaller High Seas Fleet:** Germans deduct 1 battlecruiser squadron and 1 escort flotilla. (They still receive their Winter 1915 battleship reinforcement.) They receive instead 2 two-division active corps, 1 two-division reserve corps, and 1 headquarters; these units may be deployed on or adjacent to any mobilization hex.

4-6 **Naval challenge to Britain:** 1) Germans receive an additional 160 mobilization points of naval units as part of their initial forces, which are deployed as part of the initial setup; 2) all German naval units may enter any off map naval zone subject to normal supply attrition; and 3) Germans must deduct a headquarters, 4 two-division active corps, and 4 two-division reserve corps from their initial forces.

GERMANS DEPLOY MORE FORCES OVERSEAS

1. Place three uprising markers, instead of one, in British Africa, and one in China during initial deployment.
2. Deduct 1 two-division active corps from German initial forces.

VARIABLE NAVAL DEPLOYMENT

1. If picked by the Entente player, he may deploy his naval units on any friendly on-map naval bases or off-map ports.
2. If picked by the Central Powers player, he may deploy any friendly cruisers anywhere on the map or in off-map naval zones. Submarines may be placed in friendly naval bases or in the Atlantic.

SERBIANS ACCEPT AUSTRIAN ULTIMATUM

1. Serbia capitulates to Austria prior to the start of play; implement effects of Serbian surrender.
2. Reduce all Central Powers countries' starting morale by 20 points, and Entente morale by 10, because there's less of an excuse to start the war. This is in addition to any morale shifts for Serbian surrender.

PRE-WAR TACTICS PROVE EFFECTIVE

Both sides shift 1R to all land attacks using assault in 1914 (campaign card 2R shifts reduced to 1R).

NO "FLEET IN BEING" DOCTRINE

Both players shift the following amounts of morale for elimination of friendly naval units instead of amounts listed on the Morale Chart:

battleship squadron: owner -2, sinking country +1

battlecruiser squadron: owner -2, sinking country +1

pre-dreadnought squadron: owner -2, sinking country +1

cruiser squadron: owner -1, sinking country +0.5 (round down remainders)

escort flotilla: owner -1, sinking country +0.5 (round down remainders)

submarine flotilla: owner -1, sinking country +0.5 (round down remainders)

transport flotilla: owner 0, sinking country 0

WORKERS OF THE WORLD UNITE!

1. Reduce both sides' morale to 50.
2. Neither player may mobilize in the Autumn 1914 Mobilization Phase. Any units due to be mobilized that quarter are still

received.

PRE-WAR INDUSTRIAL MOBILIZATION

1. Add two to all industrial multiples. The maximum is still eight (12 for the Russians).
2. Reduce both sides morale by 10.

SCENARIO #2: 1914—THE LIGHTS GO OUT

Historical Note: This scenario covers the opening moves of the war on all fronts.

1. Use all three maps and the World Display. Entente sets up first, Central Powers second.
2. Scenario starts in Summer 1914 and ends after the completion of Autumn 1914.
3. **Special Victory Conditions:** Central Powers win a sudden death victory if they at any time occupy Paris with a combat unit in supply. Entente wins a sudden death victory if they hold any German city at the end of either turn.

SCENARIO #3: 1914 WEST—REINFORCE THE RIGHT!

This scenario covers the opening moves on the western front, giving the Germans the opportunity to execute the Schlieffen Plan.

1. Use only the west map and the units initially set up on it.
2. Scenario consists of Summer and Autumn 1914.
3. Entente sets up first, Central Powers second.
4. Use only western front 1914 campaign cards with historic dates (#1, 5, 44, 48).
5. **Special Victory Conditions:** Central Powers win a sudden death victory if they at any time occupy Paris with a combat unit in supply. Entente wins a sudden death victory if they hold any German city at the end of either turn.

Scenario Special Rules

- 1) The scenario uses only the west map and units deployed on the western front.
- 2) Don't use Austro-Hungarian, Serbian, Montenegrin, Albanian or Italian forces. Neither player may enter Austria-Hungary, Serbia, Montenegro, Albania or Italy.
- 3) **Reinforcements:** Germany and France may replace up to 3 two-division reserve corps from their Summer 1914 losses. They appear at the beginning of the Autumn quarter on any city in their respective countries.
- 4) **East Front Situation:** at the beginning of Autumn 1914, the Germans must withdraw 2 two-division active corps, 1 two-division cavalry corps and one HQ. The Central Powers player may remove those units from anywhere on the map as long as they're in supply.

SCENARIO #4: 1914 EAST—TANNENBURG

The Russian "steamroller" advanced into Eastern Europe, coming close to destroying the Austro-Hungarian army, only to be stopped by the great German victory at Tannenberg.

1. Use only the Russian Front map, and units set up initially on it.

2. Scenario consists of Summer and Autumn 1914.
3. Entente set up first, Central Powers second.
4. Use only Eastern Front 1914 campaign cards (#4, 47).
5. **Special Victory Conditions:** none.

Scenario Special Rules

- 1) Use only Russian, German and Austro-Hungarian forces. Ignore all others. Units may only enter Russia, German and Austro-Hungary.
- 2) **German reinforcements:** Germans receive 2 two-division active corps and 1 two-division cavalry corps at the beginning of the Autumn 1914 turn. They're placed on any hex on the west map edge in Germany. Germany also receives 1 HQ on any industrial city and 3 two-division reserve corps on any city in Germany.
- 3) German units may move by rail off the west map edge and back onto the map by any other Central Powers controlled rail hexes. They may not end a rail move off the Russian front map.
- 4) In addition to standard supply sources, units may trace a line of communication (using standard lines of communication rules) to the following:
 - a) **Germans:** any Central Powers controlled rail hex on the western map edge in Germany or Poland.
 - b) **Austro-Hungarians:** any Central Powers controlled rail hex on the western map edge in Austro-Hungary or Poland

1915 ORDER OF BATTLE & SCENARIOS

Historical notes: By Spring of 1915 the combatants realized the war wasn't going to end in one campaign. The Germans went over to the defensive in the west and the offensive in the east. A combined German-Austrian attack pushed the Russians back. Meanwhile the Entente attacked on the western front, gaining no ground and taking horrendous casualties. On the Mid-East front the British landed at Gallipoli as the first phase of their plan to seize Constantinople and knock Turkey out of the war.

Set-Up Instructions

All countries with fortified zones begin with one fortification per controlled hex. Przemysl doesn't have a fortification.

CENTRAL POWERS

Belligerents: Germany, Austria-Hungary, Ottoman Empire, Persia

Uprising Markers: 1 in British Africa

PERSIA has no units.

Note: Persia was technically neutral, but for game purposes it's considered a member of the Central Powers inasmuch as it had been invaded and occupied by the Russians and British.

CENTRAL POWERS PARTISANS

Deploy anywhere in the designated countries on either side of the front line. All must be deployed in underground status.

In the Ottoman Empire: 1 Persia: 1

ENTENTE

Belligerents: France, Britain, Italy, Albania, Belgium, Japan, Montenegro, Serbia

JAPAN

Special Rule: Japanese never suffer from supply attrition while

in Japan, China, Siberia or the Pacific Ocean off-map zones.

ENTENTE PARTISANS

Deploy anywhere in the designated countries on either side of the front line. All must be deployed in underground status.

In Belgium: 1 In France: 1

In Serbia, Montenegro or Albania: 1

NEUTRALS

Same deployment and special rules as in the 1914 instructions.

SCENARIO #5: 1915—WAR OF ATTRITION

1. This scenario starts in Spring 1915 and ends after the completion of Autumn 1915.
2. Use all three maps and all units. Entente sets up first, Central Powers second.
3. **Special victory conditions:** none.
4. **Special rules:** none.
5. **Pre-game mobilization:** prior to starting this scenario, players must determine what units are “in progress” on their Mobilization Tracks. That’s done by performing the production for Winter 1915 by determining the number of industrial and petroleum hexes available to each country for each of these turns. (Each country may utilize all such hexes on its side of the 1915 front line.) Use a production multiple of two. Players then place any units mobilized the proper number of spaces ahead on the Turn Record Track. Units that take zero turns to mobilize (for example, reserve corps) may not be mobilized. Production resumes normally with Spring 1915. Example: the Germans decide to produce an active unit for their Winter 1915 turn. Since it takes two Mobilization Phases to be produced, it would be placed on the Mobilization Track space for Summer 1915.

SCENARIO #6: 1915 WEST—YPRES

1. This scenario starts in Spring 1915 and ends after the completion of Autumn 1915.
2. Use only west map and units. Central Powers set up first, Entente second.
3. Special victory conditions: none.

Special Rules

- 1) Ignore any events dealing with off-map countries and forces.
- 2) **Italian Entry**
 - a) Italy automatically enters the war on the side of the Entente in Spring 1915.
 - b) On the turn following the one in which Italy becomes an Entente power, the Austrians receive the following reinforcements: 1 headquarters, 6 active division equivalents, 4 reserve division equivalents. They appear on the east map edge, entering via rail movement using normal movement.
- 3) **Serbian Front**
 - a) Don’t use any of the units designated as starting in the Balkans, Serbia, Montenegro and Albania.
 - b) Neither player may enter any hex in Serbia, Montenegro

or Albania.

SCENARIO #7: 1915 EAST—THE GORLICE-TARNOW BREAKTHROUGH

1. This scenario starts in Spring 1915 and ends after the completion of Autumn 1915.
2. Use only the Russian Front map and units set up on it initially.
3. Special victory conditions: none.

Special Rules

Players should use the west map in order to set-up units on the German-Russian border.

Supply Sources: in addition to standard supply sources, units may trace lines of communication (using standard line of communications rules) to the following:

- 1) **Germans:** any Central Powers controlled rail hex on the western map edge in Germany or Poland.
- 2) **Austro-Hungarians:** any Central Powers controlled rail hex on the western map edge in Austro-Hungary or Poland
- 3) **Bulgarians:** any Central Powers controlled rail hex on the western map edge in Austro-Hungary or Poland.

SCENARIO #8: 1915 MID-EAST—GALLIPOLI

1. This scenario starts in Spring 1915 and ends after the completion of Autumn 1915.
2. Use the Mid-East map and units (see special rules). Entente sets up first, Central Powers second.
3. Special victory conditions: none.

Special Rules

- 1) Players should use the following sections of the west map in order to play out the complete Serbian campaign: all of Serbia, Montenegro and Albania; all hexes of Austria-Hungary within two hexes of the 1915 front line.
- 2) Serbian, Montenegrin and Albanian units may deploy within their own countries on either the Mid-East and/or west maps.
- 3) Central Powers player may deploy units indicated as being set up in the Balkans within two hexes of the 1915 front line on the Central Powers side on either the Mid-East or west maps.

Supply Sources

In addition to standard supply sources, units may trace lines of communication (using standard line of communications rules) as follows.

Central Powers

Any Central Powers controlled rail hex on the northern or western map edge in the Balkans part of the Mid-East map.

Any Central Powers controlled rail hex on the northern edge of the playing area on the western map.

Entente

Any port hex containing at least one Entente naval transport unit.

1916 ORDER OF BATTLE & SCENARIOS

Historical Note: 1916 saw several epic actions. On the western front the Germans launched the Battle of Verdun, while the British launched the Somme offensive. In the east the Russian Brusilov Offensive at first gained ground, but only to be smashed in turn by a German counterattack. To the south the Ottomans made a desperate attack on the Suez Canal, while Rumania entered the war on the side of the Entente and was handily defeated. 1916 also saw the Battle of Jutland, the largest general engagement between dreadnought-era battleships.

Set-Up Instructions

All countries with fortified zones begin with one fortification per controlled hex. Przemysl does not have a fortification.

CENTRAL POWERS

PERSIA: No units.

Note: Persia was technically neutral, but for game purposes is considered a member of the Central Powers inasmuch as it had been invaded and occupied by the Russians and British.

CENTRAL POWERS PARTISANS

Deploy anywhere in the designated countries on either side of the front line. All must be deployed in underground status.

In Russia (Russian front map, including provinces): 1

In the Ottoman Empire: 1

Persia: 1

ENTENTE

Belligerents: France, Britain, Italy, Belgium, Greece, Japan, Portugal, Serbia.

JAPAN

Special Rule: Japanese never suffer from supply attrition while in Japan, China, Siberia or Pacific Ocean off-map zones.

ENTENTE PARTISANS

Deploy anywhere in the designated countries on either side of the front line. All must be deployed in underground status.

In Belgium: 2

In France: 1

In Serbia, Montenegro or Albania: 2

In Russia (Russian front map, including provinces): 2

In the Ottoman Empire, anywhere: 1

NEUTRALS

Same deployment and special rules as in the 1914 instructions except US.

SURRENDERED COUNTRIES

Montenegro and Albania.

SCENARIO #9: 1916—OVER THE TOP

1. This scenario starts in Spring 1916 and ends after the completion of Autumn 1916.
2. Use all three maps and all units. Entente sets up first, Central Powers second.
3. Special victory conditions: none.

Special Rules

Pre-game mobilization: prior to starting this scenario, players must determine what units are in progress on their Mobilization

Tracks. That's done by performing the production for the following turns: Spring 1915, Summer 1915, Autumn 1915 and Winter 1916 as follows.

- 1) Determine the number of industrial and petroleum hexes available to each country for each of those turns. Each country may utilize all such hexes on its side of the 1916 front line.
- 2) Use the following production multiplier for the designated turns, and not the multipliers shown on the Turn Record Track. That represents the long-term production portion of these turns. Round down all remainders.
Spring 1915: 2 Autumn 1915: 2
Summer 1915: 2 Winter 1916: 2
- 3) Players then place any units produced ahead the proper number of spaces on the Mobilization Track. Units that would've been received prior to Spring 1916 are placed on the appropriate reinforcement locations as part of the scenario set up.
- 4) A player may not produce types that take zero turns to mobilize (for example, reserve corps).
- 5) Production resumes normally with Spring 1916. Example: the Germans decide to produce an active unit for their Winter 1916 turn. Since it takes two Mobilization Phases to be produced, it would be placed on the Summer 1916 space on Turn Record Track.

SCENARIO #10: 1916 WEST—VERDUN & THE SOMME

1. This scenario starts in Spring 1916 and ends after the completion of Autumn 1916.
2. Use only west map and units. Entente sets up first, Central Powers second.
3. Special victory conditions: none.

Special Rule

Ignore any events dealing with off-map countries and forces.

SCENARIO #11: 1916 EAST—THE BRUSILOV OFFENSIVE

1. This scenario starts in Spring 1916 and ends after the completion of Autumn 1916.
2. Use only the Russian Front map and units initially set up on it. Central Powers sets up first, Entente second.
3. Special victory conditions: none.
4. Special rules: none.

Supply Sources

In addition to standard supply sources, units may trace lines of communication (using standard line of communications rules) to the following.

- 1) **Germans:** any Central Powers controlled rail hex on the western map edge in Germany or Poland.
- 2) **Austro-Hungarians:** any Central Powers controlled rail hex on the western map edge in Austria-Hungary or Poland.
- 3) **Bulgarians:** any Central Powers controlled rail hex on the western map edge in Austria-Hungary or Poland.

- 4) When Romania enters the war, Romanian units trace lines of communication to any Entente controlled rail hex on the southern map edge within Romania. Use only the Romanian units on the Russian front portion of the map.
- 5) **Central Powers Reinforcements:** Germans receive the following units at the beginning of the Summer 1916 turn: 7 active division equivalents, 8 reserve division equivalents. They appear on the western map edge using rail movement.

SCENARIO #12: 1916 MID-EAST—THE BIRDCAGE

1. This scenario starts in Spring 1916 and ends after the completion of Summer 1916.
2. Use only Mid-East Front map and units. Entente sets up first, Central Powers second.
3. Special victory conditions: none.
4. Special rule: ignore any events dealing with off-map countries and forces.

Supply Sources

In addition to standard supply sources, units may trace a lines of communication (using standard line of communications rules) to the following.

Central Powers

Any Central Powers controlled rail hex on the northern or western map edges in the Balkans.

Entente

Any port hex containing at least one Entente naval transport unit.

1917 ORDER OF BATTLE & SCENARIOS

Historical Note: 1917 was the turning point. The Central Powers knocked Russia out of the war and came close to defeating Italy. On the western front, the French army mutinied, and only astute leadership kept the situation from collapsing. In November the British launched their Cambrai offensive, the first major tank attack. And, of course, the US entered the war.

Front Line Notes

1. Use the 1917 frontline printed on the map.
2. Rumania, Montenegro and Albania have surrendered. Serbia is completely occupied. Central Powers units may be set up in hexes of those countries behind the frontline.
3. On the west map, the Swiss border is part of the frontline.
4. On the Mid-East map, no units may be set up in desert hexes. Only units specifically designated as starting in Persia may be deployed there.
5. The Transcaucus in Russia is behind the Entente frontline.

CENTRAL POWERS

Belligerents: Germany, Austria-Hungary, Ottoman Empire, Bulgaria, Persia

Uprising Markers: 1 in British Africa

PERSIA: No units.

Note: Persia was technically neutral, but for game purposes is considered a member of the Central Powers inasmuch as it had been invaded and occupied by the Russians and British.

CENTRAL POWERS PARTISANS

Deploy anywhere in the designated countries on either side of the front line. All must be deployed in underground status.

In Russia (Russian front map, including provinces): 3

In Russia (Transcaucus): 1

In the Ottoman Empire: 1

Persia: 1

ENTENTE

Belligerents: France, Britain, Italy, Russia, United States, Belgium, Brazil, Greece, Japan, Portugal, Serbia

JAPAN

Special Rule: Japanese never suffer from supply attrition while in Japan, China, Siberia or Pacific Ocean off map zones.

ENTENTE PARTISANS

Deploy anywhere in the designated countries on either side of the front line. All must be deployed in underground status.

In Belgium: 1

In France: 1

In Serbia, Montenegro or Albania: 1

In Russia (Russian front map, including provinces): 2

In Russia (Transcaucus): 1

In the Ottoman Empire, anywhere: 3

NEUTRALS

Same deployment and special rules as in the 1914 instructions.

SURRENDERED COUNTRIES

Albania, Montenegro and Rumania.

SCENARIO #13: 1917—THE STORM BREAKS

1. This scenario starts in Spring 1917 and ends after the completion of Autumn 1917.
2. Use all three maps and all units. Entente sets up first, Central Powers second.
3. **Special victory conditions:** none.
4. **Special rules:** none.
5. **Pre-game mobilization:** prior to starting this scenario, players must determine what units are in progress on their Mobilization Tracks. That's done by performing the production for the following turns: Spring 1916, Summer 1916, Autumn 1916 and Winter 1917, as follows.
 - 1) Determine the number of industrial and petroleum hexes available to each country for each of those turns. Each country may utilize all such hexes on its side of the 1917 front line.
 - 2) Use the following production multiple for the designated turns, not the multiplier shown on the track, that represents long term production. Round down all remainders.

Spring 1916:	2	Autumn 1916:	4
Summer 1916:	2	Winter 1917:	4
 - 3) Players then place any units produced ahead the proper number of spaces on the Mobilization Track. Units that would've been received prior to Spring 1917 are placed on the appropriate reinforcement locations as part of the setup.

- a) Players may not produce types that take zero turns to mobilize (for example, reserve corps).
- b) Production resumes normally in Spring 1917.
- c) **US Production:** don't use this procedure for the US. US production starts normally with Spring 1917.

SCENARIO #14: 1917 WEST—TO THE GREEN FIELDS BEYOND

1. This scenario starts in Spring 1917 and ends after the completion of Autumn 1917.
2. Use only west map and units. Entente sets up first, Central Powers second.
3. Special victory conditions: none.

Special Rule

Ignore any events dealing with off-map countries and forces.

Reinforcements

- 1) British receive the following units at the start of the Autumn 1917 turn: 2 tank brigades on any British HQ.
- 2) The following US unit is received on any French HQ: 2 divisional equivalents of shock infantry.

SCENARIO #15: 1917 EAST—SHOCK TROOP RIGA

1. This scenario starts in Summer 1917 and ends after the completion of Autumn 1917 Diplomacy phase.
2. Use only the Russian Front map and units. Central Powers set up first, Entente second.
3. Special victory conditions: to win this scenario, the Central Powers must fulfill the conditions of card #31 and cause a Russian surrender by holding Riga or Kiev at the end of the game. The Entente player wins by avoiding a Russian surrender.
4. **Special Rules:** ignore any events dealing with off-map countries and forces.

Supply Sources

In addition to standard supply sources, units may trace lines of communication (using standard line of communications rules) to the following.

Germans

Any Central Powers controlled rail hex on the western map edge in Germany or Poland.

Austro-Hungarians

Any Central Powers controlled rail hex on the western map edge in Austro-Hungary or Poland.

Central Powers Reinforcements

The Germans receive the following units at the beginning of the Summer 1917 turn: 9 shock divisional equivalents. They appear on the western map edge using rail movement.

SCENARIO #16: 1917 MID-EAST—ON TO JERUSALEM!

1. This scenario starts in Spring 1917 and ends after the completion

of Autumn 1917.

2. Use only Mid-East map and units. Central Powers sets up first, Entente second.
3. Special victory conditions: none.
4. **Special Rule:** Ignore any events dealing with off-map countries and forces.

Supply Sources

In addition to standard supply sources, units may trace lines of communication (using standard lines of communication rules) to the following.

Central Powers

Any Central Powers controlled rail hex on the northern or western map edge in the Balkans.

Entente

Any port hex containing at least one Entente naval transport unit.

1918 ORDER OF BATTLE & SCENARIOS

CENTRAL POWERS

Belligerents: Germany, Austro-Hungary, Ottoman Empire, Bulgaria, Persia, Finland, Baltic, Poland, Ukraine

Uprising Markers: 1 in British Africa

PERSIA: No units.

Note: Persia was technically neutral, but for game purposes is considered a member of the Central Powers inasmuch as it had been invaded and occupied by the Russians and British.

CENTRAL POWERS PARTISANS

Deploy anywhere in the designated countries ON either side of the Front Line. All must be deployed in Underground status.

In Russia (Russian front map, including provinces): 4

In Russia (Transcaucus): 1

In the Ottoman Empire: 2

Persia: 1

ENTENTE

Belligerents: France, Britain, Italy, United States, Belgium, Brazil, Greece, Japan, Portugal, Serbia, Transcaucus

JAPAN

Special Rule: Japanese never suffer from Supply Attrition while in Japan, China, Siberia or Pacific Ocean off map zones.

ENTENTE PARTISANS

Deploy anywhere in the designated countries ON either side of the Front Line. All must be deployed in underground status.)

In Belgium: 1

In France: 1

In Serbia, Montenegro, or Albania: 1

In Russia (Russian front map, including provinces): 3

In Russia (Transcaucus): 1

In the Ottoman Empire: 2 (in any desert hexes); 1 elsewhere

BOLSHEVIKS

Neither player initially controls the Bolsheviks; they are set up by the Entente.

Deploy in Russia or Siberia east of the start line.

Headquarters: 1

Reserve division equivalent: 15

Shock infantry division equivalent: 4

Cavalry division equivalent: 4

Armored train: 1

Partisans: two, anywhere in Russia on either side of the front line. All must be deployed in underground status.

Agents: whoever controls the Bolsheviks receives 3 Bolshevik agents per turn, according to the Bolshevik rules.

NATIONALISTS

FINLAND

Controlled by the Central Powers and deployed anywhere in Finland west of the front line.

Headquarters: 1

Active infantry division equivalent: 2

Reserve division equivalent: 2

Shock infantry divisional equivalent: 2

POLAND

Controlled by the Central Powers and deployed anywhere in Poland west of the front line.

Reserve division equivalent: 2

Cavalry division equivalent: 2

UKRAINE

Controlled by the Central Powers and deployed anywhere in the Ukraine on either side of the front line.

Reserve division equivalent: 2

BALTIC

Controlled by the Central Powers and deployed on the Russian Front map anywhere in the Baltic provinces on either side of the front line.

Active infantry division equivalent: 2

Reserve division equivalent: 2

TRANSCAUCUS

Controlled by the Entente and deployed on the Mid-East map in the Transcaucus.

Alpine division equivalent: 2

FREE CORPS

RUSSIA

Use Russian units; representing White Russians. Deployed by the Entente anywhere in Russia or Siberia in any hexes not containing Bolshevik units.

Headquarters: 1

Active infantry division equivalent: 4

Reserve division equivalent: 4

Cavalry divisional equivalent: 6

Tactical air: 1

NEUTRALS

Same deployment and special rules as in the 1914 instructions.

SURRENDERED COUNTRIES

Russian Empire, Rumania, Montenegro, Albania.

SCENARIO #17: 1918—NO MAN'S LAND

1. This scenario starts in Spring 1918 and ends after the completion of Autumn 1918.
2. Use all three maps and all units. Entente sets up first, Central Powers second.
3. **Special victory conditions:** ignore the general victory conditions. The Central Powers win a sudden death victory if they at any time occupy Paris with a supplied combat unit. Otherwise, the Entente must cause the surrender of Germany (CP Morale = 0). Any other result is a draw (play the 1919 scenario).
4. **Special rule:** both players may agree to extend the game to Spring 1919. If they do so, change the second standard Entente victory condition to “both the Ottoman Empire and Austro-Hungary Surrendered.”
5. Pre-game mobilization: prior to starting this scenario, players must determine what units are in progress on their Mobilization Tracks. That’s done by performing the production for the following turns: Spring 1917, Summer 1917, Autumn 1917 and Winter 1918, as follows,
 - a) Determine the number of industrial and petroleum hexes available to each country for each of those turns. Each country may utilize all such hexes on its side of the 1918 front line.
 - b) Use the following production multiple for the designated turns, not the multiple on the track. That represents long term production. Round down all remainders. U.S. only use this for Winter 1918.

Spring 1917:	2	Autumn 1917:	2
Summer 1917:	2	Winter 1918:	2
 - c) Players then place any units produced ahead the proper number of spaces on the Mobilization Track. Units that would’ve been received prior to Spring 1918 are placed on the appropriate reinforcement locations as part of the scenario set up.
 - d) Players may not produce types that take zero turns to mobilize (for example, reserve corps).
 - e) Production resumes normally in Spring 1918.

SCENARIO #18: 1918 WEST—

KAISERSCHLACT

1. This scenario starts in Spring 1918 and ends after the completion of Autumn 1918.
2. Use only west map and units. Entente sets up first, Central Powers second.
3. **Special victory conditions:** Ignore the general victory conditions. The Central Powers win a sudden death victory if they at any time occupy Paris with a supplied combat unit. The Entente win anytime Germany surrenders or the CP Morale is zero. Any other result is a draw (or play the 1919 scenario).
4. **Special rule:** ignore any events dealing with off-map countries and forces.

SCENARIO #19: 1918 EAST—DRANG NACH OSTEN 1918

1. This scenario starts in Spring 1918 and ends after the completion of Autumn 1918.
2. Use only the Russian Front map and units set up on it (see special rule). Bolsheviks set up first, Central Powers second.
3. **Victory conditions:** Central Powers win by controlling Petrograd or Moscow or any four of the following: Helsinki, Warsaw, Riga, Kiev, Rostov. Otherwise the Bolsheviks win.

Special Rules

- 1) This what-if scenario assumes the Central Powers took the offensive in the east in 1918 in order to knock out the Bolsheviks. There are two players in this scenario, Central Powers and Bolshevik. The Bolshevik player automatically controls all Bolshevik, Transcaucas and Russian Free Corps units. Don't roll for Bolshevik control.
- 2) Ignore any events dealing with off-map countries and forces.
- 3) There is no Bolshevik morale or morale considerations for units on the Bolshevik side.
- 4) During initial set up the Central Powers player may exchange reserve division equivalents for shock units on a two for one basis. For example, he could exchange two 2-division reserve corps for a 2-division shock corps. He may do so up to 10 shock division equivalents.

SCENARIO #20: 1918 MID-EAST—ARMAGEDDON

1. This scenario starts in Spring 1918 and ends after the completion of Autumn 1918.
2. Use only Mid-East map and units (see special rules for deployment). Central Powers sets up first, Entente second.
3. **Victory conditions:** for purposes of a front line, assume a line exists from 4514/4515 to 5510/5511.

Special Rules

- 1) Use only the following parts of the Mid-East map: Ottoman Empire in Asia, Egypt, Transcaucas, Persia, and sea hexes. Players may not enter any hexes of the Balkans, including Constantinople and Gallipoli. Players may not enter any hexes of the Sea of Marmora. Note the Central Powers occupy Transcaucas, unlike previous scenarios.
- 2) Ignore any events dealing with off-map countries and forces.

Initial Deployments

Do not use the 1918 deployment. Instead, deploy as follows:

Central Powers

- 1) Ottomans must place the following units within four hexes of Damascus (4322) on the Central Powers side of the front line: 3 headquarters; 6 active division equivalents; 6 reserve division equivalents; 2 cavalry division equivalents; 1 tactical air.
- 2) Ottomans must place the following units within three hexes of Samarra (5716) on the Central Powers side of the front line: 1 headquarters; 2 active divisional equivalents; 2 reserve divisional equivalents.

- 3) Ottomans must place the following units in the Transcaucas: 1 Headquarters; 1 two-division mountain corps; 1 two-division active corps; 1 two-division reserve corps.
- 4) On any Ottoman city on the Central Powers side of the start line not within the above deployment criteria: 1 headquarters; 2 reserve division equivalents; 2 cavalry division equivalents.
- 5) **German units:** within four hexes of Damascus on the Central Powers side of the front line: 1 headquarters. Anywhere in the Ottoman Empire or the Transcaucas: 1 two-division shock corps.
- 6) Anywhere in the Ottoman Empire, Persia or the Transcaucas on either side of the front line: 2 Central Powers partisans, All must be deployed in underground status.
Central Powers agents: 1
Ottoman Poison Gas points: 0

Entente

- 1) Place the following British units within three hexes of Jerusalem (4226) on the Entente side of the front line: 2 headquarters; 2 shock division equivalents; 6 active division equivalents; 2 reserve division equivalents; 5 cavalry division equivalents; 1 tank brigade; 1 armored car brigade; 2 tactical air.
- 2) Place the following British units within three hexes of Baghdad (6019) and/or Basra on the Entente side of the front line: 2 headquarters; 2 shock division equivalents; 2 active division equivalents; 2 reserve division equivalents; 2 cavalry division equivalents; 1 tactical air.
- 3) Place the following British units in Persia: 2 reserve division equivalents.
- 4) Place the following British units in the Caspian Sea: 1 naval transport flotilla.
- 5) Place the following French units within three hexes of Jerusalem (4226) on the Entente side of the front line: 1 two-division active corps.
- 6) Entente partisans in the Arabian desert: 3; anywhere in the Ottoman Empire: 1. All must be deployed in underground status.
- 7) Nationalist units: In the Transcaucas on any hexes not containing a Central Powers unit: 1 two-division mountain corps; two-division reserve corps; 1 guerrilla. All must be deployed in underground status.
- 8) Alexandria, Port Said or Suez City: 1 two-division reserve corps; 1 cruiser division, 1 escort flotilla, 2 naval transport.
- 9) Fao (7023): 1 naval transport
- 10) The Entente have four motorization markers that they can place on any British units.

Supply Sources

Units are in supply if they can trace a standard supply line to the following: Central Powers, Constantinople, Entente (hex must contain at least one naval transport), Alexandria, Suez, Fao.

1919 ORDER OF BATTLE & SCENARIOS

Historical Note: This is a what-if scenario. It assumes Germany didn't surrender in 1918 and continued resistance for another year. In case of that event, the Entente had developed several plans, including expanded use of mechanized and air forces for a proto-blitzkrieg.

Notes

1. The term “division equivalents” means the player may choose any combination of corps whose total component divisions equal the number given.
2. There’s only one 1919 scenario. Use only the west map.
3. Units are deployed as specified anywhere on their own side of the 1919 front line unless otherwise indicated.
4. Naval units are deployed in any friendly ports of the owning country on the designated map section.
5. Units may begin the game entrenched.
6. Each side controls all railroads on its own side of the frontline.

CENTRAL POWERS

Belligerents: Germany, Austria-Hungary

CENTRAL POWERS PARTISANS

None

ENTENTE

Belligerents: France, Britain, Italy, United States, Belgium, Brazil, Portugal

ENTENTE PARTISANS

Deploy anywhere in the designated countries on either side of the front line. All must be deployed in underground status.

In Belgium: 1 In France: 1

NEUTRALS

Same deployment and special rules as in the 1914 instructions.

SCENARIO #21: 1919 WEST—THE FULLER PLAN

1. This scenario starts in Spring 1919 and ends after the completion of Summer 1919.
2. Use only west map and units. Central Powers set up first, Entente second.
3. **Special victory conditions:** Entente must fulfill the conditions of card #70 to win, otherwise the Central Powers win.
4. **Special rules:** ignore any events dealing with off-map countries and forces.

SCENARIO #22: THE WAR IN THE EAST

1. Use only the Russian Front map and the Siberian part of the off-map display.
2. Entente sets up first, Central Powers second. All units must be deployed in home country or home country border hexes, unless otherwise specified.
3. This scenario starts in Summer 1914 and ends after completion of Autumn 1917, or when one side has completely capitulated. Prior to the start of play, players may agree to end the game on any specified turn and then evaluate victory conditions.
4. **Special victory conditions:** to win this scenario the Central Powers must cause a Russian surrender by Autumn 1917. The Entente player wins by avoiding a Russian surrender.

CENTRAL POWERS

Belligerents: Germany, Austria-Hungary

Morale: 100

Air Doctrine Level: 1

Agents: 0

Motorization Markers: 0

German Poison Gas Points: 0

Austro-Hungarian Poison Gas Points: 0

ENTENTE

Belligerents: Russia

Morale: 90

Air Doctrine Level: 1

Agents: 0

Motorization Markers: 0

Russian Poison Gas Points: 0

NEUTRALS

Romania

Initial Deployment

Use only Russian, Rumanian, German and Austro-Hungarian forces; ignore all others. Use the 1914 initial deployment, but only with the units initially deployed on the Russian Front.

German Special Deployment & Reinforcements

- 1) Germans also deploy from among the 1914 “Deploy Anywhere on East Front” units, 1 two-division cavalry corps, 3 two-division reserve corps.
- 2) Germans deploy the following naval units on any German port in the Baltic Sea: one cruiser squadron, one escort flotilla, one transport flotilla.
- 3) Germans deploy one air unit anywhere in Germany.
- 4) **German reinforcements:** Germans receive 2 two-division active corps, 1 two-division cavalry corps, and 1 HQ at the beginning of the Autumn 1914 turn, placed on any hex on the west map edge in Germany.
- 5) **Special naval reinforcement:** if any Russian fleet units leave their ports during the game, the following German naval units enter as reinforcements in the immediately following German impulse (they sail from the western edge of the Baltic Sea): One pre-dreadnought, one cruiser, one escort. They are received only once and remain in play for the remainder of the game unless a special event calls for their withdrawal.

Special Rules

- 1) Neither player may entrench in the Summer 1914 turn.
- 2) Ignore any events dealing with off-map countries and forces.
- 3) German units may move by rail off the west map edge and back onto the map by any other Central Powers controlled rail hexes.
- 4) Germans may trace lines of communication along contiguous railroad hexes that reach the western edge of the map.

Mobilization

- 1) Players use only on-map industrial and petroleum hexes for mobilization, with exceptions listed below.
- 2) Germans are considered to have available the following number of industrial hexes off-map. They benefit from the

industrial multiples listed below. For example, in Autumn 1914 the Germans would receive $6 \times 4 = 24$ industrial points from off map.

1914:	6	1916:	6
1915:	12	1917:	12

- 3) Mobilized German units may appear either on any friendly on-map industrial hex, or they may enter via rail movement on the west map edge on the turns following production.
- 4) To account for various operations going on in the rest of Europe, each player rolls a die during the events phase, consults the list below, and immediately applies the results.

Central Powers Events Table

- 1) No event.
- 2) **Offensive in the Balkans:** Austro-Hungarians must withdraw at least one HQ and 12 combat factors of any unit types. Reduce Central Powers morale by one die roll.
- 3) **Offensive in the west:** Germans must withdraw at least one headquarters and 20 combat factors of any unit types. Germans must withdraw the Ludendorff and Hindenburg card. Also withdraw all pre-dreadnought and cruiser naval units, if any are in play. Reduce Central Powers morale by one die roll. Treat as “No event” if rolled in 1914.
- 4) **Central Powers success in the Balkans:** Raise morale by two die rolls. Austro-Hungarians receive one headquarters and 12 combat factors of active or reserve infantry or cavalry as reinforcements.
- 5) German success on the western front: raise morale by two die rolls. Germans receive one headquarters and 20 combat factors of active and/or reserve infantry and/or cavalry as reinforcements. Germans may return the Ludendorff and Hindenburg card to play if previously withdrawn. Return any pre-dreadnought and cruiser naval units previously withdrawn (by an event). Treat as “No event” if rolled in 1914.

- 6) No event.

Entente Events Table

- 1) No event.
- 2) **Turks routed in the Transcaucus.** Raise Russian morale by one die roll.
- 3) **Turks marching on the Transcaucus:** Reduce Russian morale by one die roll. Russians must withdraw one headquarters and 12 combat factors of any unit types. Russians must permanently remove the Grand Duke Nicholas card.
- 4) **Entente disaster in the west:** reduce Russian morale by one die roll.
- 5) **Entente success in the west:** raise Russian morale by one die roll.
- 6) **Gallipoli:** if this is a 1915 turn, roll one die. On a 1-3, the Gallipoli operation succeeds and the Russians receive 10 additional industrial points this turn if the Entente controls at least one port on the Black Sea. On a 4-6, the operation fails and the Russians lose one die roll worth of morale. Treat as no event if 1914 or 1916 or later.

Notes to Off-Map Events

- 1) Central powers reinforcements are received on the west map

- edge on the turn immediately following the event occurring.
- 2) Certain units must be withdrawn. To be withdrawn, units must be able to trace a line of communications, and they are then immediately removed from the map. If the player is unable or unwilling to withdraw the number of units called for, the designated country loses morale points as noted in the table. Naval units are withdrawn by removing them from the map. Withdrawal of naval units must take place.