

PC

DVD
ROM

World War One

La Grande Guerre
1914 - 1918



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Instruction
Manual

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World War One

La Grande Guerre 1914-1918

Instruction Manual



A game produced by SEP WW1

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Introduction

World War One: La Grande Guerre 14–18 (WW1) is a historical strategy simulation that recreates the four years of warfare (1914–1918) that shook the world during the Great War. Players assume the role of military and political leaders in command of land and naval forces belonging to either the Entente or Central Powers nations. Using a system of simultaneous turn resolution, the simulation can be played against either the computer's artificial intelligence (AI) or a human opponent using Internet (LAN) or (TCP/IP).

Unique Features and Concepts

World War One: La Grande Guerre 14–18 has many new features and concepts have been incorporated into the game play.

- The game is played in alternating phases of giving orders followed by simultaneous execution, with an original three-modes turn-base resolution
- Easy to play, hard to master, play a scenario over a few hours or a full X-turn Grand Campaign following in Foch's or Luddendorf's footsteps!
- A large selection of Scenarios (10) and Campaigns (4)
- The largest World War One map ever, with unequalled historically-flavored look and detail levels
- 8 playable major nations, dozens of different troops, planes and ships, hundreds of military, economic, political and technological events, over 200 historical leaders with unique abilities
- An original diplomatic system, with your ambassadors to send all over the world to alter the balance of power between the Entente (i.e. Allies) and the Central Powers
- Organize armies, manage supply, produce munitions, recruits and new weapons, use sea and rail moves, and put the best leaders in command (if politics allows), take care of your nation's will to fight!
- Break the trench warfare deadlock by pursuing technological research or fighting the economic blockade

- Play secret stratagems to influence the course of events with famous characters like Lawrence of Arabia, Mata Hari, Lenin or the Red Baron
- Fight to reconquer lost provinces, ensure European or worldwide supremacy, or just survival of the old order: victory can be military or political, as national will, population morale and parliament all play a crucial role.
- Playable via LAN or Internet in multiplayer mode
- Dozens of fully customizable parameters to make the Great War yours for modding

Game Scale

World War One: La Grande Guerre 14–18 consists of a number of scenarios that are divided into game turns each representing one month on average of game time. The smallest military unit in the game is the Division, but most often a Corps. Ships and airplanes come into the form of Squadrons (4 to 8 units on average). The map is a 2D representation of Europe in its entirety-stretching from St. Petersburg in the East to the Spanish border in the West, and UK in the North to the shores of the Persian Gulf and Egypt in the southeast. It is divided into regions, areas, and theaters. Far away areas of the whole world are represented by Off Map boxes.

Updates

AGEOD makes every effort to fix any problems with its software or documentation as soon as such problems are identified. Owners of *World War One: La Grande Guerre 14–18* are encouraged to visit <http://www.ageod.com> for the latest available software updates. Moreover, AGEOD's forums are a great place to meet other players for discussions of strategy, historical commentary, news, and opinion. If technical support is required, owners should contact AGEOD via email at support@ageod.com for a speedy resolution of specific software issues.



1. Installation

1.1 Installation Procedure

Start your computer and insert the DVD called World War One in your DVD-ROM drive. The setup program will start automatically. Follow the on-screen instructions to install the game. If Autoplay is not activated, start the setup program by double clicking on My Computer, the icon of your DVD-ROM drive and then SETUP.EXE.

- Microsoft (R) DirectX 9.0c (R) must be installed on your PC. If not present, you have to launch the DirectX Installer you can find on the DVD-ROM.
- Once the game has been installed, you can start the game from the Windows Start menu or by inserting the DVD called World War One.

Type of Game

The game allows a maximum of 4 players in order to maintain a good balance among nations and convenience, as more than four players is unusual in network gaming

Your adversaries are either controlled by other players (multi-player game) or by artificial intelligence (single-player game). Select the type of game that you wish to play.

To continue playing a saved game, simply select and load the saved game you want.

Multiplayer Game:

For best network game play, we recommend that all players have a connection with at least 512Kb/s and TCP/IP protocol. The game host selects a scenario from the list, and is responsible for adjusting the game speed and for saving games.

For a local network game (LAN), you can join an existing or create a new game after automatically searching for the game.

For an Internet game, you need to know your IP address in order to join in a game. The IP address changes with each new connection.

How to find your IP address:

- Make sure that you are connected to the Internet;
- Go to "Start" and select "Run";
- type "cmd" (Win2000/XP/Vista) and click on "OK";
- type "ipconfig" in the new window and press "Enter".

Type of Scenario

Select the type of scenario you want to play. They are grouped into two categories:

- Battles: the scenario is usually short and covers only a small section of the main map. These are ideal to learn the game mechanics.
- Campaigns: the game length depends on the starting year, but they always cover the whole map and all game functions are present.

Choose your scenario and click on "Load".

1.2 System Requirements

Recommended Specifications

Processor: Intel Pentium or AMD Athlon, 1800 MHz

RAM: 2 GB

Graphic card: 256 MB RAM, DirectX 9.0c compatible

Sound card: 16-bit, DirectX 9.0c compatible (DirectMusic compliant)

DVD: DVD-ROM

Peripherals: Microsoft compatible keyboard and mouse

Operating system: Windows 2000, XP or Vista

Hard disk: 4 GB free disk space

DirectX: Version 9.0c

2. Understanding the Game

There are some key concepts and elements to grasp to fully understand this complete simulation of the 1914–1918 Great War.

You must lead your nation or alliance (Entente or Central Powers) to victory along the tortuous path of the First World War. To win, you must acquire the highest possible score in victory points without losing morale, i.e. without having your “National Will” fall below the lowest level. Or you may endeavour to have your opponents fall before you do!

Here is a brief summary of what elements you need to know to fulfil this mission, in the basic fields covered by the game: warfare, diplomacy, economics, administration and politics, technologies and military doctrines. More details are available in the various relevant sections that follow.

2.1 Key Concepts

Game Scale

World War One is a turn-based strategy game. Each game turn is 1 or 2 months of real time, divided into phases (the most important of which is the Military phase).

The year 1914 is divided into 4 turns and a one-time pre-turn (Early August 1914, comprising only a few game phases). The years 1915 to 1918 each have 9 game turns.

Every three turns (i.e. each season), there is a planning phase (particularly useful for economics and politics).

The base military combat unit is the army corps.

Nations

Nations are the political and diplomatic basis of the game. They are represented in the game as close as possible to the available historical data. Nations are either neutral, or have sided with one of the two alliances that are opposed in the war: The Central Powers (Germany & Austria-Hungary) and the Entente (France, Great-Britain and Russia). Germany, Austria-Hungary, France and Great Britain (but also Italy, Turkey, USA) are referred to as Major Powers or Major Nations.

Game Turn Phases

Game turn phases are:

- Events (Initiative and Weather determination included) **
- Diplomacy and Technology **
- Redeployments ***
- Reinforcements **
- Military Phase (Naval Actions included)
- Siege Tests (and NW adjustments**)

** from September 1914 onwards

*** from January 1915 onwards

Military Phase

Each alliance plays alternately, depending on who holds the Initiative. Obtaining Initiative allows alliances to:

- Play first or second in a turn (your choice);
- Have a better chance of achieving a Reaction for one of its armies during the enemy's turn.

Play Order (in the Military phase) is the following:

Important Preliminary Note: none of the activation steps below are required if the “strict turn order” option is not selected.

- The side with Initiative will play its turn. The other side is passive, but some military actions are still possible (Interceptions, Reactions).
- The player with Initiative activates all its armies – one by one – on a given front.
- It will start by activating its Main Army on the concerned front. This army may move and can attack the enemy (the latter may intercept the moving units).
- When all stacks of the activated army have been moved, then all battles generated by these moves are now resolved, one after the other.
- When all battles are resolved, the active player may exploit its breakthroughs (with the units in the reserve of its activated HQ), where he won the battle. Once this is done, the player will activate another army (of his choice) and play again with that army, and so on until all his armies have been activated.
- It is possible to attempt the activation of 2 armies together, by succeeding in a coordination test; done with the 2 generals currently in command of the respective HQs (each general has a coordination value, the lower the better!). In case of failure, only one army will be activated at a time (the other one will be activated next). In case of success, the 2 armies are played together: they can move and fight together.
- The active alliance may move its GHQ once, at the same time as any one activated army.
- When the active alliance has completed all the activations of all its armies, it can then move all its independent stacks, i.e. those not under an army command. For example, all units in the colonies in Africa. Its military phase is now over.
- The opposing alliance (the one without Initiative) now plays its turn. It is now the active player and the alliance which just played (the one with Initiative) is now passive (except for interceptions and reactions). Roles are now reversed.

The Calendar

A game year is made up of 9 turns, grouped into 3 seasons (each ending in a seasonal Interphase):



Winter
January–Feb
March–April
May
1st seasonal Interphase (Summer)

Summer
June
July
August **
2nd seasonal Interphase (Autumn)

Autumn
September
October
November–Dec
3rd seasonal Interphase (Winter)

** Important Note – August 1914: Only August 1914 is divided into 2 turns: the special Pre-turn (the beginning of August) and August. This is to show the phases of mobilization and execution of initial war plans and the great intensity of the initial operations.

- In August, the Entente plays first on the Western front, followed by the Central Power. On the Eastern front, it's the opposite.
- During September initiative is rolled for as normal.
- In 1914, there is no Autumn Interphase (at the end of August).

Other Phases (from September 1914 Onwards)

Event Phase: every turn, each Major Power receives a variable number of events, that may be Public (immediate effect) or Secret (to be played later). Details of the event are explained in the event information window. Some events will ask you to choose between different alternatives (effects are usually explained in the tooltips).

Diplomacy: every turn each alliance may attempt one diplomatic mission in a neutral country of its choice where it currently has a friendly Ambassador (non zero value). A diplomatic test is made, using as a bonus the sum of all friendly Ambassadors values, less the sum of all opposing Ambassadors values (if any). The test result shows either No Effect or a change in the Diplomatic Level of the target country.

According to the level thus reached, the neutral country may change its attitude and behaviour. Results are explained in the Diplomatic Information Window.

If the neutral country declares war, it may sometimes affect the other neutral nations with often adverse consequences (for example in the Balkans, or between Italy and Turkey).

Reinforcements: each alliance receives its reinforcements, as indicated in the Reinforcement window that appears at the beginning of this phase. Usually, reinforcements appear directly inside existing armies. New armies may also be built during the Planning phase (see Economy below).

Similarly, Out of Combat units are now placed back in play. Each country also receives RP (Recruits Points) and MUN (Munitions). 50% of RPs may be used immediately to replenish to full strength those corps that have been reduced in combat. The other half of the RPs should be kept for use during battles (you need to spend 1 RP for every morale test in a battle).

Related concepts:

Initiative: each alliance makes an Initiative test on each front, East and West, modified by the value of their best General-in-Chief (the one present on the front GHQ). The alliance which obtained the highest score receives the Initiative on that front.

Weather: weather may change depending on the climate zones, based on the geography of Europe, and the ongoing turn (bad weather is more frequent in winter turns). Combat is more difficult in poor weather, and movement and reconnaissance (both aerial and naval) is hampered.

Technology: technology is handled at the alliance level (i.e. Entente or Central Powers). Each nation chooses two technology projects (TECH). Every project chosen is then tested to determine if the project can be undertaken or not. Then, in case of success, each turn the projects currently under research are tested. If failed, the project progresses slowly (and its success percentage increases). If successful, that alliance gains the benefits of the TECH and its effects. The Technology Information window gives more details on these effects.

Naval: alliances may have their fleet sortie from ports on different missions (transport, raid, sea control, interceptions). German fleet sorties may be restricted by the intervention of the Kaiser.

The Fronts

There are 3 fronts in World War One: two in Europe, Eastern and Western, and the third front being the rest of the world. The boundaries of the 2 fronts are indicated in the second special Military Map sub-mode (in Military Map mode, use the Tab key twice to see it)

Initiative

Here are the key elements:

- For each Front, Initiative is determined at the beginning of each turn. A random number [D12] is modified by the Initiative value of a GHQ.
- According to the front, the GHQ used are:
 - Western Front: Germany / France or England.
 - Eastern Front: Germany or Austria / Russia.
- The player with the highest result has Initiative for the turn. In the case of a tie, the side that did not have the Initiative on the previous turn gets it.

Exception: Initiative is predetermined in the 1st turn of the Scenarios. For example, in 1914, the GHQ Initiative values are:

Western Front:		Eastern Front:	
Joffre (France):	4	Grand Duke (Russia):	3
Moltke (Germany):	2	Conrad (Austria-Hungary):	4

Advantages of Initiative

- For each front, the side with Initiative decides who plays first.
- Initiative allows a player to react without a negative effect to attempt a "Reaction" of an Army, during the opponent's turn.
- Not having Initiative gives a -2 penalty for Reaction.

2.2 The Map

The game map is a 2D representation of Europe. (NB: the map was rotated in order to show both the Western and Eastern fronts on a horizontal plane, and areas outside the main combat zones have been excluded).

The map is divided into regions or sea zones. Type of terrain is shown and influences movement, attrition and combat.

- Each region may hold one stack of friendly units.
- Some regions have a city, which displays production values, National Will, etc. They are of great importance.

- Other regions have a smaller town which is usually a railway station or the location of a fortress.
- Most regions are empty of significant city or town.

There are also "Off-map boxes" which are a representation of much larger group of areas, or even the whole territory of a nation, and they are connected with the European map.

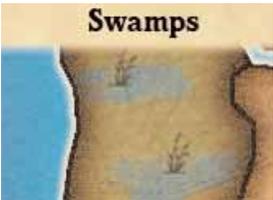
Countries

The map is broken up into major powers (represented by the players) and minor countries. The borders of all these countries are marked in dark red, and can be seen when applying the Political [F3] or Diplomatic [F4] map filters.

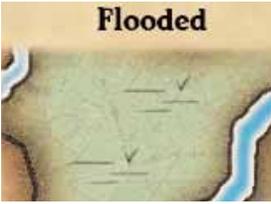
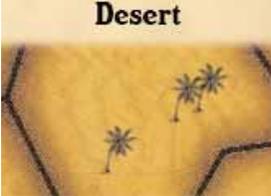
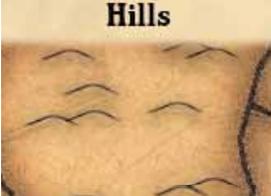
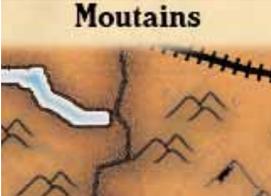
Political ownership may differ from control as indicated in tooltips.

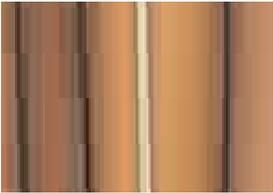
Terrain

Each region on the map represents a specific type of terrain, as summarized in the following chart

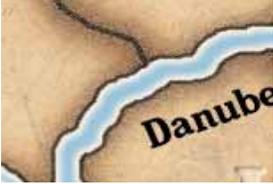
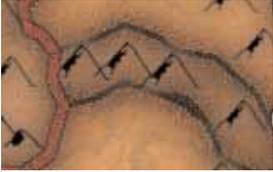
Terrain	Description	Movement Cost	Combat Effects
 <p>Clear</p>	<p>Plain (Light tan). Plains terrain represents open and cultivated areas, usually around cities and settled areas.</p>	<p>No impact on standard movement (except in Rain, where the MP cost increases by +1 MP).</p>	<p>No effect on combat.</p>
 <p>Forest</p>	<p>Forest (green). Forest is a terrain covered with trees where open ranges are almost nonexistent or very limited.</p>	<p>Slows down movement (2 MP, 3 MP for cavalry).</p>	<p>Defender: +1 defense value all combat rounds.</p>
 <p>Jungle</p>	<p>Jungle (same as forest, in Offmap Boxes only) Jungle is a terrain covered with exotic trees where open ranges are almost nonexistent or very limited.</p>	<p>Slows down movement (2 MP, 3 MP for cavalry).</p>	<p>Defender: +1 defense value all combat rounds.</p>
 <p>Swamps</p>	<p>Swamp (bluish with a marsh symbol). Swamp terrain represent those soft ground, water covered marshy areas.</p>	<p>Movement is very difficult (2 MP, 3 MP for cavalry).</p>	<p>Defender: +1 defense value all combat rounds.</p>



Terrain	Description	Movement Cost	Combat Effects
 <p>Flooded</p>	<p>Flooded Plain (bluish with a marsh symbol). Flooded plain is a normal plain until flooded, in which case it acts like swamps. This happens in the game either via event or when the weather is rain.</p>	<p>Plain or Swamp movement effect according to situation.</p>	<p>Defender: +1 defense value all combat rounds when flooded.</p>
 <p>Desert</p>	<p>Desert (yellow, with dunes). Desert terrain represents arid areas. It does not slow down movement (cost is 1 Pm) nor affect combat, but the worst effect is on supply, which is strongly reduced.</p>	<p>No effect on movement.</p>	<p>No effect on combat.</p>
 <p>Hills</p>	<p>Hills (light brown with a hill symbol) Hills terrain represents slightly broken terrain areas usually not far from higher mountain ranges.</p>	<p>Slows down movement (+1 MP every three regions).</p>	<p>No effect on combat.</p>
 <p>Moutains</p>	<p>Mountain (brown with a mountain symbol). Mountain is the terrain of dense forests and mountain ranges.</p>	<p>Slows down movement (2 MP, 3 MP for Cavalry).</p>	<p>Defenders: a +2 defense value bonus modifier on first battle round, and a +1 on all subsequent ones. Mountain Troops are more at ease there, as they have a permanent +3 defense value bonus, and even receive a +2 bonus when attacking in mountains.</p>
 <p>High Moutains</p>	<p>High Mountain (dark brown with a mountain symbol). High Mountain is the terrain of very high mountain ranges.</p>	<p>No unit except Mountain Troops may enter these (cost is 3 MP).</p>	<p>Combat there is handled as in mountains.</p>
 <p>Beach</p>	<p>Landing Beach (yellow edge on shoreline). A beach indicates that a naval landing (invasion) is possible. A beach does not indicate terrain. The other terrain of the region is used.</p>	<p>As per other terrain in region, but landing units use up all their movement potential upon the initial landing.</p>	<p>As per the other terrain in the region.</p>

Terrain	Description	Movement Cost	Combat Effects
	Roads / Passes	Terrain is considered as clear for movement.	As per the other terrain in the region.
	Town	No effect on movement.	No effect on combat.
	Major City	No effect on movement.	Defender: +1 defense value all combat rounds.
	<p>Harbor (minor port) A minor port allows safe haven for naval units as well as limited repair facilities.</p>	It also speeds up embarking or debarking of ship-transported land units.	No effect on combat.
	<p>Beachhead (beach only) A beachhead functions as a minor port (on beaches) if an HQ is present there.</p>	It also speeds up embarking or debarking of ship-transported land units.	No effect on combat.
	<p>Major Port A major port allows safe haven for naval units as well as repair facilities, greatly enhanced if shipyards (right picture) are present.</p>	It also speeds up embarking or debarking of ship-transported land units.	No effect on combat.
	<p>Minor River, Canals A minor river is not an obstacle to movement given the game scale. Canals (like Suez) are treated as minor rivers.</p>	No obstacle to movement (given the game scale), except during rain (+1 MP except at friendly cities).	Defender: +1 bonus modifier to defense value on the first round of battle (only).



Terrain	Description	Movement Cost	Combat Effects
	Major River A major river is a serious obstacle to movement outside bridges.	Movement: +1 MP except at friendly cities.	Good defensive position when attacked from across: +2 bonus to defense value on first battle round, +1 on all subsequent ones.
	Large River A large river is the same as a major river, but riskier to cross.	Risk of losing troops when crossing it (50% chance of losing 1 step on 2 lowest morale units) outside friendly city location.	Good defensive position when attacked from across: +2 bonus to defense value on first battle round, +1 on all subsequent ones.
	Impassable (Mountain Crests) Crests are the highest sections of mountain ranges.	In this game, they cannot be crossed or entered.	No combat there.
	Impassable (Lake) Lakes are shallow waters.	In this game, they cannot be crossed or entered.	No combat there.
	Coastal Sea Zone Sea represents those coastal waters bordering the coastlines.	They are the same as open ocean waters, but count much less for fleet movement costs.	May hold naval minefields.
	Ocean Ocean terrain is present in all large non-coastal sea areas.	Movement by land units is forbidden except through naval transport.	No effect on combat.

Terrain applies to the entire region in which it is contained, regardless of any other symbols present (cities, ports, borders, etc.).

Rivers and natural obstacles
There are several types:

Rivers and Canals are represented by thick, blue, curved lines drawn along the regions sides. There are major and minor rivers. Rivers and canals have an effect of on movement and combat.

Major Cities

(Major) Cities are identified on the map with a name, a particular symbol, and 2 numbers:

- Production (in red box)
- And military recruitment (in blue box), if the city is isolated.

Each city also has a numerical value for National Will (NW), indicated in the center of a yellow circle after its name.

The names of country capitals are identified by a larger than usual national flag in that region.

“Objective” cities are identified by a star next to their name, and are highlighted with the Strategic Map Filter [F2].

Towns

Towns are urban localities, without a direct effect on the game (movement, combat, etc.), except for several that have National Will (NW) (ex. Verdun) because of critical strategic or symbolic importance. They are used essentially for supply, the placement of units in scenarios, and for movement by rail. They do not show production or recruitment numbers.

Railroads: are shown on the map by “track” symbols, with the tooltip displaying maximum transportation of military units per turn (for game purposes, only major rail-lines are shown).

Ports

Major or minor ports are shown with the symbol of an anchor.

- major port : anchor on a red background
- minor port : anchor on a blue background

This differentiation has an effect on the stacking of naval units, naval repair and on supply ability.

Roads / Passes

The regions connected by those roads have the same movement cost as if they were clear terrain (instead of the current region terrain). This does not affect combat.

Other Map Markings

- Names of countries and provinces.
- Placement sites for existing Fortresses in 1914.
- The Main industrial sites (and their type) or shipyards.
- Country flags in regions indicate the current controller of region.



Boundaries for the 5 Weather Zones, with a specific weather symbol (Mediterranean, Temperate, Continental, Harsh, and Desert climates) may be seen in Military Map [F1] by cycling through map types with the [Tab] key.

2.3 Victory

Victory in small scenarios of World War One: La Grande Guerre 14–18 is determined at the conclusion of each such scenario by comparing Victory Point totals. The side (Entente or Central Powers) with the most Victory Points (VP) is declared the winner. Relative differences between Victory Point totals can be used as a measure of how well a player performed in comparison to his opponent. Scenarios can be brought to an immediate conclusion if conditions for Automatic Victory or Automatic Defeat are met. A scenario can also immediately end if conditions for Sudden Death are met.

How to Win in the Grand Campaign?

The World War One can be won in one of the two following ways:

Victory in 1914.

Historically, the first months were a stalemate on both the Eastern and Western fronts... but what can you achieve?

In 1914, victory is achieved by military means on the field of battle, by the capture of the opponent's capital. Trench warfare has not yet started and battles, moves and countermoves are raging all over Europe. You can win and thus obtain partial victory by the end of 1914, or you can decide to pursue the war in the hope of a more decisive victory later.

Victory in 1915 onwards.

Trench warfare has settled in and may last for years. From 1915 onwards, victory becomes a political one: you must force capitulation of the opposing side.

As the war drags on, war weariness and human losses will bear a heavier and heavier toll on the National Will (NW) of each country, until they reach a critical threshold. Serious social troubles will erupt, and the more the NW drops, the more they will become dangerous (Strikes, then Mutinies, Revolution and finally Capitulation).

To avoid the worst and limit the risks, each country must react and try to improve its NW, through Political Actions and military victory on the battlefield (including conquest of the enemy capital, important but no longer decisive).

But all of the above, and the length of the war, will weaken the national government, which in turn affects NW. Therefore the goal is to force the opponent to become politically fragile in order to decrease its NW and send him beyond the critical thresholds before the same occurs to you!

To win:

- Central Powers: France and Russia must surrender.
- Entente: Germany must surrender.

You may even surrender by yourself to avoid an even more infamous defeat (under the worst terms).

At the end of the war, the “quality” of your victory will be evaluated.

Important Note:

In order to gain credit for a captured Objective or Strategic city, a player must garrison the location with a land unit (i.e. no HQ, Air or Naval)

2.4 Scenario Objectives

Each scenario in *World War One: La Grande Guerre 14–18* has a specific list of Objectives representing important cities and goals that players attempt to own or achieve throughout the course of play. Objectives may be viewed on the map using the Strategic Map Mode [F2]

Objective Cities Players start scenarios with one or more Objective cities already in their possession; the rest must be taken from the enemy before the scenario's end. On the map, each Objective city shows its value in National Will points. National Will Points gained or lost as a result of Objective cities changing hands is calculated every time it occurs.

2.5 National Will

National Will (NW) is the key ingredient in winning or losing the game. There is a National Will value for every major nation in the game. Minor nations have no National Will values.

National Will is used to represent the willingness of the civilian population (and its military forces) of Major Powers to 'continue the fight'. Having a high National Will total indicates that a populace is more inclined to support the war effort; a low National Will total is an indication that the people are close to giving up. In game terms, a high National Will may trigger an Automatic Victory while conversely a low National Will may trigger troubles, revolution and ultimately defeat. National Will is also used to modify unit morale in battle, the production of war materials and units, and political actions.

Winning a scenario by reaching the Automatic Victory threshold should be viewed as a Major Victory whereas winning by virtue of having more Victory Points is a Minor Victory.

2.5.1 Details of National Will Rules

Here are all the rules dealing with National Will, presented as an integrated whole. These rules appear first because the NW is the most important aspect of the game. Victory or defeat will depend, above all, on the NW of each power.

Sequence at the end of each TURN

Except May, August, and Nov-December (See the Interphase sequence)

1. Adjust NW
2. Instability Test
3. Social Unrest Test
4. New Government?

Range

NW varies from +40 (highest) to -7 (lowest). Each Major Power has its own NW value and tally.

NW has influence, bonus and penalties as follows:

- NW Bonus: +2 to -2 modifier that applies to morale checks.
- Political Actions: The number of Political Actions that the Major Power may undertake in each Interphase (usually 1 to 8).

Instability Zone

beginning with NW 20 (and lower), other information linked to NW appears:

- Strike: a Strike Test is rolled with level 20 downwards.
- Mutiny: similarly, beginning with level 14 downwards.
- Revolt and Revolution tests: similarly, beginning with level 4 downwards.
- Surrender: same as above, beginning with level -2 downwards.

National Will Modifiers	Effect on NW
Capture of Objective regions/cities	Increases NW according to value set by scenario
Loss of Objective regions/cities	Reduces NW according to value set by scenario
Winning a Battle	Increases NW according to # of enemy units destroyed
Losing a Battle	Reduces NW according to # of friendly units lost
War Resilience	Increases NW if side retains its capital city
War Weariness	Reduces NW according to scenario

Calculating National Will

Each major nation is given a National Will total at the start of each scenario, then this value changes during the course of the game, as follows:

Immediate NW Adjustments (Not End of Turn)

The following situations have **immediate** NW effects.

1. Naval

- +/- ? Naval battle, according to the loss chart.
- 2 per English city or town bombarded in naval raids (England only)

2. Diplomacy (beginning October 1914)

- +3 a Major Power enters the war on the same side.
- +1 a minor country enters the war on the same side.
- +6 /-4 a Major Power (enemy/ friendly) surrenders (only +4/-2 if it becomes communist).
- +2 /-1 a minor country (enemy / friendly) surrenders.
- +1 for each 2 new American corps landed in Europe (France, Britain, Italy).

3. Events

- +/- ? as described for each event.

Adjustments to NW at End of Turn

At the end of each turn, adjust the NW of all Major Powers. This is primarily based on fighting losses and the military situation.

1. Losses

If a Major Power suffers 4 or more losses during the turn, its NW changes (otherwise no effect, i.e. a Power that suffers only 1 to 3 losses does not lose any NW).

It works as follows: the concerned power adds up its total number of losses suffered, and divides it by the number given by the table below. The result is deducted from its NW (fractional losses rounded up).

	1915–16	1917+
Russia	8	7
Germany	7	6
All Others	6	5

The count of losses begins at 0 again for the next turn.

Exception: Russian losses on the Armenian Front do not count. Only their losses on the Russian and Balkan Fronts count.

2. Great Victory

- +/-3 if an HQ has been isolated and destroyed (or surrenders in a siege), in October 1914 or later (+3 if you do it, -3 if it is done to you).

3. Conquests

The gain is different for conquests against an enemy Major Power or against a minor country.

Enemy Major Power

- +8 enemy capital
- +2 enemy objective city (with a star symbol)
- +1 other enemy city conquered (without objective, square symbol)
- +1 enemy fortress conquered (in addition to the city if there is one)
- +1 conquest of a colony (Africa or Asia)
- ? NW value of city or town (+1 when it is retaken, +4 if it is the capital)
- 1 lost national fortress (See National Resurgence) (cumulative city / town + fortress)
- 1 lost enemy city (-4 if it is the capital)

Enemy minor country

- +1 capital or fortress conquered (+0 for other cities of the minor) (NB: minor capital + fortress are not cumulative)

Plus, beginning in 1915 – French Front Only

- +1 per region conquered on the French Front, except regions giving NW as described above, and except NW gains on the turn a Grand Offensive is victorious on the front.
- 1 similarly, per region lost.

4. Aces (air warfare)

- +1 a pilot achieves the status of Ace.
- +1 / -1 an Ace (enemy / your nation) is eliminated.

5. The Russian Bear

Russia may ignore its losses in 1 attack per turn on the Russian Front when adjusting its NW as above. This attack must be a “secondary” battle. Russia may also ignore all losses on the Armenian Front (Turkish border), whether attacking or defending, when adjusting its NW.

2.5.2 NW effects

The main effects of NW level are summarized below. Each relevant rule section will give more details on the exact consequences.

- National Will and Unit Morale: National Will affects unit morale (reflecting the fact that military forces with high morale are generally more combat-efficient).
- National Will and Production: National Will affects War production.
- National Morale and Politics: National Will affects Politics.

2.5.3 National Resurgence & Patriotic Reaction

Whenever a city or fortress of a Major Power is taken by the enemy, there is a 33% chance of “National Resurgence”. The Power gains NW instead of losing it. The enemy’s NW gain, however, is unchanged. A power may not make a National Resurgence test if its capital has been taken by the enemy (for example Budapest for Austria-Hungary, or Paris for France). Merely besieging it is not sufficient.

The Patriotic Reaction (rare)

Beginning in 1915, if a Major Power is beaten in its homeland, after an



enemy Grand Offensive, or if it loses a national city or a fortress (even by a secondary offensive), it undergoes a Patriotic Reaction Test.

There is only 1 test, even if the Major Power loses several cities, fortresses or regions in the same turn.

A Patriotic Reaction has very positive effects on its NW, its Parliament, and its war economy.

Example:

October 1917, Central Powers launch and succeed in a Grand Offensive at Caporetto. They reach the Piave river. Italy is defeated at home, and tests for a Patriotic test (at the end of the turn).

- If the test is successful, the Patriotic Reaction is implemented! The Italian NW immediately moves up to NW 35.
- Another random test is made, and if it is successful the Italian Parliament moves 2 levels towards the right. It is now at Sacred Union!
- Finally, a last test is made and the Italian Civil Production lowers by 1 (without effect on the NW).

2.5.4 War Weariness

Beginning in 1916, if a Power attempts a Grand Offensive and fails, it must undergo a War Weariness test, with a very negative modifier on its NW and on its Parliament. In 1918+, the modifiers are worse.

2.5.5 The Instability Zone of the NW

Beginning with NW value 20 (and lower), NW enters the "Instability Zone". If the NW is in the Instability Zone (NW <20) at the end of a turn, an Instability Test is done, and the NW can move down even more rapidly and radically (effects are sometimes cumulative).

Instability Tests

If the NW is in the Instability Zone, a test is made and NW is immediately adjusted (based on [D12] -7 + modifiers).

Modifiers:

- + / ? Parliament
- +1 Great Britain, France, Germany, United States
- +1 Grand Offensive in progress (on its front, friendly or enemy)
- 1 Russia, beginning in 1915, if the Russian Front is calm (no attack by Central Powers this turn and no Russian Grand Offensive is in progress) and if Russia already lost at least 2 cities (Polish cities count).

- 2 if a 2nd roll is being done* (-3 if 3rd roll**) (*1916+; **1917+)
- 1 Central Powers in 1918+, if the Neutral Blockade is in effect (no matter when it formed)
- 1 Great Britain, if its losses to submarines >100 EP, or -2 if >150 EP
- + / - ? if / per event

The longer the war lasts, the more unpredictable are the results of Instability. From 1916 onwards, an additional test may be generated.

- In 1916: if the first test gives a net negative result, a second test similar to the first is immediately made with an additional penalty of -2.
- In 1917+: same as above, and if the second test gives a net negative result again, then a third test is immediately made, with an additional penalty of -3.

Social Tests

Possible tests for strike, mutiny, revolt, etc... are made now, if the NW is still in the Instability Zone.

2.5.6 Naming a New Government

If the NW ends the turn in the Instability Zone, the player may be able to improve his NW (directly up to level 27) by staging a coup or reshuffling ministers and portfolios, i.e. naming a "New Government". This carries a risk: it may weaken the Parliament. These two effects, one on the NW, the other on the Parliament, are applied immediately:

1st Effect: on the NW (positive)

- The NW rises out of the Instability Zone, and is set directly to NW = 27.
- The NW rises one level less for each new Government named in the same year (beginning with the second).

For example, the third new Government in one year only increases the NW to 25 (and not to 27).

2nd Effect: on the Parliament (negative)

Parliament: There is a 50% chance that the Parliament moves one level toward Defeatism (left).

3. The Main Menu

The Main Menu Screen allows players to access basic game functions such as loading saved games, starting new games, and setting game options.

3.1 Options

The Options window is opened by hitting the Esc key (or the appropriate button on the bottom right-hand side of the interface). It allows you to check or uncheck a great number of game options, such as the on-map display of the units sprites (3D, 2D, wargame style), AI parameters, the various turn-by-turn game modes, or even to modify some game rules by choosing which will apply in your game and which shall not. Tooltips are present to give information on all the various options' effects.

3.2 Campaigns and Scenarios

When starting a new game, players are presented with a list of available scenarios. These range from relatively short scenarios to full campaign games. Short scenarios are limited in scope and involve less territory on the game map. Full campaign games involve the whole map and literally hundreds of individual Leaders and units.

The list of scenarios also includes Three (3) Tutorial exercises that are HIGHLY recommended for new players. The game mechanics of *World War One: La Grande Guerre 14-18* are relatively simply to learn but don't be deceived-the game system is incredibly complex and nuanced behind the scenes. Learning to master the subtleties requires patience and practice.

The tooltip feature gives brief descriptions of each of the scenarios. Once players have made a scenario selection, starting the game merely requires choosing a side (Entente or Central Powers).



3.3 Loading Games

Instead of starting a new game, players may Resume a previously-saved or automatically-saved game.

3.4 Saving Games

Games are NOT saved automatically by the game system upon completion of a game turn. Usually, the only time a player needs to manually save a game is when they Quit in the middle of plotting movement for an up-coming game turn and want to resume issuing orders upon restarting the game. Players may save a game at any time by pressing the Esc key and accessing the Options Menu. From here, players can select the Save Game button and follow the instructions for saving.

3.5 Multiplayer

3.5.1 Hosting the Game

To create a multiplayer game session, the first step is to create the Host. It's strongly suggested to use the PC with the best performance as the Host: more RAM, better CPU. Most calculations (AI) will indeed take place on the Host PC.

Once selected, the Hosting player must create a Host session: launch the game, click on the "Multiplayer" button (Start menu) and choose the "Host" option.

Once done, a few options have to be selected: the session name, the session password (optional) and the Host nickname.

As soon these initial options have been set, the Hosting player enters the Scenario selection window. Here he can select a scenario if he wants to start a new multiplayer campaign or scenario, but he may also choose a previously saved game (see 3.5.4).

3.5.2 Joining a Multiplayer Game

When the Hosting player has created a Game session, he must send his IP address to all players who wish to join the match. The fastest way to get the IP address is to go to the Start menu of Windows and select the "Run" option. A window will appear, asking the command to run. Type "CMD" and hit the Enter key. The black DOS shell window will appear: now type "IPCONFIG" and hit the Enter key. You will thus launch a command that will print the IP address on the screen. Once you get the IP address, the Hosting player can then communicate his internet "coordinates" to all other players. Please note that this procedure is also supposed to be followed when starting a multiplayer game on a LAN.

Once the IP address has been received, each player has to launch the game and select the "Multiplayer" option in the Start menu. Then he has to



click the “Join” button. He will be asked to select some options: the IP address, the session password (optional), the IP port (optional, this is also communicated by the Hosting player) and the “Is Internet game” check-box option (if not playing via LAN, of course).

As soon all these options are selected, he can enter a new window, where a list of all multiplayer games currently ongoing are displayed. The “Search games” button is now used to refresh such list. The player has to click on a game name inside the list. As soon as he does so, he enters the Scenario selection window.

He sees the scenario selected by the Hosting player and he simply has to select the nation/alliance he wants to control, among those ones currently available, of course. If restoring a previously saved game, no such selection is to be done, of course.

When this last step is over, the window content is refreshed and he sees the list of all players currently connected with the Host. He can notify the

Host that he’s ready for play by clicking on the “Ready” button. As soon as all connected players have notified their “ready” status, the Hosting player can start the game by clicking on the “Start” button. This will inform all client PCs that they can start the loading procedure of the scenario or saved game.

The multiplayer game can now finally start!

3.5.3 Restoring a saved multiplayer session

Host and Client can follow the same procedure described above. There are only a couple of constraints:

- Hosting and Client players must choose the same nicknames used during the very first installment of the multiplayer session, otherwise the game engine is not able to recognize them to start the game.
- Hosting and Client players cannot choose a new nation/alliance.

4. Main Screen and Game Interface

The majority of your gaming experience in World War One: La Grande Guerre 14–18 will take place while viewing the Main Screen and satellite displays (i.e. Unit Panel, Unit Detail Panel, etc.). The game map can be scrolled by moving the mouse to the edges of the field of view or by using the Arrow keys. The map view may also be “zoomed” (In or Out) by using the mouse-wheel or by pressing the End, Page Up and Page Down keys.

economic budget, diplomatic summary, railroad transport capacity, sea transport capacity, combat doctrine and technological research.

4.1 Tour of Main Screen

1. Active Nation

Here are shown various elements on the nation currently selected, such as its political regime, freedom of the press, name, flag (click on flag to access nation’s statistics, only if you control it) and, most importantly, War Weariness and the current mood of the Parliament.

2. Game Domains Upper Bar

This bar contains the 10 major game domains or sections of the game, from left to right: Recruit Points (RP – to build units), Munitions (MUN – for artillery and offensives), National Will (NW), Losses (influences nation’s morale),



3. Game Turn

The current game turn is shown here (month and year)

4. Region View

When an area is selected, the region view shows a picture with the type of terrain, presence of a city, and weather. Additional icons are present to inform you about the railroads in the region, resources (recruits and economic points), strategic objectives (and their values), production sites, state of the sea and hazards, ports, etc.

(NB: under the flag that indicates region ownership, you can see the back of the stratagem cards in your hand.

5. Unit Panel

The unit “counters” will show which stacks are present in the region. When you click on one, you access more detailed views (by units, not by stack). Scrolling arrows are present for large stacks.

6. Initiative Order

The helmets located on the top part of the unit panel indicate the various players (or sides) and the order in which they play in the current turn (Initiative order)

7. Game Log

This semi-transparent window lists all game messages as well as players chat. It can be extended for better readability.

8. Action Buttons

Click on these buttons (if present, between 1 and 5) to give orders or undertake action during the current phase. When orders are validated, the 6th button (“end of phase/end of turn”) located at the bottom right hand-side of this panel is now highlighted.

9. European Minimap, Current Phase and Map Mode Buttons

The minimap allows you to move quickly to distant sections of the map. The main map centres on the clicked location. Below the minimap you shall see the section where the current game phase name is displayed.

The 4 buttons located above the minimap are map mode buttons. Click on them to view (in order, from left to right) the Military Map, the Strategic Map, the Political Map and the Diplomatic Map.

10. Game Control Buttons

There are 3 of them, from top to bottom:

- Log and dialogues: one click opens a semi-transparent window where everything that happens during the game is noted. It also contains a dialogue box for communicating with your opponents during a multi-player game.
- Messages: enables you to see game messages (events, actions, etc.) You can enlarge the window and scroll for more information.
- Menu: this button opens the menu to save, quit or change the options (you can also access this menu using the Esc key).

11. Tooltips on the map

When the mouse hovers over an area of the map, you get a detailed tooltip

with a lot of information about that area: name, owner, terrain, current weather and climate zone, infrastructure, strategic value, supply situation, etc.

4.2 Regions and Sea Zones

Land forces and naval units move across the game map by tracing their movement paths into (and through) hundreds of land regions and sea zones. Holding the mouse over a region or sea zone creates a tooltip display that provides players with information specific to the region or zone.

Areas View

In military mode, when you click on an area, the leftmost panel displays the following items (left to right):



- Flag of owning nation
- View of the areas (with or without urban site), giving a visual indication of terrain and weather (tooltip lists more details).
- Level of area infrastructure in railroads (total/used) which indicates how many corps have/may still travel by rail through the area
- Other icons, mostly on cities, with values in terms of Recruit or Economic Points (used for the national construction budget), presence of harbors (minor or major ports), specific production sites (ammunition, planes, combat gas, shipyards). A star (with a figure inside) designates the city as a strategic objective (and its importance).

Next, to the right, you see the list of stacks present in the area (all clickable to see their contents).

4.3 Structures

Cities, towns, fortifications, harbors, shipyards and factories (production sites) are known collectively as “structures”. Their presence on the map is indicated by an icon which gives players a visual clue as to what they are. One of a player’s main goals is to control Objective and Strategic cities in order to generate NW gains and losses or trigger an Automatic Victory per the scenario being played.

Cities

Certain cities are designated as Objectives or Strategic locations. Most home cities act as supply sources.

Towns

A town is a small city. Towns are not supply sources.

Fortifications

A fortification represents a defensive network of improved positions that provides benefits to defending units (called a fortress for simplicity). These structures have a limited ability to generate and distribute supplies for their

garrison. They also provide free but limited artillery support when a battle takes place in their region.

Ports

A port offers the benefit of being able to accommodate naval vessels. Naval vessels in a port are indicated by a sprite on top of the anchor icon (blue minor, red major) representing the harbor. While inside a port, naval vessels may not be attacked by enemy naval vessels. Ports usually provide supply to both land and naval forces. Naval vessels can be “repaired” while inside a port, the speed of repair depending on the harbor (minor or major, and with or without shipyard).

Shipyards

A shipyard is shown by a 3D crane next to the city where it is located. The crane symbol is used as an on-map shortcut to enter the shipyard interface.

Factories (production sites)

A factory is indicated by a round grey symbol on the map, usually with a picture depicting the main production done there. Hence also the term production site. When a production site is not operating, it is indicated by a special red symbol on top of it.

4.4 Areas and Theaters

Areas are made up of geographically-interconnected regions. Theaters represent a collection of geographically-interconnected Areas. Use the Map Filters listed in 4.5 Map Filters below to see the Areas/Theaters present in the scenario being played.

4.5 Map Filters

Located just below the mini-map on the Main Screen are two rows of Map Filter toggles. These four (4) toggles give players the ability to visualize information on the game map.

Military Map

The military mode (and the strategic mode which is almost the same) is the most used one in the game. The map shows the various terrain types in the different areas, presence of cities and towns, rivers and borders, all the

military units’ stacks and ongoing actions (combats, sieges). The “fog of war” is active and prevents you from seeing enemy forces too far away from your own troops and areas (it can be lifted or changed by some stratagems, such as Spies, or sometimes by aerial reconnaissance).

The “Tab” key allows the display of different filters in this map mode, such as (in sequence, each tab displays the next one): Supply, Fronts, Reconnaissance, Weather, Climate and Regions (for politics and diplomacy)

Strategic Mode

Same as military, with the addition of strategic objectives (cities) that are displayed in the color of the current owning nation.

Political Mode

Areas are color-coded according to ownership. Also note that, in all map modes, capital cities display a larger than normal flag of the owning nation (whereas control of standard areas is indicated by a smaller flag).

Diplomatic Mode

A color filter is applied on the map to show all of your allies (in green) and your enemies (in red). Neutral nations are displayed using a color varying according to their diplomatic level.

4.6 Game Interface

Game play revolves around activity that takes place on the Main Screen and its assorted display panels. The interface is designed to allow players to left-click on items to activate or select them. In addition, the tooltip feature allows players to gain access to a wealth of information simply by holding the mouse over various aspects of the game. The tooltip display is set to “instantaneous” by default, but this setting may be changed on the Options Screen.

Pressing the Esc key on your keyboard allows you to close any window that is currently open. If you press the Esc key while viewing the Main Screen, you are returned to the Options screen.

Note: A list of keyboard short-cut keys is available in the Appendix section of this manual.

Preliminary Note: 1914

The very first turn of 1914 in World War One: La Grande Guerre 14–18, and more generally all the turns of 1914 till the trench warfare starts, have a few specificities that are detailed in the next section.

5. Organizing Your Forces

Success in World War One: La Grande Guerre 14–18 is determined in large measure by how well players are able to organize their military forces. In order to make the most of your larger military formations, such as Corps or Armies, it is first important to understand the symbols and information found on the lower echelon units.

Military units are of two types: combat and non-combat (support units), be they land or naval. There are dozens of land unit types and 10 different naval units.

Each unit has its own characteristics: Type (infantry, cavalry, warships, non-combat units etc.), Combat Value (attack, defence, support, firepower, and fire range), Resistance (for ships and fortresses), Morale, Movement or speed, and Reconnaissance Value (planes).

Similarly, leaders have various characteristics, valued between 1 and 6: attack and defence values, obstination, sacking and coordination values; and some specific abilities (all are detailed on the leaders' tooltips)

Combats are strongly influenced by the military doctrine in use: in 1914, it is Movement Warfare, a fluid battle. But by the end of 1914, troops start digging in and trench warfare starts, and the Firepower doctrine is introduced. When in this doctrine, attacks are not numerous but they are violent and very costly in terms of casualties, and movement is extremely

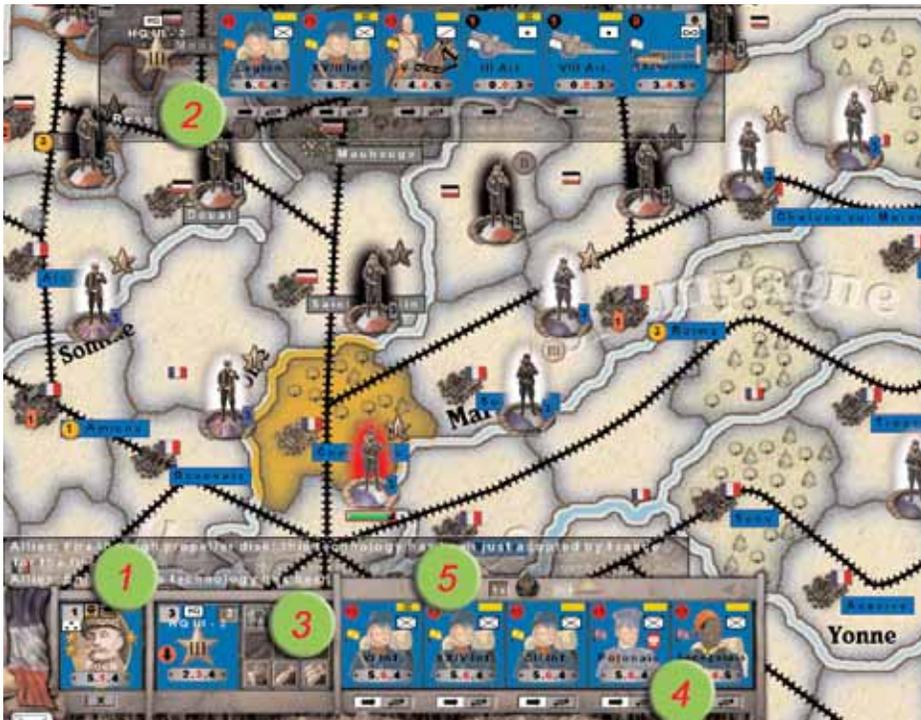
limited. It's only around the end of the war, when the Combined Warfare doctrine is implemented, that the battlefield sees some movement again.

Military ground units are divided into 3 Main categories:

- HQ (headquarters): one unit per Army. An HQ is used mainly to identify its Army and to activate the units it commands each turn. An HQ is also used to keep several units in reserve (off the map).
 - Certain HQs have a historical general whose values replace that of the HQ.
 - HQs are identified by a Star symbol next to their on-map sprite as well as their Army number.
- Corps (mostly infantry or cavalry): these are the combat units which are the only units that may be engaged in the front lines during a battle. The "corps" is the standard unit and has a reduced side (indicated by a white stripe on the counter).
- Support Units: these consist of artillery (heavy, siege or coastal), air force (fighter, bomber, zeppelin), assault troops and armor. They give bonuses to combat units but they don't participate directly in combat.

Armies and HQ

Each country's ground forces are divided into one or more Armies, each one having a number (in addition, certain ones are also specifically named, for historical reference).



An HQ represents an Army. It commands its own corps (with its Army number). It may also command other corps (without an Army number). Its units are divided into one or several stacks.

See below for more details.

5.1 Understanding the Unit Panel

The Unit Panel is a versatile tool for viewing, selecting, and organizing your Forces (Units, Leaders, Naval Vessels, Forces, Corps, Supply Wagons, etc.). Left-clicking on Forces (including Leaders and garrisoned structures) on the game map causes a horizontal display window known as the Unit Panel to appear along the bottom edge of the screen.

Units

When you click on a stack of military units, the unit panel displays more information (see # on the picture below):

- 1 – General (on the left side) and HQ/Detachment (right side), with indication of its values and, possibly, special abilities.
- 2 – Reserves: if the stack has a HQ (not for detachments), a semi-transparent reserve box is displayed at the centre of the screen. You can enlarge it to see its content by clicking on the + symbol (may hold 0 to 6 combat units on average).
- 3 – Missions: for some units (HQ, Planes, Ships), specific missions are possible. The buttons displayed here allow you to assign a mission to the relevant unit. Another click on the button cancels the mission.
- 4 – Units: displayed in square “counters”: usually they are army corps (combat units), warship squadrons, or support units (heavy artillery, tanks, air squadrons). See below for details
- 5 – Movement Type: on top of the unit panel there are 4 buttons that allow you to select the type of movement the unit stack will use: normal, administrative (doubled but no combat), naval transport or railroad transport. These buttons will appear only when the Force has been activated for movement.

The Unit Panel arranges and displays unit counters belonging to the Force you selected. Arrow buttons to the right of the Unit Panel allow you to scroll

through the row of units counters making up the Force. Only one Force can be viewed at a time.

If multiple Forces are present in the same location on the game map, these are displayed as ‘bars’ under the unit sprite displayed on the map in the concerned region. These additional Forces can be viewed by clicking on their respective bars. Another way to browse the units stacked inside an area is to right-click on the stack displayed on the map, or to hit the space bar on the keyboard.

5.2 Unit Information

The term “unit” refers to military formations that are represented by a single stack/on-map sprite and can be moved independently on the game map. Units can vary in size from full Corps to Divisions, Air or Naval Squadrons, artillery batteries, Army HQs, and even individual Leaders. Note that size and strength are two different concepts.

When displayed on the Unit Panel, a unit is identified by a “counter” that shows information specific to the unit. This information includes (see below, from left to right and top to bottom):

Land Combat Unit



- Red circle with the firepower value, a bonus to combat rolls (from 0 to +3)
- A yellow stripe where the army number is shown if the unit is assigned to it (empty for independent units)
- NATO symbol showing the type of unit
- Morale status of unit, shown as a flag of varying colour (from best to worst: Orange – Elite, Purple – Veteran, Yellow – Active, Gray – Reservist, White – Mobilised)
- Name of Unit
- A plate showing the offensive and defensive values of the unit, as well as its movement potential (in Movement Points).

Artillery Support Unit



- Black circle with the support value, a bonus to combat values (from 0 to +3)
- A yellow stripe where the army number is shown if the unit is assigned to it (empty for independent units)
- NATO symbol showing the type of unit
- Morale status of unit, shown as a flag of varying colour (from best to worst: Orange – Elite, Purple – Veteran, Yellow – Active, Gray – Reservist, White – Mobilised)
- Name of Unit
- A plate showing the offensive and defensive values of the unit, as well as its movement potential (in Movement Points).

Air Squadron Unit



- Black circle with the support value (tactical support and strategic bombardment), a bonus to combat values (from 0 to +5)
- A camera showing the reconnaissance value (for air units only)
- NATO symbol showing the type of unit
- Name of Unit
- A plate showing the dogfight value (attack in air combat) and defensive values of the unit, as well as its movement potential (in Movement Points) and, in addition the Range.

Naval Squadron Unit



- Black circle with red support value, a bonus to combat value (from 0 to +3) when used as artillery support during amphibious landings or coastal fortress bombardments.
- A black target symbol with a letter showing the gunfire range of the unit's heavy guns; either L (long range), M (medium) or S (short range)
- A grey plate showing the type of unit
- A number indicating the actual number of ships inside the squadron
- A yellow/red explosion symbol is indicated when the unit has suffered hits, with number of same.
- Name of unit
- A plate showing the fire (in attack) and protection (defensive) values of the unit, as well as its speed (used to calculate tactical advantage in naval battles).

Under the unit counter

There are 2 buttons: the left one allows the unit to be sent to HQ reserve. The right one either depletes or refills the unit (in exchange of Recruit points). For naval and air units, the right button is replaced by a Repair button (repair will be undertaken during next Planning phase).

Damaged units

They are shown by displaying a horizontal white stripe over the middle of the unit counter.

Unit Detail panel

Double-click on a unit to open the Unit Detail panel. The Unit Detail panel consists of a more explicit presentation and view of the unit, because of a larger surface than in the main panel.

5.3 Stacking Units

Players may never go beyond certain stacking limits for their units. This limit is shown in terms of corps per region.

Region Limits

- The maximum stacking limit is 6 corps per region.
- Support units (artillery, tank, air force) do not count in stacking.
- HQ, generals, units placed in HQ and GHQ reserves, fortresses, and garrison units (inside the fortress to which they belong) do not count in stacking.
- One may never stack units of different Armies during the Military phase, except in the combat region (if the Armies were activated jointly). This rule is not applied if playing in WEGO mode.
- An HQ may never be stacked with another HQ in the same region. The same for a GHQ with another GHQ.

Special Cases

- The stacking limit is different for certain special terrains.
- Desert : 2 corps (instead of 6).
- Mountain: 4 corps (instead of 6). Also, Tanks are prohibited.
- High-Mountain (Alpine): Only 1 mountain corps and no support unit.

Military cooperation

- Only certain Armies may integrate and command foreign units: Orient (France), Sud (Germany), Zentr (Russia), Alpen (Austria).
- Each English Army may integrate and command 2 Allied corps.

- Belgian Army may incorporate friendly corps.
- No other Armies may ever integrate foreign forces (except in rare exceptions only at scenario start).

Exceeding Limits

Stacking limits may be exceeded during movement, but they must be respected at the end of the movement phase (before battles are resolved).

Any overstacked unit will be moved to an adjacent region, towards the rear and the closest supply source (when all movement is finished, before battles), or the unit is eliminated.

Of course, in case of a battle, enemy units do not count in the stacking limits of friendly units.

Stacks and Battle

Before the resolution of a battle, a region may contain units from both opposing sides.

On the other hand, a region may only contain one stack, of one side or the other, at the end of combat (one of the sides being destroyed or forced to retreat).



5.4 Artillery

Artillery is a major support unit because of its importance in combat. It exists in three forms: heavy, siege or coastal artillery. Artillery acts principally as support and augments the value of the supported unit during a battle.

The Different Artillery Types

There are 3 different types of artillery.

- **Heavy Artillery:** It supports units in combat, and has a munitions "MUN" expenditure.
- **Siege Artillery:** It is used during sieges to bombard fortresses (but can be used as regular heavy artillery in the field too).
- **Coastal Artillery:** It is assimilated into a siege artillery (although weaker). It may fire against an adversary's Fleets (passage through a strait or during a landing). Coastal Artillery may be stationary (placed at the beginning of the game, without movement possibility) or mobile.

Artillery Use

The key use conditions are:

- Artillery support units are used both for combat and for fortress sieges. Artillery may be placed with other units or in the HQ reserve (or GHQ).
- Artillery may be used as "support" during a combat round. It adds its support value to that of the "engaged" unit. Only 1 artillery may be used in support per round; 2 in the case of the "major battle" (that is to say one artillery per battle flank).
- Also, the same artillery may only provide support in one battle for each Activation. It can, nonetheless, sometimes participate in a second battle, in the case of a flank breakthrough.
- Each artillery uses 1 MUN per round of use.
- Certain artillery have an Army number. They may only act and lend support to their assigned Army.
- Most other artillery, without an Army number, may be assigned to any Army or placed in the GHQ Strategic reserve.

Siege Artillery

All types of Artillery units may be used during a siege to try to destroy a fortress or to neutralize it temporarily. But siege artillery is specially made for this task, especially because of a stronger firepower and intrinsically higher chances of scoring favorable results on the besieged fortress. Note that when bombarding fortresses, mobile coastal artillery may act as siege artillery.

Fortress

A fortress may be used as "static" artillery. In all cases, it automatically fires 3 times for free (each battle, the shells are taken from the fortress depots).

5.5 Armies and Army HQ's

Each major power has a General Headquarters (GHQ), led by a Commander-in-Chief (e.g. Joffre for France in 1914), holding the strategic reserve of the country.

Each major power has more than one army. These armies (and their detachments), and not the individual corps they are made of, are the sprites that are shown on the game map.

The basic army formation is the HQ (Headquarters), where the army general is located, as well as the army reserves.

It is possible to have corps elsewhere, called Detachments (DET), usually not far away from the HQ in order to be supplied and properly commanded.

The HQ is often the main stack of the army, and it holds the army reserve (to support battles or breakthroughs).

HQs may be led by a historical general, or they may have none (they have their own standard values). Historical generals have abilities that affect the HQ standard values and this may give an extra bonus or additional penalties or constraints.

Each army stack (HQ or DET) holds the game's units: army corps (combat units used in battles) and support units (used as bonus to help the corps).

- A stack may hold up to 6 corps (max.) in most terrains, except in mountains and deserts (4 corps).
- A stack may hold support units in addition, without limitation
- The HQ may also have in addition to its on-map stack some corps in reserve (supposed to be in the rear). On average, each HQ has 2 corps in reserve, but some historical generals may have more (or less). Unlimited support units may be held in reserve. Corps in reserve are used to intervene in battles, to intercept (in movement warfare), or to effect breakthroughs after a victorious battle.



The Army General

A historic general assigned to an HQ stays with the HQ and is moved with it. He may change his assignment during each Interphase.

Nonetheless, HQs without historic generals do exist. In the event of combat, an "unknown" general is picked at random and placed with the HQ (until the end of the battle).

Army Content

An HQ may command units situated in its Range of Command (or in reserve) up to a usual maximum limit of 7 corps and any number of support units. However,

- Germany and USA HQs may command 8 corps.
- Each side (not each major power) may have one “Main” Army per Front (Eastern or Western). Its limit is 12 corps.
- Minor countries’ HQs may command all of their national units, with no limit.
- If a stack is not commanded by an HQ, it is called an “independent” stack. It is played after all the other HQs are played and activated.

Main Army (shown on map by a different star symbol): each side has one Main Army on the Western front, and one on the Eastern front. Each main army is allowed to hold 12 corps (valid for all nations). At the start of the game, War Plans indicate the main armies of each alliance. Players may change their main armies freely.

In Army-by-Army game mode, each main army will be the first to be activated each turn (on each front).

Changing the Main Army

Each player may name, if he wishes, a new Main Army (with capacity increased to 12 corps), in place of the old one. The capacity of the ex-Main Army is amended automatically.

Remember: Each side has 1 Main Army per Front (Eastern and Western). This is by side, and not by power. On the Eastern Front, changing the Main Army is not possible until October 1914.

HQ Reserve

Each HQ has a reserve. Corps may be placed in it to be used during a battle or to carry out a breakthrough in the event of a victory.

- Each HQ usually has a capacity of 2 to 3 corps and any number of support units. Corps put in reserve are not physically on the map, and thus are not directly represented on the map.
- These corps may appear in their HQ’s region during movement (except in the event of a battle). Once they are deployed in the game, they are no longer considered in reserve.
- Units placed “in reserve” of their Army’s HQ are used:
 - 1) to intervene as reinforcements in any battle carried out by this Army, in the HQ’s range (in 1914), at a rate of 1 corps per round; or
 - 2) in the event of victory, only units in reserve may carry out a breakthrough or a counter-attack (if the battle took place 2 regions from the HQ); or
 - 3) the units may also be taken out of the reserve, to appear in the HQ’s region (during the movement phase).

Placement into an HQ’s Reserve

When an HQ is activated, the player may place units in reserve, if they are within 2 regions of the HQ.

- Corps maximum: Use the HQ’s reserve capacity (top right) or the general’s breakthrough value (bottom left) (this first value) plus any number of artillery and one fighter.
- It is possible to place units in the HQ’s reserve, at the beginning of the Army’s activation, then to take them out again right afterwards, in the HQ’s region, to shift them during movement.

The GHQ (General Headquarters)

Each major power has a minimum of one GHQ representing the supreme command center. However, Germany has 2 GHQs (one for the East and one for the West).

Most of the GHQs have a historical commander-in-chief whose values take precedence over that of the GHQ. A GHQ generally operates only on the front where it is found and has several uses:

- It allows several HQs to be coordinated together.
- It alone may have Strategic Reserve units (mostly useful in Trench Warfare).
- It allows a possible Reaction Army activation during the opposing player’s turn (If the Reaction test succeeds).
- Finally, in the cases of German, Austrian, Russian and French GHQs, it is used to determine the Initiative on the relevant Front.

Placing Units in the GHQ Strategic Reserve

The player may take any unit, from anywhere, to place in the GHQ Strategic Reserve, except for the following:

- The unit must be situated on the same front (Eastern or Western) as the GHQ, with a feasible land connection.
- The unit must not be situated beyond 1 Off-map box.
- The unit must be in supply and of the same nationality as the GHQ.
- No “proper” unit of an Army may be taken (units with an Army number).
- The GHQ Reserve capacity must not be exceeded (value on top right).

Exceptions: units that are immobile, overseas, or in Off-map boxes, cannot be placed inside the GHQ reserve.

Strategic Reserve

In addition to normal movement, units from the GHQ may carry out an administrative movement or use rail.

5.6 Fleets

A Fleet is an administrative grouping of naval military assets (i.e. ships). All details are presented in the Naval Warfare section of these rules.

5.7 Other Units

If a Force is not in an Army, it is considered to be an Independent Force. (Units left behind to garrison cities and depots usually fall into this category.) An Independent Force by definition is one that exists outside the normal Army/Corp command hierarchy. “Independent” units are all the units that are not commanded by an HQ.

In Army-by-Army game mode these units are played at the end of the Military Phase after the active player has finished playing all his HQ.

Movement

- They have normal or administrative movement or may move by rail.
- An independent unit may be deployed with an Army at the end of its movement (if the player so desires).



6. Reinforcements

During the Reinforcement Phase, each country at war receives reinforcement units. These units are to be placed either in an HQ, or in a city (not a town) in their own country or in the GHQ "Reserve" of this country (See 2.F). Players also receive Recruit Points (RP) to bring their units that had incurred losses back to full strength.

6.1 Reinforcements Placement

New reinforcement units may be placed (keeping in mind the stacking limits):

- In one of the stacks or the reserves of an HQ.
- In a non-isolated national city (not a town).
- Directly in the general Reserve of the country's GHQ.



Units with an Army number must be placed directly with their HQ.

There are two windows that open when you hit the reinforcement button. One (1) is a vertical window on the left that lists all your armies currently on the map. The true reinforcement window (2) is along the bottom of your screen.

If it is empty you have no "placeable reinforcements" This does not mean you didn't have any. It just means that all your reinforcements this turn have been placed in existing or created armies for you by the comp. Use your message window to see what was placed where.

If reinforcements must arrive in a certain town or city, and this town or city has been captured by the Enemy, these reinforcements will then arrive in the closest national city.

Reduced corps are brought back to full strength during the Reinforcement Phase (with RP), for both sides simultaneously.

There is no Reinforcement phase during the 1st turn of each scenario.

6.2 Recruit Points (RP)

At the start of the game, each country has a "stock" of recruits, called "RP". These RP are used to repair reduced units (during the Reinforcement phase), as well as to support (back up) losses during combat (during the battles in the Military phase).

Each turn, each country receives an RP "flow". These RP are added to the stock and are used:

- Either to bring reduced corps back to full strength. Each country may spend $\frac{1}{2}$ its RP stock (rounded up) per turn to do this.
- Each HQ may only replenish 2 units for its Army.
- The Main Army may replenish 4 units (the one with up to 12 corps).
- The GHQ may replenish 2 units of its reserve.
- A country may also replenish 2 units anywhere, as well as any number of garrisons in fortresses. In total, one HQ or the GHQ may fill up 4 units per turn, or 6 for the Main Army.
- Or, with the remaining RP, to replenish losses sustained during combat, when a unit is diminished and must do a morale check.
- A minor country may replenish up to 4 corps.
- RP cannot be used for isolated corps.

Stocking RP

RP are saved from one turn to the next. However, a maximum capacity per country exists (at the end of the Reinforcement phase), equal to double its RP flow.

Maximum capacity in 1914–1915:

Germany 32	Austria 24	France 24	Russia 34
England 12	Italy 24	Turkey 20	Minor countries: 10 (each).

7. Leaders

Leaders have an important impact on the effectiveness and efficiency of your military assets. Leaders are given leadership ratings that reflect their historical abilities and which affect different aspects of the game, although they are mostly dedicated to combat.



7.1 Leaders

Leaders are generals (G) or admirals (A) that the player (or the game's scenarios) assign to HQs and fleets respectively. Having a leader is, in most of the cases, a bonus compared to having none. They have the following information:

7.1.1 Generals

- **Name and portrait:** for historical purpose and ease of identification. Some names are shortened to fit on counters.
- **Rank:** Rank is the seniority level of leaders. Rank value spans from A (the most senior) to Z (the lesser). Rank is used to determine the commander in charge when more than one leader is present.
- **Attack Bonus (G)** is a number of stars displayed on the left-hand side of the general's portrait. Each star is +1 point in combat modifier bonus, and in battle it is compared with the Defensive rating (see below), the net value is applied to battle resolution.
- **Defense Bonus (G)** also indicated as stars. Comes in deduction of the offensive rating when resolving battles. If the attacker's general has no stars, this means he will suffer a penalty (e.g. this is often the case in the Serbia 1914 scenario, as the Serb general is an excellent 2** defensive leader, while his Austrian opponents have less or no Offensive ratings)
- **Coordination:** The coordination value is the difficulty for coordinating the army. Army-by-army activation mode (see Options window) requires only one army per activation may be moved. When this rule is in force, players may try to coordinate one or more armies with the currently active one. In case of success, players are so able to move more than one army. This has a cost. When attempting such actions, the coordination value of the armies are summed up. The higher is the sum, the more difficult is the attempt. Commonly a coordination succeeds if a dice roll is higher than the difficulty level (sum). Each HQ has an intrinsic coordination value, that can be affected by the actual general commanding the army.
- **Pursuit:** The pursuit value is the maximum number of corps that can be placed in HQ reserves. Corps may be placed in HQ reserves to be

used during a battle or to carry out a breakthrough in the event of a victory. Each HQ has a variable reserve capacity that refers to corps only (not the artillery or the support units which are "free"). Each HQ has an intrinsic reserve value, that can be affected by the actual general commanding the army.

- **Sacking:** The sacking value is the resistance of the General in being sacked: replaced in command by another leader. The higher this value is set, the more difficult will be to remove such leader from his command. It measures the political cost of such removal.
- **Obstination:** The obstination value of generals indicates the minimum number of combat rounds must be fought when that leader is in command. Each round of major battle counts twice in Movement War (but only once in Trench warfare). In all modes, Minor battles count always one per round.

7.1.2 Admirals

- **Name and portrait:** same as for Generals
- **Rank:** same as for Generals
- **Aggressiveness:** The aggressiveness value of admirals is the die roll bonus modifier applied to the Advantage Checks performed during a naval battle's rounds of combat. Each round, players choose one type of naval advantage to put in force: aggressive, tactical or reactive. So try to exploit the abilities of your commanding admiral! If successful, the Aggressive advantage makes the fire range shorter, gives a bonus when firing salvos, but causes a penalty for next advantage check on next combat round.
- **Reaction:** The reaction value of admirals is the die roll bonus modifier applied to the Advantage Checks performed during a naval battle's rounds of combat. Each round, players choose one type of naval advantage to put in force: aggressive, tactical or reactive. So trying to exploit one of the abilities of the commanding admiral. If successful, the Reaction advantage makes the fire range "medium" in force, gives a bonus in redeploying ship counters, and causes a penalty to your opponent for next advantage check on next combat round.
- **Tactic:** The tactic value of admirals is the die roll bonus modifier applied to the Advantage Checks performed during a naval battle's rounds of combat. Each round, players choose one type of naval advantage to put in force: aggressive, tactical or reactive. So trying to exploit one of the abilities of the commanding admiral. If successful, the Tactical advantage makes the fire range free, gives a bonus in firing salvos and in any 2nd fleet intervention checks (reinforcements).

7.1.3 Commanders in Chief

These are generals when they are appointed to the GHQ. They do not influence battles directly, but act at the higher strategic level, with the following additional features:

- Name and portrait: same as for Generals
- Rank: same as for Generals
- Reaction: The reaction value measures the chances for attempting a successful reaction during enemy turns. The lower this value is set, the more chances to perform a reaction. Reactions may be performed only if the "Strictly turn-based" rule and "Army-by-Army activation mode" are in effect (see Options window). Each GHQ has an intrinsic reaction value that can be affected by the actual Commander-in-Chief leading the GHQ.
- Initiative: The initiative value is the die roll bonus added during the Initiative Tests. Such tests are performed at the start of every turn in order to determine the order of play among players. Each GHQ has an intrinsic initiative value that can be affected by the actual Commander-in-Chief leading the GHQ.

7.2 Leader Attributes and Special Abilities

In addition to providing direct leadership in the form of Combat Modifiers, Leaders also have various individual attributes or special Abilities that differentiate themselves from one another. To get the best use out of your leaders, be sure to always put the right man in the right job.



Some Leaders possess Special Abilities that give them advantages in certain circumstances. The Special Abilities that a Leader possesses are indicated by unique Special Ability icons which appear on his Leader counter. A complete list of these Special Abilities and their effects on game play is found in the Appendix section of this manual. In short, these are:

-  Assault bonus: This leader benefits from a valuable bonus in Siege Assaults.
-  Cannot be sacked: This leader probably belongs to the Royal family, so he cannot be sacked by a political choice. Only events may allow his sacking.
-  Sacking bonus: This leader is suspected of treason, so his sacking attempts get a valuable bonus.
-  Gas bonus: This leader benefits of a valuable bonus when using a Combat Gas.
-  Great Aviator: This leader is famous for his dogfighting abilities. He will benefit of a great tactical advantage in all air combats.

Lieutenant: This leader doesn't command the whole army, but only one Corps (to which he grants his abilities), being a lieutenant of the army commander.

-  Railroad usage bonus: If appointed commander-in-chief of the GHQ, the railroad network of his GHQ Front will benefit from a capacity bonus.

Main Offensive Leader: If appointed commander-in-chief of the GHQ, this leader grants an immediate National Morale improvement when a new Grand Offensive is launched. In addition, he may bring some other benefits in combats, thanks to his well-known charisma and obstinacy.

-  Misunderstanding at GHQ: When two commanders-in-chief of two allied GHQs located on the same front have this unfavorable "ability", allied powers suffer a penalty in getting the Initiative on that Front, every turn as long both the two leaders command their respective GHQs.

-  Mutiny suppression bonus: If appointed commander-in-chief of the GHQ, this leader helps prevent mutinies inside the Army. If commanding an army, he helps in repressing mutinies and diminishes the negative effects of mutinies. If he's a commander-in-chief of a GHQ and a mutiny breaks out, all armies under his command benefit from his bonus in repressing mutinies.

Naval sorties bonus: If appointed admiral of the main fleet of his nation, this leader helps in promoting a naval sortie with that fleet. German player, for instance, may order a naval sortie with his main fleet only if Kaiser Wilhelm agrees (random check). In such a case, thanks to his well known charisma, such a leader would be able to influence positively the opinion of the Kaiser.

-  Nullifies Morale penalty for minor nationalities: Units belonging to minor nationalities (e.g. Slavic ethnics of Austria-Hungary) commonly suffer from a morale penalty when fighting against troops that belong to the same ethnic nationality. This leader nullifies such penalty thanks to his well known charisma.
-  Rolling Barrage bonus: This leader benefits from a valuable bonus when adopting the Rolling Barrage combat doctrine.
-  Risks suicide when defeated: This leader takes his honor in great account! If badly defeated in battle, he may commit suicide!
-  Tanks usage bonus: This leader benefits from a valuable bonus when using Tanks.

7.3 Appointing or Relieving Leaders from Command

This can be done via Political Actions (see relevant section in this manual). Leaders relieved of command (i.e. sacked) may cause a loss of National Will. In some rare instances, leaders can also be removed by events.

8. Military Control, Weather, Fog of War

Military control of territory in World War One: La Grande Guerre 14–18 is handled automatically. Similarly, weather is calculated by the game system and its effect is applied to the game units and movement or combat. Finally, the game also handles the Fog of War.

8.1 Controlling Regions

Military control is gained by having friendly forces enter a region. Gaining military control is of fundamental importance for supply reasons, but also because VPs are gained essentially by achieving territorial objectives. In addition, railroad control is also essential for the transit of supply.

8.2. Weather

As all generals discovered, weather can be a general's best friend or his worst nightmare. Weather effects are applied on a weather zone basis. For example, the weather conditions present in one region can be considerably different than weather occurring in an adjacent region. Weather generation does take into account general seasonal variations in temperature. Therefore, the likelihood of harsh weather occurring in a region is greater during winter months (November through February).

The weather for each Weather Zone is determined for the whole turn. The weather affects movement capacity primarily and, to a lesser degree, combat.

8.2.1 Weather Zones

There are 5 main weather zones. You can see them in military map mode, using the tab key to navigate among the different filters provided by the game.

- Temperate
- Continental
- Severe
- Mediterranean
- Desert

As soon as units enter a different Weather Zone, the new effects of the weather are immediately applied. Note that the various off map boxes in the rest of the world are all assigned to one of these zones (even if theoretically the "name" used for the weather zone is not really appropriate).

8.2.2 Weather Table

To determine the weather in each Weather Zone, the game checks the Weather Table (under the current month). In general:

- In Summer (months: June, July, and August): it is always Good Weather all over the map.

- In the Desert Zone: it is always Good Weather
- In September 1914, the weather is always "Good".

8.2.3 Weather Types and Effects

They are the following:

Good Weather

No modification to movement and combat rules.

Rain



Main Effects:

- The cost of movement increases by +1 per region (except by train).
- The Defender in a Plain receives a +1 defensive value bonus.

Secondary Effects:

- Flood Plains are considered Marshes.
- Landings and naval transport are prohibited.

Snow



Main Effects:

- All units, except HQ, have -1 MP for movement rate.
- The Defender receives a +1 defensive value bonus everywhere.
- The Attacker receives a -1 to the D12 for combat.

Secondary Effects:

- Major and minor rivers and lakes are ignored (because they are frozen) in the "Severe" weather zone.
- Landings and naval transport are prohibited.

8.3 Fog of War

World War One: La Grande Guerre 14–18 recreates the uncertainty regarding enemy locations and intentions by presenting players with a condition known as the "Fog of War". Essentially, the position of enemy



forces is withheld unless players are able to “detect” their presence. Keep in mind, however, that a player’s ability to detect an enemy is somewhat offset by the enemy’s ability to hide.

These rules simulate the uncertainty of war conditions.

9. Supply

One of the most daunting challenges faced by any military leader is keeping an army supplied with all the goods and services it needs to maintain itself in the field.

- Supply is checked at the beginning of each turn, before movement, for all units on the front that is played. Supply is checked also at the end of the Military Phase.
- Supply is checked principally through HQs and the railways. Each unit must be a maximum of 2 regions from a supply source or relay (itself which must be 2 regions from another), knowing that a railway allows any number of regions to be linked along the track towards a source.
- Supply influences the placement of reinforcements, unit strength and combat.

9.1 Definitions of a Supply Source

When referring to a relay, an R is used. For a country, supply sources and their relays are:

- The capital of a Major, friendly power.
- A friendly city or town linked by rail, major river or sea to another friendly city.
- Friendly railways connected to a friendly source (See C below). (R)
- A major port linked to friendly ports through open seas. Minor ports supply 1 army only (see below)
- Major rivers linking friendly cities or ports, unless one of the shores is under enemy control. (R)
- A country’s HQ (and certain friendly HQs if they may cooperate) if they find themselves in a 2-region range from a valid supply source or relay. However, this HQ may only act as a relay for 1 HQ (no further HQs may be added to this link). (R)
- The same for GHQ. (R)
- A fortress is always in supply along with its garrison corps. It may supply one corps outside of its own garrison (and only in its own region).
- A city (not a town) is a supply source for 1 corps in its region only, even if it is isolated.

9.1.1 Definitions

- An isolated city is a city that cannot establish communication with another of its allies’ cities through a “road” of regions which is blocked, either by enemy units, by enemy ZOC, or by forbidden regions.

Looking at Enemy Stacks

Looking at the contents of an enemy stack or enemy military counters is not permitted, except by successful aerial reconnaissance or by playing an event.

Other than these 2 cases, the contents of a stack will only be discovered progressively in battle.

- Supply may pass through a friendly strait.
- A minor port linked to friendly ports through open seas may only supply one Army, and this one cannot be the Main Army of the front. (If it was, it ceases to be.) To supply more, it is necessary that the Armies in question be within reach of 2 minor ports at the same time.

Example: In Northern France, the British Armies are supplied either by the 2 minor ports of Calais and Dunkerque, or by the railroad leading to Paris. If one port is taken and the railroad cut off (ex. Arras), there is no more normal supply. Only one British Army may be supplied by the remaining minor port.

9.1.2 Supply Distance

Supply distance is 2 regions from a Source or a Relay, no matter what the weather or terrain of these regions might be (provided that they are passable by supplied units).

To trace supply, it is necessary to begin from the unit to be supplied without counting the region it is in. Only the intermediate and supply (source or relay) regions are counted.



The presence of an enemy unit or unbesieged enemy fortress blocks its region for supply.

9.1.3 Supply by Railroad

A stack of units is considered in supply if found within the 2 region* range of a railroad which is itself connected by rail to a friendly supply source. (*or 1 region in the desert).

The distance along the rails towards the supply source is unlimited. (cost = 0 regions).

For supply purposes, the rail line in question cannot be broken by the presence of an enemy unit, or by the ZOC of an unbesieged enemy fortress.

Note: A rail "section" is the portion of rail between 2 cities or towns.

9.1.4 Sea Supply

One major or two minor ports may act as a supply source. Moreover, an HQ located on a landing beach (beachhead) is a supply relay if the adjacent sea is not enemy controlled and allows a supply source port to be reached.

Supply distance at sea is unlimited, as long as the sea or seas crossed for supply are not under enemy control.

Basic Sea control is:

Baltic and Black Sea by the Central Powers,
North Sea and Adriatic Sea** are controlled by nobody
All the other seas by the Entente.

**Adriatic Sea is Central Powers controlled if Italy joins this side.

9.1.5 Siege of an Enemy Fortress

An unbesieged enemy fortress has a ZOC around it with a blocking effect for supply (except in regions where there are friendly units, before move). A besieged fortress has no ZOC as soon as and for as long as the siege lasts. It no longer blocks supply, except in its region.

9.2 Penalties for Lack of Supply

There's an old saying among veterans that an army travels on its stomach. Soldiers need adequate food and water to maintain the good physical condition necessary for military operations. Therefore, small forces that are kept supplied are usually able to defeat larger enemy forces without supplies. While a good commander will make every effort to see that his forces remain supplied, extraordinary circumstances can occur in which a force will find itself "Out of Supply".



9.2.1 Lack of Supply Effects

Unsupplied units are immediately identified by a "Out of Supply" symbol next to their sprite on the map. Penalties are applied, as follows:

- They attack and defend at ½ strength (rounded down, minimum value 1), after all terrain, weather, etc. modifications.
- The Firepower of the corps is considered zero (+0).
- They suffer a -2 penalty for morale checks in combat.

Exception: Unsupplied units in a city (not a town) defend normally (without penalties), but attack at ½ strength (with penalties).

9.2.2 Unsupplied HQ

An HQ may be out of supply if it is too far from a Supply Source (or relay). This is independent of the supply of its Army's units (which may still be supplied).

This has no direct consequences on the units under its command. It only affects the HQ's own capacities:

- It cannot be a supply relay.
 - No breakthrough is possible.
- However, its general retains all his abilities, notably those for a bonus to the combat D12 (the stars), both in attack and in defense, and the same for his special abilities (tanks, gas, etc.)

9.3 Isolation

An isolated unit is a unit that cannot establish communication with a supply source from its side through a "line" of regions. This line is blocked, either by enemy units or by enemy ZOC or by forbidden regions.



9.3.1 An Isolated Stack

Suffering Isolation is different and more severe than being unsupplied. A stack is "isolated":

- if it is totally encircled and cut off from a friendly supply source (or from a relay);
- or if it cannot trace a path of 5 regions towards a friendly supply source (or relay).

Such a path is blocked by:

- the ZOC of an unbesieged enemy fortress;
- regions occupied by enemy corps; or
- impassable regions (lake, sea, mountain crest or high mountain, neutral country).

Consequences

- An isolated unit may not use any RP in combat.
- Each isolated unit will do an Attrition test at the end of the turn.
- During the 2nd consecutive turn of isolation, each isolated unit is destroyed.

9.3.2 Isolated Army

If the isolated stack is with its HQ, apply the above rule to the stack as well.

An isolated Army (including its HQ) may use only 1 RP and 2 MUN in the event of combat (to be subtracted from the national stock). This is an exception.

- If the Army with its HQ is isolated in a national city, or isolated and linked by rail to a national city, it may use the blue value of the city as the maximum number of usable RP in battle (instead of only 1 RP) (this consumption is still to be taken from the national stock).
- An isolated Army may not use other RP. Thus, if it stays isolated, it is doomed to certain destruction.

- An isolated Army may never destroy its units to obtain RP.

9.3.3 Automatic Destruction

At the end of the next following turn, if the unit is still isolated, it is automatically eliminated.

Exception: 1 corps in a city or a fortress does not risk anything, either an Attrition Test or automatic destruction, as long as it doesn't leave (once it is inside).

10. Orders

The game is played, by default, in WEGO mode. It means that each player (nation or side) gives orders for all his moves and then, when all players have done the same, those moves and orders are automatically resolved by the game engine.

In the Options window, you can choose to implement special activation rules that will make the game more challenging: in particular the “Army-by-Army” activation rule, that forces player to activate (and play) their armies one after the other, making the planning of movement and combat tougher (for example, the difficulty in properly coordinating your forces, or because of possible enemy reaction in between your moves)

10.1 WEGO Activation of Armies and Units

To activate an Army, select it and issue orders. Armies identified by a “Lock” symbol are immobilized and cannot be activated. Armies indicated by a “Red flag” symbol must be activated and attack an enemy region or stack.

When an army is activated, you can place units in its HQ reserve, as long as these units are within 2 areas of the HQ. You can also remove units from the reserve, where the HQ is located. It's automatic and abstracted; there is no path to trace, as long as the HQ is not isolated. In case of isolation, placing units in reserve is impossible.



10.2 Army-by-Army Activation Mode

This mode is only possible after the option has been selected in the option menu. It's much harder to play, but more realistic.

Army-by-Army Mode

During the Military phase, the active player first activates an Army, and makes his moves across the map. He resolves the battles after that. Then he activates a second Army, and starts again, etc.

Sequence of an Activated Army

Each Army is activated one after another (or together if they pass a coordination roll). The activated Army is played according to this sequence:

- Movement of all stacks and Enemy interceptions.
- Reinforcement before combat (See page 21?).
- Combat.
- Retreat.
- Breakthrough.

Basics

The active player activates his Main Army first on the front. Then movement occurs. It is carried out stack by stack for this army. Battles are engaged, one after the other. Finally, if he is victorious in certain battles, he may carry out breakthroughs with reserve corps.

The player then activates a second Army, and begins this whole sequence again. Then a third Army, etc. He may also attempt to activate several Armies together, after a successful coordination die roll.

First Activation – Main Army

A player must always activate his Main Army first (the one with a capacity of 12 corps).

Remember: only one Main Army exists per side for each Front, East and West.

Starting in September 1914, a player may change his Main Army each turn, except on the Eastern front (when he must wait until October 1914 to do so).

Commands

- The activated HQ begins by verifying its command. Each HQ may command up to 7 corps, except Germany and USA who may have 8 corps per HQ.
- Per front, each side is allowed one Main Army, with a capacity of 12 corps.
- A corps' command distance towards its HQ is to be verified either before, or after its movement (as you want).
- Intermediary regions must not contain any enemy unit (or forbidden region).

Attention: if the HQ attacks an Enemy region, the attacked enemy region is ignored. For command, the HQ is considered as being in its departure region (just before the battle).

During combat, it is possible to exceed the command capacity (ex. reinforcements coming from the GHQ, etc.).

Example: the German II HQ has a command range of 3. It finds itself at Mulhouse and it attacks Belfort. For command, the II HQ is always considered as being at Mulhouse (which is the departure region for the attack). It may command corps that end their movement up to 3 regions away.

Coordination of Armies

In the Army-by-Army mode, it is possible to activate several Armies together, provided that a coordination die roll between the HQs is successful.

Principle

The player may "coordinate" several Armies so that they are activated at the same time. These Armies may be at a distance from one another, and act in a totally separate manner. They can, nonetheless, attack an enemy region together (which 2 non-coordinated Armies cannot do).

Coordination Roll

During an activation, the active player may attempt to coordinate several Armies. He uses his HQ Coordination value. If an HQ has a historic general, it is always the coordination value of the general that is used. The test is made with a D12 and succeeds if the result \geq the total of the Coordination values of these Armies.

Modifiers:

- 1 If 3 or 4 armies attempt coordination.
- 2 If one of the Armies is different nationality.

These 2 negative modifiers may be added.

Restrictions

- The total number of Armies to be coordinated during 1 turn cannot exceed the GHQ Combination value. This applies whether there are one or several coordinations (successful or failed).

10.3 Movement Orders

Forces are moved across the game map in an effort to achieve certain objectives and engage enemy forces in combat. Movement is always



voluntary and, indeed, there are certain benefits derived from remaining stationary.



Each move will be affected by the movement abilities of the moving units, the terrain, and the presence of enemy units (notably their ZOC). Each turn, land units may use the movement ability indicated on their counter (3rd value to the right), expressed in terms of Movement Points (MP).

10.3.1 General Aspects

- Each HQ has a movement allowance of 4 MP (Movement Points). Corps have on average 4 or 3 MPs, cavalry corps 6, and most support units have 3. The GHQ has a potential of 6 MP. It may place in reserve non-isolated units taken from anywhere on the front, whatever the distance. It may release units from reserve at any time, in the area where it is currently located.
- An area may hold only 1 HQ, at the end of all movements (not in WEGO mode).
- Terrain in the area influences movement and generates a cost in MP for all units. In sunny weather, clear terrain costs 1 MP, all other terrains vary between 1 and 2 MP. This cost increases in rain or snow weather.
- Major rivers have a +1 MP additional cost for crossing (except at bridges, i.e. in areas with friendly cities). There are also some huge rivers (e.g. the Danube in the Balkans), that may be crossed at neighbouring cities (or with a crossing risk if there are no adjacent cities).
- Land units may move freely between empty regions or those occupied by friendly units.
- Units may enter directly into a region containing enemy units to engage in combat.
- A stack always moves according to the ability of the slowest unit. Nevertheless, it is possible to divide the stack in 2 to advance more quickly.
- Fortresses have a blocking effect on enemy movement. Even if besieged, no breakthrough is allowed from such an area.

10.3.2 Types of Movement

Besides the "normal" movement, there are also three other types of movement (they are chosen by clicking on the relevant button on top of the unit panel)

- Normal: a stack may move up to its MPs allotment (i.e. the MP value of its slowest unit).



On sprite



On button

- Administrative: a stack may move up to double its MPs, if it moves exclusively through friendly territory and never moves through an area neighboring the enemy.



On sprite



On button

- Rail: a stack may move over long distance by rail, from a city or town to another city or town, for a variable cost in MP. Each country has a limited rail transport capacity. Most rail sections have the capacity to transport 5 corps, but there some more limited sections (1 to 4 corps) on secondary lines.



On sprite



On button

- Naval: each power has a sea transport capacity. The Central Powers are usually penalized in most seas, except the Baltic, as they are usually controlled by the Entente most of the time.



On sprite



On button

10.3.3 MP Expenditure and Region Entrance Costs

As a rule:

- A unit is never required to move, or to use all of its MP in moving during the same Movement Phase.
- Used MP are renewed at each new phase.
- Unused MP are not saved from one phase to another.
- Starting a battle does not cost the moving units any extra MP.

Each region crossed (even if it contains friendly units) costs a certain number of movement points (MP) to the unit that moves. This number depends on the terrain crossed and the weather (see section 2 – Terrain Summary). A unit may always move at least 1 region, no matter the cost (except into a prohibited region).

- High mountain (alpine): only mountain units may enter there.
- Major river: crossing a major river costs nothing if the departure or arrival region contains a friendly city or town, or if it is by a friendly railroad that connects to the other shore. As well, the arrival region cannot contain enemy units.
- City/Town: it is not a terrain in itself; instead the terrain surrounding the region is used.

Fortress Obstacles

An enemy fortress blocks movement, unless there has been a siege for at least 1 full turn. No breakthrough is possible when the region is taken (and the siege started).

- Armies activated afterwards are also blocked, even if the fortress has been immediately taken (by bombardment or assault).
- In the event of enemy attack, the besieging Army may not counter-attack (even if the fortress has been taken).
- If the besieging Army attempts and succeeds in a Reaction, it may play and be activated during the opposing turn. This occurs without taking into account the blocking effect of the fortress. This will no longer be the case in Trench Warfare (in 1915).

- During the August 14 pre-turn, a fortress taken has no blocking effect during the August turn (that follows). This is an exception.
- If the siege lasts for at least 1 turn, crossing the region becomes possible and costs 1 extra MP (as long as the siege lasts). The blocking effect no longer applies.

Battle/Interdiction Regions – Ban

During the movement phase, units cannot enter a region where a battle has already been fought by an activated friendly Army previously during that turn. This is strictly FORBIDDEN, no matter whether this battle was won or lost.

Exceptions:

This is nonetheless authorized in the case of a breakthrough, following a battle, no matter which Army was victorious. Or if an Army moves a second time, in "Reaction", during the opposing turn. It may attack again freely wherever it wants. Or, if the Enemy has carried out a Reaction and wins a battle, you may attack the same region again (when it is your game turn).

Example: in August 1914, the German I Army attacks the British Army at Mons and is victorious. The II Army is then activated. It is strictly forbidden for him to pass through Mons in August (except in the event of a breakthrough).

Movement and Combat

Battles are resolved after the active player has selected to end of all of his movements (or his activated Army/Armies in Army-by-Army mode).

Change of Army Assignment

It is possible to directly reassign independent units or units from one Army to the activated Army, under 2 conditions:

- 1. It is not a unit belonging to a specific Army (with its number);
- 2. It ends its movement in the HQ's range of command.

The opposite is also true, it is possible to send one or more units to another Army (with a change of command). These units cannot then move again (when this Army is activated).

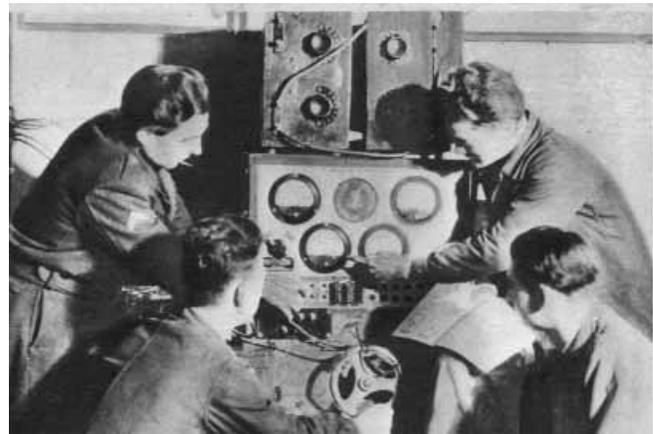
- Reassignments are free beginning in August 1914.
- During the August Pre-turn, this is only possible between activated Armies.
- Russia is an exception to both cases, beginning in September 1914.
- On the other hand, the players may not change their Army's generals during all of 1914. It is necessary to wait for the Interphase (in Winter 1914).

GHQ Reserve

In the same way, GHQ Strategic Reserve units may be activated and directly assigned to an activated Army (and thus played) any time (except during combat, it is 1 reinforcement per round).

HQ and the Enemy

An HQ may always place his reserve corps into the game, and this may occur anytime (except during combat, it is 1 reinforcement per round).



If the region, where a lone HQ (without units) is located, is captured, the HQ must immediately attempt to retreat. If it cannot, it is destroyed, but it returns to the game during the next Reinforcement phase.

GHQ Movement

Each GHQ has "6 MP". Its strategic reserve units are moved with it of course, even if their MP is less than 6.

A GHQ may move by foot or by rail. It may move during the Military phase at the time of the activation of a Main Army (if playing in Army-by-Army activation mode).

By rail, each unit in its reserve counts as 1 in its country's railroad capacity. The GHQ itself doesn't count.

Moltke: the German GHQ (West) moves at the beginning of the turn, before the activations of the German Armies. This is a penalty and ceases in October 14, when Falkenhayn replaces Moltke at the GHQ.

10.3.4 Sea Transport



Units are transported from one friendly port to another friendly port. The crossing costs 0 MP if the transport takes place in the same sea.

- It costs 1 MP to disembark in the arrival port region (no matter what terrain). The transport uses 0 MP from port to port, in the same sea.
- No enemy interception is allowed in the region of the arrival port.
- Beyond one sea area, each transported unit has a -1 MP negative effect per additional sea crossed; -2 MP for cavalry.
- Units transported by sea may then move, but they cannot voluntarily initiate combat.

Sea transport procedure is detailed in the Naval Rules (section 14).

10.3.5 Administrative Movement



When an Army is activated, one or more units may carry out an “administrative” movement.

- The units' movement potential is doubled. In the case of rainy weather, a -1 effect on the MP is calculated before doubling the MP.
- All movement must be carried out in friendly territory or territory that has been conquered for a full turn (behind the front).
- Units are not permitted to move into contact with enemy units, except across a major river or through a city or fortress. They may be in contact upon departure, but they must move away as soon as possible.
- Units using administrative movement cannot use rail, nor convert rail, nor move by sea. They may only move by foot, doing nothing else.

An HQ (and its reserve) may make an administrative move, but in this case its Army cannot carry out any attack during the same turn.

The GHQ (and its reserve) may never make an administrative move. Its movement ability always stays at 6 MP.

10.3.6 Movement by Rail



During the movement of units, the player is allowed to move a certain number of units by rail. This movement is carried out only along friendly railroads.

The number of units authorized to move by rail is limited by nation and also according to the capacity of the used sections.

- It is necessary for a unit to be on a rail region at the beginning of its turn.
- The unit must be in supply at the beginning of its rail movement.
- The unit “uses” 2 MP if it embarks the train in a city or town and disembarks in another city or town. Otherwise, the unit uses 3 MP (Add 2 MP for cavalry.)
- If the rail move is for 20 regions or more, add 1 MP.
- An Off-map box is worth 20 regions.
- An enemy ZOC never prevents rail movement.
- The unit cannot enter neutral territory, unless it has access to it (See diplomatic rules).

Rail and Interception : a stack moving by rail cannot be intercepted, even in the region where it disembarks the train.

Rail Capacities

Rail capacity limits are as follows:

- Distance: The unit may move 40 regions Maximum by rail, no matter what the terrain or weather in force.
- Railroad capacities: The maximum number of units (corps, artillery, etc...) which may move by rail is limited by country and by turn. For instance, in 1914, we have:

	GB	Egy	Ger	Fra	A-H	Rus	Ita	Tur	**minors
1914	14	1	20	14	11	10	9	6	3

**minors: Serbia, Romania, Greece, Bulgaria, Belgium, Holland.

- Allied Countries: Countries on the same side may use each others' the rail network, deducting the rail capacity from the owning country's capacity (ex. the British and the Americans may use the French network in France, deducting from France's capacity).
- A transported HQ or GHQ counts as 0, but each unit placed in its reserve counts normally.

Railroad Section Limits

A section linking 2 cities or towns cannot have more than 5 units pass over it, during the same turn.

In addition, certain sections have a reduced capacity. The number of units that may pass is indicated by a number (1–4) in a grey circle within the region picture in the main interface.

Footnote: When this number equals 2 or 1, the supply by rail capacity is reduced also as already indicated.

Remember: A rail “section” is that which is between 2 cities or towns.

Railroad Conversion



On sprite



On button

To use a captured enemy railroad (for movement and supply), it is first necessary to “convert” it to the standard railroad of one's side (and repair damages and the inferred sabotages suffered).



An infantry unit must pass over the railroad to be converted, using 1 extra MP. Neither cavalry, nor artillery, nor an HQ may convert it.

One may convert several rail regions at one time, with one or several units, beginning first with the connected region (then the following ones).

Rails may also be converted during an enemy Reaction. A region with a besieged enemy fortress cannot be converted, as long as the fortress has not been taken.

Russian Railroads

Russian railroads do not have the same gauge as the others. As a result, to use conquered Russian railroads, the Central Powers must use 2 extra MP (instead of 1) to convert a region with an infantry unit.

The Russian must also use 2 extra MP when it wants to convert a Central Powers rail region to its national network.

10.4 Interception and Reaction Moves

10.4.1 Enemy Interception

During the enemy military phase, you can see the move of the activated enemy army. As soon as one of its stacks moves adjacent to one of yours, or attacks one of your stacks, an information window pops-up.

- You have the option to intercept the moving enemy stack. Just click on the OK button and the interception takes place. Be aware that you have only a limited time to make the decision.



- By default, interception takes place with the minimum number of the corps present in your stack (but this choice may be modified in the interception window).
- Interception automatically succeeds (no test) and your stack enters the area where the enemy is located. A battle takes place (after all the other movements of the activated enemy army), where you are the Defender, therefore benefiting from the effects of terrain and weather.

Be aware that you cannot intercept across a major river, or into an enemy city or enemy fortress. Note that when an enemy stack is intercepted, the interceptor may be intercepted in turn too by the enemy.

N.B. Interception is only possible in Movement Warfare (i.e. usually in 1914). When trenches exist, the rule no longer applies.

10.4.2 Enemy Army Reaction

The enemy side has the option to interrupt the play of the active side to take control and move 1 army in reaction. This is not an interception (which takes place during the enemy move) but rather a way to counter the movement of the opponent (between the activation of two of its non-coordinated armies). This reaction is allowed once per front, and the choice must be made after each activation of an enemy army (until it is successful or the last enemy army has played).

A reaction test is necessary and its success depends on the value of the Commander-in-Chief at the GHQ, on the distance between the said GHQ and the reacting army's HQ to activate, and finally on the Initiative on this front for the turn.



- If the test is passed, the enemy army is immediately activated. Once it has played (and ensuing battles have been resolved), the initially active player resumes its normal play (the opponent may no longer react on this front)
- If the test is a failure, the opponent has missed his opportunity, and no other reaction may occur on the same front during this turn.

Reaction Test

The Reaction value of the national GHQ is to be used to “take control” and play one designated Army during the opponents turn.

There may only be, for each side (not country), 1 Reaction attempt per front each turn, whether the result be a success or a failure. The Reaction must take place:

- between two activations
- after the 1st enemy activation, and before the last

A Reaction is successful when the D12 result \geq the GHQ Reaction.

● Modifiers

- 2 if the player does not have the Initiative
- Distance from the GHQ to the activated Army's HQ.
- 0 distance of 1 to 2 regions (no effect)
- 1 at 3 regions
- 2 at 4 or 5 regions
- 3 at 6 and 9 regions
- 4 at 10+ regions

Great Britain/United States: Their GHQs ignore all European seas from port to port. Ex. London-Mons, distance 3 regions.

London – Ostende (port): 1 – empty region: 2 – Mons: 3

To determine the distance between the HQ and GHQ, regions under enemy control or forbidden regions may not be used.

If the HQ and the GHQ are out of contact (no matter what reason), it is necessary to apply the worst distance penalty: -4.

Effects

In the event of a successful Reaction, the Enemy immediately activates the designated Army and plays it normally. The Army is thus played 2 times:

- If the Enemy has already played: he played it during his game turn. He plays it again, this time in reaction.
- If the Enemy has not already played: he plays it now in reaction, then will play it a second time during his game turn.

This rule favors the player with Initiative because he has no negative effect to Reaction. Once the “Reaction” is ended (success or failure), the active player continues his activities on the front in play.

No other enemy Reaction may be attempted for this turn on this front.

10.5 Blocking Movement and Zone of Control

The simultaneous nature of World War One: La Grande Guerre 14–18 movement plotting and resolution segments means that players (and the computer AI) must anticipate their opponent's activities. The presence of enemy forces and fortifications inhibits friendly movement in a land region during the resolution portion of a game turn.

10.5.1 Zone of Control Reminder

Each combat unit influences the 6 regions that surround it called the “Zone of Control” or “ZOC”.

- A stack containing at least one corps has a zone of control (ZOC) into the 6 adjacent regions.
- A stack besieging a fortress has no ZOC.

Exceptions

A ZOC doesn't extend through certain terrains:

- a major river (not to be confused with a minor river)
- a lake or a sea region side
- a high mountain (alpine) or a mountain crest

A ZOC doesn't extend:

- into a region occupied by an enemy stack
- or if there is an enemy fort
- into the regions of a neutral country

ZOC Effects

- A ZOC allows the interception of an enemy stack (during its movement).
- A ZOC does not cut off supply.
- A ZOC does not cut off movement by rail (there is no interception).
- However, an unbesieged fortress' ZOC does cut off supply.

10.6 Combat Orders

Players do not issue combat orders per se. Combat is executed automatically (under certain conditions) if opposing forces are present in the same region and at least one side is assuming an Assault or Offensive Posture.

10.7 Entrenching



Entrenchments provide defensive benefits depending on their level (1 to 3). They are not considered to be structures. They are not subject to the rules governing siege combat. Entrenchments are attacked using the Field Combat resolution procedure.

Entrenchment levels are not displayed graphically on the map itself but on the unit sprites, either by sandbags (+ a numerical value) at the base of the 3D unit sprite, or by a value printed on the NATO square sprites (counter-like on-map display option).

10.8 Immobilized Units

Many scenarios have Forces that begin the game as 'Fixed'. Fixed Forces are indicated with a Lock icon

10.9 Units in RP conversion and vice versa

When a country is short of RP, the player may decide:

- to reduce an intact corps (it does not matter where) – gaining 1 RP. It is also possible to reduce garrisons in a fortress.
- to eliminate a corps – gaining 2 RP for a full corps or 1 RP if the corps is reduced (flipped). It is not permitted to completely eliminate a garrison in a fortress.

The unit must be in supply and of the same nationality.

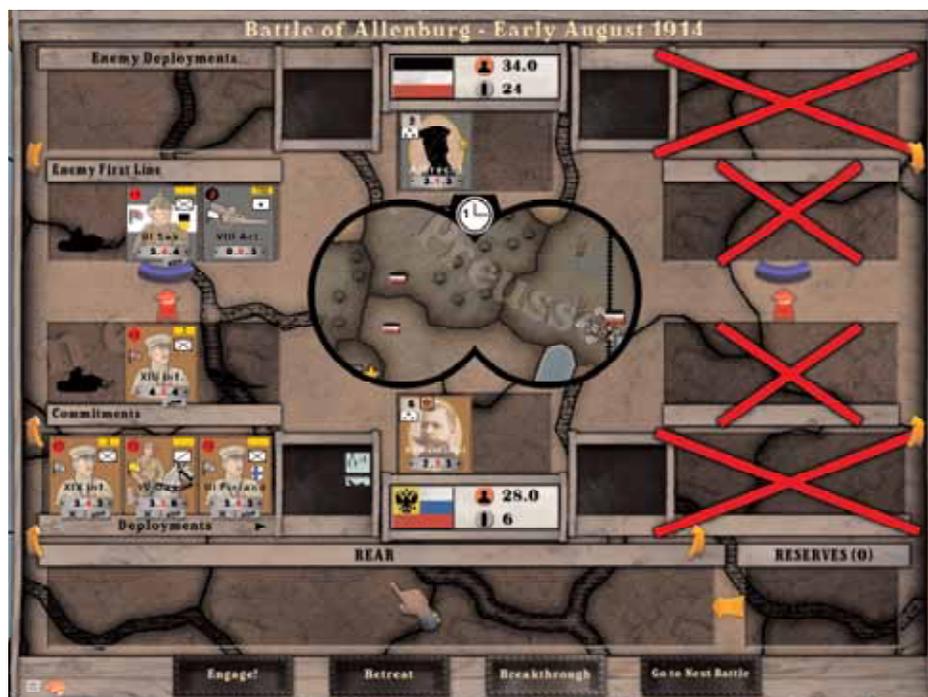
The player may repeat this action as many times as necessary, anytime during his game turn.

11. Field Combat

When an army has completed all its moves, and all interceptions have been enacted, battle resolution is undertaken. The attacking stack is the one which moved into the area, the stack that was present initially is the defender (who benefits from the terrain and weather). A battle window now opens (NB: in case of an interception, the interceptor is the defender). If the battle is in a region without a fortress, it is considered as field combat. Otherwise it is a siege (see section 12).

11.1 Combat Procedure Summary – General

When a field combat is started, it follows a number of steps that are always the same. The main difference in field combat will come from the military doctrine currently in vigor (section 23 of these rules). The game starts in 1914 with Movement Warfare doctrine, and the description below applies to it. From 1915, the particularities of Firepower doctrine and the ensuing Trench Warfare will alter field combat (see section 11.5 below).



11.1.1 Types of Battles

A battle may either be a large or a small one, depending on the number of corps involved by both sides.

- Small battle: both players each have a stack with 1 to 3 corps (not including those in the HQ reserve).
- Large battle: both players each have a stack with 4 corps or more (not including those in the HQ reserve). Such a battle is resolved as two separate and simultaneous sub-battles.

Each battle lasts a number of undefined rounds. A battle ends when a player does not want or cannot engage anymore corps, or when a player decides to call it quits and retreats at the end of a round.

In case of a large battle, 2 sub-battles are resolved simultaneously. The victor is the

one that wins both sub-battles. Victory in one of the sub-battles gives a bonus (for flanking attack) on the remaining resolution of the other sub-battle.

11.1.2 Rounds

During each round of a battle, you choose which one of your corps you will engage in combat, among those you have present in your stack. The enemy does the same, but you have no idea of which corps it will engage. This choice is made for each one of the sub-battles in the case of large battles.

- The attacker uses his attack value, the defender the defence value (+ modifications for terrain and weather). The difference between those two values determine the column used on the Combat Table.
- Each player may engage one artillery (as a support unit), if one is present, and to do so must use 1 Munitions (MUN). This gives an increase to the combat value. If both players use artillery, the respective bonuses cancel each other out. Beware; the MUN stock is limited.
- If the defender is in an area with a friendly fortress, the latter can be used as an artillery during 3 combat rounds without expanding any MUN, and in addition the defence value of the fortress is added to the defence value of the player.

Combat is then solved by random rolls, but each roll in each round can be influenced by 2 important modifiers:

1 – Generals: a general often has stars (0 to 2) for Attack - (0 to 2) for Defence. During the battle, the stars of both sides generals are compared (one in attack, the other in defence). The difference gives a bonus/penalty during the combat roll. Remark: if an HQ has no historical general, a random one is drawn just for the purpose of that battle (removed after combat).

2 – Fire values: each corps also possesses a fire value (+0 to +3). This simulates its strength in machine guns, field artillery, grenades and other equipment). During the battle, the respective fire values are compared. It also gives a bonus / penalty to the combat roll (range is -3 to +3).

Important: both the general and firepower bonus / penalties are cumulative, and the maximum is limited to +2/-2.

Combat Results

Both corps engage in battle and the results inform the player about their fate. They can suffer between 0 and 2 hits (losses) each, and may be forced to undergo a morale check.



- 1 Hit: the corps becomes wounded, and its combat values are reduced. You can see it visually, as a white stripe is displayed on the unit counter. If the corps was already wounded, it must undergo a Morale check (see below).

- Morale Check: the corps suffers 1 hit and makes a Morale check (whatever its original status).
- 2 Hits: the corps is wounded and must make a Morale check. If it was already wounded, the Morale check is undertaken with an additional penalty.

Historical Note: the French in August 1914 will suffer higher losses than their opponents (because of their red/blue uniforms and their shock tactics).

11.1.3 The Morale Check

Each corps concerned must first spend 1 RP (recruit point), unless he has an Exploit (combat result) If no RP are available, the corps is wounded. If already wounded, it is eliminated.

Each corps has a morale level (or category); usually on par with its combat values (best units usually have best morale!). There are 5 different levels: Elite (rare, excellent), Veteran (good), Active (average), Reservist (bad), Mobilised (worst).

The Morale check is done with essentially two modifiers: the morale level of the unit and the country's National Will (NW) bonus. In August and September 1914, the NW levels of most countries are very high, therefore granting almost always a +2 bonus to the morale test. Corps should usually pass their tests, but this will change later in the war when the NW drops.

The Results of the Morale check indicates the fate of the wounded corps. There are 5 possible outcomes:



Repulsed: the corps cannot be engaged in the next combat round (later rounds are still possible)



Disorganized: the corps cannot be engaged anymore during this battle (it will be operational again after the battle is over).



Out of Combat: the corps is removed till the end of the turn and will reappear as a reinforcement in the following turn (unless it was unsupplied and/or isolated at the time of the battle, in which case it is eliminated)



Eliminated: the corps is destroyed.



Panic: the corps is destroyed and the battle is lost! Two other corps in the same area must make a Morale check immediately.

Exploit: the opposite of panic, the corps has no damage or suffers no effect.

Historical Note: the French in August 1914 have an extra +1 Morale check bonus, due to their shock tactics (balanced by heavier losses, see above).

11.1.4 End of Round

Each player now decides whether he wishes to continue the battle or not (provided he still has at least one corps fit for battle).

- If yes, another combat round takes place. If no, the battle ends and the loser must retreat (see below).
- If both sides decide to cease combat on the same round, the loser is the Attacker, who must retreat.

Warning! There is an important exception the generals all have an Obstinacy value which determines the minimum number of mandatory combat rounds they must make before being allowed to retreat!

11.1.5 New Round

Each player chooses again 1 corps to engage in battle. If the same corps as last round is chosen, the corps morale is affected by a -1 penalty for each consecutive combat round.

Reinforcements: you can call 1 corps from the HQ reserve as reinforcement in the battle. You may even use it immediately as the corps to be engaged in the battle.

The above steps are gone through once more. At the end of the second round, another choice is offered to pursue the battle or retreat, and so on (round after round)

11.1.6 Delegate Combat to the AI

The combat window displays a check box that allows you to delegate to the AI all combat commitment decisions. Just check the appropriate box and see the combat being resolved in front of your eyes. Note that once you have delegated control to the IA, you cannot alter this choice until the battle is over.

11.1.7 Retreats

In case of defeat, the vanquished stack must retreat:

- Attacker: it must retreat to the area it entered the battle area from
- Defender: it must retreat 2 or 3 areas (1 if a city is present)

Reorganisation (Defender only): the loser chooses to retreat one more area. In compensation, 1 wounded corps in the retreating stack is set back to full strength.

11.1.8 Stacking Limit in the Attacked Region

If several stacks jointly attack the same region, the stacking limit of the attacked region must be respected, even if the total number of corps of the two stacks exceeds this limit.

Excess corps may not participate in the battle. Only corps in the attacked region and corps in reserve may take part.

Example: the French I and II Armies jointly attack Colmar in August 14. Colmar is a mountain region, thus stacking there is limited to 4 corps. Each Army attacks with 2 corps. The other corps of the attacking stacks must stay in their departure region (without participating in the battle). Each Army may reinforce the battle only with its reserve corps.

11.1.9 Retreat before Combat – Cavalry and HQs

This rule only applies under the Movement Doctrine (in 1914). The Defender may avoid combat and retreat before combat if:

- The Attacker has no cavalry units
- The Defender has only cavalry (and is without infantry or artillery)

If he retreats, the Defender automatically moves back 1 to 3 regions towards the closest friendly supply source. The Attacker is stopped, and he cannot carry out any breakthrough.

Trick, the Attacker may take cavalry out of his reserve (if the HQ is present) to attack enemy cavalry and prevent it from retreating before combat.

An attacked HQ / GHQ, if it is alone, will either immediately move back 1 to 3 regions or deploy its remaining reserve units into the region to accept combat.

11.2 Case of Major Battles

If both sides each have at least 4 corps in their stack, the field combat is a "Major Battle". This alters the manner of resolving combat: 2 sub-battles take place simultaneously, in parallel.

11.2.1 Distribution of Units

Each player divides his units and sets out his artillery in one or the other (or both) sub-battles. In the case of a joint attack by 2 Armies, each one fights in a separate sub-battle, with their units and his general.

The defensive bonus of a fortress, a city, etc. applies to both sub-battles. A general confers his bonus for the two battles (except if the Attacker has 2 Armies, each with its own general, in which case there is one general per sub battle).

In addition to its defensive bonus, a fortress may be used as artillery (for one sub-battle only). It fires 3 times for free, then using 1 MUN per shot (from 4th round and over).

11.2.2 The Length of a Major Battle

An attacking general has an Obstinacy value that obliges him to attack a minimum of rounds. If the Attacker has 2 Armies, with 2 generals, only the one with the better rank (the letter closer to A) uses his Obstinacy for the battle.



In Movement Doctrine, each round of the sub-battle counts as 1 for Obstinacy for the attacking general. Which makes 2 total per round of the major battle (which limits the general's attack Obligation).

11.2.3 Victory in one of the Sub-battles

A player automatically loses one of the sub-battle if either one (or more) of the 3 cases below occur:

1. His last unit has been eliminated or placed out of combat at the end of a round. Artillery must withdraw in the second sub-battle (if the battle continues).
2. Or his last unit has been Shaken or disorganized (after a combat die roll) and no reinforcement has been sent right afterwards.
3. Or the player voluntarily retreats from a sub-battle.

The winner of the 1st sub-battle also automatically obtains the advantage of "flank combat" for the 2nd sub-battle. Nevertheless, despite victory in the first sub-battle, the winner of the second sub-battle will be the overall winner.

11.3 Engaging in Field Combat

For each round of combat, the Attacker and the Defender announce which unit is their "engaged" combat unit, and whether or not there are any support units (usually only artillery in 1914).

- There is only one "engaged" combat unit for each side for each round of combat.
- Units are only engaged one by one.
- In combat with several rounds, the same unit may be engaged several times in a row, however this will have a negative effect when checking morale.

11.3.1 Artillery Support

An artillery gives a bonus to the attacking or defending force of the "engaged" combat unit (for each round of combat).

- In 1914, in the Movement doctrine, the artillery support values are reduced: value of 2 (instead of 3 usually).
- To give support, an artillery unit uses 1 munition (1 MUN) per round (each time it is used).
- Artillery is never obliged to fire each round: by placing the Artillery in the first line, you decide to fire it. If you do not want (or can't) fire, remove it from the first line.



The presence of a friendly fortress equals one artillery if the battle takes place in the region outside of the fortress (See section 12 below). This is done automatically.

- The fortress fires 3 times for free (at each battle), then using 1 MUN per shot (from 4th round and over).
- A minor country fortress fires all rounds, and spends no MUN.

Only one artillery alone may support a given battle, except in the case of the major battle (then two can be used: one per sub-battle).

A siege artillery may give support in a battle. It acts as a normal artillery unit, but its value is also limited to 2 in 1914 in such a case.

11.3.2 Strength Differential Calculation

After having declared the "engaged" unit and possibly artillery, combat strength is calculated automatically for each side according to the following criteria.

Strength Differential

- Attacker: attack value of his combat unit + artillery (+ operational situation).
- Defender: defense value of his combat unit + artillery (+ terrain, weather and operational situation).



- The difference of the Attacker and the Defender is the “strength differential”.

Attention: a unit always has at least a combat value of 1, no matter what the other applicable modifiers may be.

Weather

Rain and snow influence combat.

- Rain: +1 to defense in a Plain (in Movement Doctrine only).
- Snow: +1 to defense everywhere and -1 to the attack roll (not value!).

Remember that major and minor rivers are frozen (and thus to be ignored) in case of “Severe” winter during Snow turns (see section 2 and also Weather above).

Effects of Terrain

See the Terrain chart in section 2 at the beginning of these rules. Often, terrain modifiers can be different for the Defender depending the combat is in its 1st round or in its 2nd and following rounds.



If there are several different terrains features in a region, effects are cumulative.

IMPORTANT: All these modifiers (weather and terrain) are cumulative for defense with a Maximum of +3. Note however that when several defensive bonuses accumulate and exceed the value of +3 (maximum), the excess is still kept (but not applied). Only the total applied bonus decreases from round to round.

Operational Situation

Other modifiers may intervene, notably on the operational situation of the battle.

- Flank battle: in the case of the major battle, if a side has won one of its sub-battles, it benefits from a “flank battle” for the 2nd sub-battle, +1 / +2 bonus (except if there is an enemy fortress in the region).
- Encirclement Battle: if a side conducts an “encirclement battle” (through play of an event), it benefits from a +3 bonus for each round (except if there is an enemy fortress in the region).
- Unsupplied units attack and defend at ½ strength (rounded down, minimum value 1), except in city defense.
- Cavalry attacking alone, without the support of infantry in their stack, facing infantry have a -2 effect on combat value. This doesn't apply to defense.
- All these modifiers are cumulative.

Case of Mountain Units

A mountain unit has a bonus in its attack (+2) or its defense (+3) value, depending on the situation, in mountain and high mountain terrain. To be added to its combat value.

In the case when each side engages a mountain corps during the same round, the Defender only has an advantage of +1, to be added to his other defensive bonuses.

11.3.3 Combat Bonus (roll) Calculation

After having determined the strength differential, the combat roll bonus are then factored according to the following keys:

Bonuses/Penalties Limits

Several bonuses (or penalties) are possible and applicable: Corps Firepower Value, the commanding General, Numerical Superiority, British BEF elite, the Doctrine and Tactic in force, Winter (Snow) or Events. Nevertheless, the Net Total of all the bonuses and penalties is limited to +2/-2.

In addition, this total is limited to +1/-1 for Snow weather, or if the Defender benefits from a numerical Superiority.

Firepower Value Differential

Certain combat units have a “Firepower” value (the value indicated in the red circle with a + symbol) on their interface counter.

(Note: this figure is noted in the form of an exponent in the rules. Example: a German 63-7-4 has a Firepower value of “+3”)

This value acts as a bonus (or a penalty) equal to the difference of the Firepower value between the Attacker and the Defender. Note that initially many units do not have firepower, from a lack of cannons, machine guns, etc. in sufficient number. This can be improved later during the war.

Remember: Firepower is always +0 if the unit is out of supply.

Generals Differential

If an HQ does not have its own general, a random one is selected at the start of the battle, and stays in play until the end of the said battle.



- The Attacker obtains +1 bonus per star printed on the left on the general's unit (i.e. Attack Bonus).
- But he suffers a -1 penalty per star on the right of the Defender's general unit (i.e. opponent's Defense bonus).

A general gives his bonus to all the stacks of his Army situated in the HQ's Command range (in attack as in defense).



During an “ordinary” battle, with 2 Armies, command goes to the general with the better rank (the letter closest to A).

Numerical Superiority

If the Attacker has at least 3 corps more than his opponent, he benefits from a “numerical advantage” for the battle: +1 bonus in his favor.

If the Defender has the numerical advantage, the Attacker suffers a -1 penalty.

This is calculated without counting the HQ’s reserve units. In the case of the major battle, no one may have numerical superiority as long as a sub-battle has not been won.

Superiority may be acquired or lost during combat, and thus in the same way, the bonus / negative effect that goes with it.

Doctrine Differential

The Defender under Firepower Doctrine inflicts a -1 penalty effect on the Attacker if he is still under the Movement Warfare Doctrine.

Winter

Snow gives a -1 penalty to all attacks.

Events

Certain events give a variable bonus, depending on the event played. Only one event per side may be played to affect a given battle.

Marine Units Advantage

A marine unit (with an anchor symbol) has an elite morale only in coastal regions. Elsewhere, his morale is only veteran.

When a marine unit is engaged in combat in a coastal region (attacking or defending), no matter what the terrain is, the firepower value of the opponent’s unit is ignored.

This only applies to the round of battle when the said marine unit is itself engaged.

Mountain Units Advantage

When it is engaged in combat in a mountain or high mountain region, attacking or defending, the firepower value of the opponent’s unit is ignored.

This only applies to the round of battle when the said mountain unit is itself engaged.

Siberians Advantage

The three Siberian 51-6-4 [E] Russian corps have an elite morale only in Snow. Otherwise, in Good weather or rain, they only have veteran morale.



11.3.4 Combat Results

Combat losses are expressed in the number of losses sustained by the Attacker and the Defender. These losses are applied immediately.

Loss Principle

A standard corps has two steps: the first represents the unit’s full strength, the second, illustrated by a white stripe on the unit’s picture, is the “damaged” step (1 loss has been sustained).

A corps may sustain 1 loss without a problem. The unit is simply reduced and now shows its white stripe.

From the 2nd loss sustained, the unit uses 1 RP from the country’s stock to maintain itself and must roll a “morale check”. This check results indicates further effects that, in general, harms the unit for a time. A unit may sometimes last for several rounds as long as it passes the moral checks and uses RP.

Numerical Losses

There are losses if the combat result table indicates a number (½, 1 or 2) or a letter (“M” or “E”).

Losses are automatically registered and accumulated from all the battles conducted by the same nation during the current turn. This will be important for the country’s National Will (and certain special rules in the scenario) at the end of each turn, starting from the end of September 1914.



A destroyed isolated unit always equals 2 losses, no matter what the actual result suffered.

- If the result is a "½" loss, there is 50% chance the unit suffers no loss. If not, the unit sustains 1 loss. The unit is now showing the damaged white stripe if it was previously intact. It still shows the white stripe and makes a morale check, using up 1 RP from the country's stock (if it was already damaged).
- If the result is a "1", the unit sustains 1 loss and is damaged or undergoes a morale check and uses 1 RP (if it was already damaged).
- If the result is a "M", the unit sustains 2 losses. The unit first undergoes a morale check and uses 1 RP. Then the unit is damaged (except if it is already so).
- If the result is a "2", the unit sustains 2 losses. The unit is first damaged. Then the unit undergoes an immediate morale check and uses 1 RP. If the unit is already damaged (from previous round or battle), the test is made with an additional penalty of -2.
- If the result is an "E", the unit is automatically eliminated, with 2 losses and the loss of 1 RP.
- The maximum sustained is limited to 2 losses (in one round).

11.3.5 Morale Checks

According to a combat result, a unit may be forced to roll on the Morale Table. In all cases, the test is carried out in the following 2 circumstances:

- 1. the corps is damaged and sustains 1 or 2 losses;
- 2. the combat result is a "M".

The power automatically uses 1 RP. If the nation cannot use any RP (isolated unit or national stock at 0), the unit is eliminated (remember: possible conversion units → RP).

Modifiers

Factors affecting the morale check are:

- An unsupplied or isolated unit has a penalty of -2 on morale checks.
- An isolated unit cannot use any RP (it is thus eliminated).
- "Isolated" status is verified once again at the time of combat, because a non-isolated unit during its activation could then become isolated.
- An isolated Army (with its HQ) uses 1 RP and 2 MUN (to be subtracted from the stock). If it is isolated in a national city, it may use the blue value of the city in RP.
- The Morale Check is executed with a D6 roll, modified as indicated in the table, principally by National Will (a bonus in the case of high NW, a penalty if NW is low), and the unit's morale class (veteran, active, reservist, etc).



National will: +/- ?

Unit morale class:	
Elite	+2
Veteran	+1
Active	+0
Reservist	-1
Mobilized	-2

already damaged unit and 2 suffered losses: -2

"exhausted" unit: -1 per consecutive round where it is engaged, starting from its second combat round (ex: -1 for the 2nd round, etc).

Unsupplied unit: -2

French only: +1 with its Combat tactic "Shock" in August 1914

Morale Check Results

There are six different outcomes possible:



9+ (Exploit): the unit resists valiantly. Losses are reduced by one: 2 losses or M = 1 loss; or 1 loss = 0 loss.

The unit uses no RP (no matter what the loss sustained).

The unit is not to be flipped if the combat result was "M".

6-8 Shaken: the unit cannot be used again immediately as an engaged unit in the next round (but it may be again in the rounds after that).

If the unit is Shaken and finds itself to be the last, without the arrival of 1 reinforcement corps, the battle is lost. The player is forced to retreat.

4-5 Disorganized: the unit may no longer be used as an engaged unit in this battle (it may be used during another battle). It leaves towards the "rear".

At the end of the battle, the disorganized unit rejoins its stack or goes back into its departure region (Attacker) or retreats with the others in the case of defeat (Defender).

2-3 Out of Combat: the unit is placed on its reduced side in the reinforcement schedule of the following turn. Special case: if the unit is isolated, it is immediately eliminated.

0-1 Eliminated: the unit is eliminated. If the HQ is alone in the region, it must immediately move back one region.

-1 Panic: the unit is eliminated, and 2 other corps from the same stack must carry out an immediate morale check (each new "panic" result brings about a new test for two other units, etc...). The battle is automatically lost. The victim side must retreat. This also applies in a major battle, even on the other flank.





11.3.6 Start of a New Round

At the end of a combat round, in the case where neither the Attacker, nor the Defender has retreated or has been eliminated, a new round is begun.

Sending Reinforcements

If the battle continues, the players may reinforce the battle with 1 unit from their Army's HQ Reserve, per round, if there are units available. A unit coming from the Reserves may quite easily become the "engaged" unit for the round to come.

- The battle region must simply be within the HQ's command reach.
- If several HQs have jointly engaged in battle, the unit may come from either reserve.
- The same applies to the GHQ Strategic Reserve, on condition that the GHQ is no more than 3 regions from the battle.

The Rear

To respect the maximum stacking limit in the attacked region, you may withdraw a corps towards "the rear" in order to bring in a reinforcement corps.

- It is not important to know where the "rear" is during the battle.
- What is important is that it is necessary to respect the authorized stacking limit (max. # of corps) for each battle round: e.g. 6 in plain, 4 in mountain.
- Disorganized corps or those leaving for the "rear" will be placed back into the Armies, or in their reserve, after the battle.

"First Line" Unit (+ artillery support)

For the new round, each player may change his "first line" combat unit, and/or choose to support it with artillery. If it is a major battle, the units cannot leave their sub-battle to go into another.

Remember: a same unit may be engaged consecutively during several rounds, but will sustain a penalty in the case of a morale check (exhausted unit).

11.3.7 Duration and End of the Battle

Barring elimination of one side's units, duration of the battle may be affected by various elements, such as:

Obstinacy of the General (Attacker only)

A battle must last a number of rounds equal to the Obstinacy value of the Attacker's general (except if mandatory retreat or total elimination has occurred before).

This obstinacy value is only applicable in attack (not in defense). If the general engages in several battles, this value is for all of the engaged battles, thus the rounds of all the battles are added.

- In 1914, each round of a major battle is worth 2 Obstinacy (thus 1 for each sub-battle).
- In 1915+, each round is worth 1 Obstinacy, no matter what the nature of the battle may be.
- If the Attacker attacks with 2 Armies, for the minimum duration of the battle, Obstinacy is the one of the highest ranking general.

Defeat

If, at the end of a combat round, one of the sides has no more units "committed" or in the "Rear", he loses the battle and must retreat. Its opponent is the winner.



If both sides have no more units to engage, the Defender is the winner, unless the Attacker is merely Shaken or Disorganized and the Defender is Eliminated or Out of combat, during the last round. Then the Attacker is the winner.

Each battle is resolved, one after the other. When all battles have been resolved, all retreats are proceeded with. Then, if possible, breakthroughs take place, starting from the victorious regions.

Used Artillery

Used artillery stay with their combat stack and are never placed back into the HQ reserve after combat. This is holds true for the Attacker and the Defender.

If the Attacker is victorious and carries out a "flank breakthrough", his artillery may follow and be reused in the new region in the case of battle. On the other hand, in the case of an "in depth" breakthrough his artillery cannot follow.

Destroyed HQ or GHQ

An HQ or a GHQ is destroyed, if its stack is isolated and destroyed.

A destroyed HQ returns to the game the following turn, in a region containing a unit from its Army or (as a default) in a supplied and non-isolated national city.

A destroyed GHQ must return to the game in a supplied and non-isolated national city the following turn.

Retreat – End of Combat

At the end of a combat round, both sides may decide to retreat voluntarily. The retreat of the Defender (if decided) is implemented before that of the Attacker. If no one retreats, a new round will take place.

- So if one of the players chooses this option, the combat ends and the units beating retreat move back one region.
- A retreat may never be intercepted.
- A retreating side must "retreat" again if the Attacker carries out a breakthrough in the region into which the retreat took place.
- If the beaten stack moves back into a region where friendly units are found and the winner, in a breakthrough, attacks this same stack, the losing, retreating stack must move back again, leaving the friendly units to fight alone.
- If the loser is in a port, it automatically re-embarks and retreats to the nearest supply-source port (if not possible, it's destroyed).
- It is always possible to retreat towards a fortress to take refuge there (2 corps + artillery + HQ or GHQ, without reserves).

Moving back against 1 Loss

During the Movement Doctrine, the Defender may choose to cancel 1 loss sustained in the last round



against +1 region of retreat, which makes a 2 regions retreat, or 3 regions if the result from the last round is in case of critical retreat.

Remember: a "M" result becomes only "1" loss.

Direction of Retreat

Retreats take place in the direction of the nearest friendly Supply source (or relay). However, if there is an equivalent choice between several sources (or relays) that are an equal distance, up to 2 regions, the choice is made randomly.

- The beaten Defender cannot cross a region occupied by enemy units (including a fortress), or any prohibited region, nor enter into a region from where the Attacker's corps came.
- A retreating Attacker retreats into its region(s) of departure.

It is possible that a retreat path only exists away from the supply source or in being isolated at the moment of retreat.

- In this case, a morale check immediately occurs for each unit in retreat with a negative effect of -3 (in addition to other modifiers).
- An isolated beaten corps, nonetheless, may withdraw to a fortress without doing a morale check, because it can find refuge and supply inside.
- If the result of the test indicates "Shaken", the unit does not lose RP, it survives and may retreat. If the result is "Disorganized" or worse, the unit is destroyed (without loss of RP).
- Each stack of units unable to retreat is eliminated.

11.4 Breakthroughs and Counter-Attacks

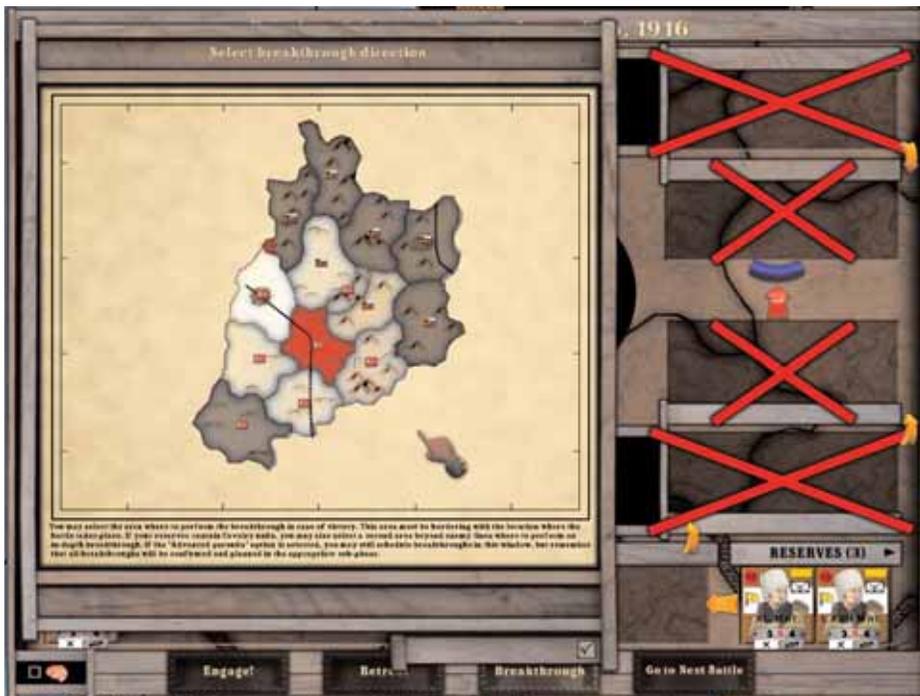
If the attacker is victorious, and once all battles of the activated army have been resolved, the attacker may exploit his victory.

Breakthroughs may be planned from the start of a battle, by clicking on the relevant button in the Battle Window (even before the start of the battle). It opens a map of the regions adjacent to the combat (which is in red colour) and you just have to click on one of these, thereby "planning" the region where the breakthrough will take place, if and when it occurs.

To do so, he may use his corps still in reserve (of the activated HQ) to undertake a special breakthrough move. In order to do so, the HQ may be no farther away than 2 areas (max.) from the battle.

- Corps in reserve are released from the HQ and placed directly on map, inside the victorious battle area. From there infantry corps may move one extra area in breakthrough. Cavalry corps may move 2 areas if the weather is sunny.
- All defeated stacks must retreat in front of the units undertaking the breakthrough (except if they were behind a major river line or in a city).
- On the other hand, un-defeated enemy stacks may intercept and battle breakthrough units.
- Similarly, in case of a victory in a breakthrough battle, no subsequent breakthrough is allowed.





(+ reinforcements from his HQ reserve).
The GHQ cannot send reinforcements.

During a breakthrough, it is entirely possible to besiege a fortress, carry out siege firings, and even launch an assault.

On the other hand, no breakthrough may begin in a region containing an enemy fortress, even if it has been taken in assault or has been recaptured.

11.4.3 Enemy Reaction to Breakthroughs

The Opponent may intercept units carrying out a breakthrough, with stacks that have not engaged any battle during the activation of the current player's Armies.

If breakthrough units enter into a region containing beaten enemy units (those that have just retreated during the current set of battles), these units are obliged

If the stack has carried out an "administrative" movement or if it is out of supply or isolated, it may not carry out a breakthrough.

11.4.1 Units in the HQ Reserve

Breakthroughs occur at the end of all the activated Armies' battles carried out after all of the retreats.

The Attacker may draw on a number of units from the HQ Reserves to do a breakthrough, equal to maximum to the general's Breakthrough value.

11.4.2 Choices offered to the Attacker

There are two types of breakthroughs:

- Flank Breakthrough: it is an attack inside another region on the front, adjacent to one of the Attacker's departure regions and of the conquered region. In this case, the Attacker automatically benefits from a "flank attack" bonus (+1/+2 in attack value). He may reuse his artillery.
- In Depth Breakthrough: this is an advance or attack at a distance of 1 region beyond the conquered region, far from the departure region. The advance may even be at 2 regions with cavalry in Good weather** if the 1st region of the Breakthrough is Plain.

** The Russian cavalry may breakthrough 2 regions in Snow also.

The Attacker may try both forms of breakthrough if he uses several reserve units.

Important: breakthrough units are authorized to attack units having already engaged in battle. The Attacker may only attack with his breakthrough units

to retreat one more region to allow the breakthrough units to take the region.

- The same for the 2nd breakthrough movement by the cavalry.
- Each opposing stack that just retreated is also Shaken.
- Exceptions, the beaten stack is not required to flee if it has withdrawn into:
 - a city (not a town)
 - a region with a friendly fortress
 - across a major river (not minor river), strait or canal.
- In the case of battle, this beaten stack may either fight again normally or flee (owner's choice).

11.4.4 End of the Breakthrough

A battle resulting from a breakthrough may never create a new breakthrough, in turn.

11.4.5 Counter-Attacks

If the defender is victorious, he may undertake a counter-attack in order to continue the battle. In such an instance, the attacker retreats to the area it entered the battle from, and the defender pursues him there. The battle takes place inside that "new" area.

- Roles of attacker/defender are thus reversed, and units still in reserve may be called by both sides.
- The former attacker does not have the benefit of terrain, except in mountains, behind major rivers or in a city.
- If the former defender is victorious, he is not allowed to breakthrough from its counter-attack.

- If the former defender is defeated, he retreats into the area he came from (i.e. the area where the original battle took place).

This rule only applies under the Movement Doctrine in 1914.

11.4.6 Mandatory Attacks

Certain powers have an attack obligation in August 14, usually when they have chosen an offensive Warplan (France, Russia, Austria, sometimes Germany). These stacks are indicated on the game map by a red flag icon next to them.



- Each stack of the attacking Armies must “attack”, without leaving any unit behind (unless due to stacking limits in the attacked region, if this is the case, the attacking stack must be divided in 2, and each stack attacks separately).
- An “attack” must be aimed at the opposing enemy stack, a fortress (to be besieged), or an entry in depth, the furthest possible, into enemy territory.
- Only units in the HQ reserve are not required to attack.
- If an attacking Army falls back (during the Pre-turn of the opponent’s August turn), it must retreat and stay adjacent to the Enemy, in order to insure an attack during its game turn (and respect its attack order).

Once orders for attack are considered satisfactory, a green flag symbol is displayed instead of the red one on the unit stack.



Offensive Warplans Constraint

Any power applying an offensive Warplan in August 14 may not voluntarily retreat after having carried out a victorious battle (in attack).

11.4.7 Overruns

In the event of battle, if the Attacker has at least 3 corps involved (6 corps in Fire-Power doctrine), the Army may move 1 extra region, and re-attack (+ then breakthrough), if the 1st battle was too short and the intensity was too weak. In other words:

The Attacker’s Army is blocked from performing the overrun if:

- the Defender has 2 corps (or more)
- and if the battle lasts at least 2 rounds

Overrun

If the Attacker’s Army is not blocked, the player may perform an automatic breakthrough move all of his reserve units (still having MP) 1 more region, if the terrain permits.

This movement occurs at the end of the battle. A new battle may be engaged immediately afterwards.

No Overrun

If the Attacker’s stack only has 1 or 2 corps, it is still blocked (no matter what the battle is). Thus, this rule is to be ignored.

Exception: no overrun may take place if the attacked region contains a fortress.

Fast Overrun

If the Attacker engages the enemy with 4+ corps and the Defender has only 1 corps, no battle is performed, but the Attacker is slowed down by 1 movement point, 1 corps is flipped and suffers from a Morale Check and the attacker suffers from 1 loss. If 2 corps are engaged by the defender, attacker is stopped. Otherwise, as written above, a battle occurs and the defender must engage his 2 corps during the battle before he can choose the retreat option, whatever the battle result.

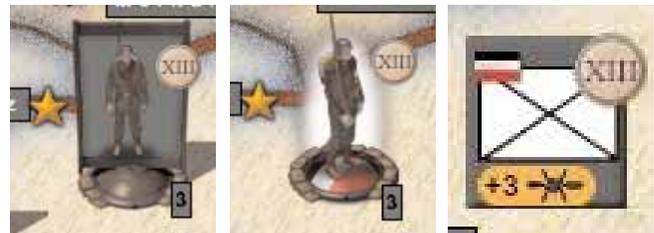
11.5 Trenches

Trench warfare is the consequence of the change in combat doctrines, from Movement Warfare prevailing in 1914 to Firepower Doctrine by the end of that same year and early 1915.

The change involves three major consequences:

- Units are now entrenched (symbol on their stack) and receives a defensive bonus for trenches
- The combat table used for resolving battles is different, as well as the combat procedure
- Beginning in 1915, each player may prepare a Grand Offensive in advance, on a predetermined date, to strongly attack one point on the front (for one or more turns). The political and NW consequences will be increased.

In 1915, all units automatically entrench at the end of their movement, and benefit from certain defensive advantages.



11.5.1 The Trench Levels

The trenches begin at a level of +0 when the Fire Doctrine is adopted, and may be increased up to +3 by technology. The two sides may undertake research to make their trenches more elaborate (See Technology section 22).

11.5.2 Combat Advantage

A trench adjusts its occupants’ defense value. This defensive bonus begins at +0 (no bonus) and may increase up to +3 as technology improves.

- The Trench Table replaces the Combat Table when defending.
- The Morale Check Table is modified (See below).
- The Defender gets a +2 bonus on all Morale Checks (never the Attacker).

11.5.3 Trenches on the Eastern Fronts

On the Eastern Fronts, the effect of trenches is reduced.

- Russian Front: the level of trenches is 1 level less than normal for that side (min. +0). The maximum possible is +2.
- Balkan, Armenian, Oriental Fronts: it is 2 levels less than normal for that side (min. +0). The maximum possible is +1.

This represents the lower density of men on those Fronts.

11.5.4 The Trench Morale Check Chart

A few bonuses apply compared to the Movement Warfare situation.

- All damaged corps suffers a -1 penalty, or -2 if it has suffered a result of "2" losses. This -1 modifier is applied as soon as the corps is damaged.
- "Mobilized" units have a -1 penalty (instead of -2 as before).
- A trench gives a +2 morale bonus to the Defender. NB: This is balanced by a -1 penalty if the trench suffers an "r2" result or -2 if it is an "r3".
- In the case of "panic", the 2 other corps to test are denied the trench bonus.

11.5.6 The Rigid ZOCs of Trenches

A rigid ZOC cuts neither supply nor movement by rail. But it blocks movement in the following case:

- a friendly stack cannot be moved directly from an empty region next to another region, if both regions are located in a (rigid) enemy ZOC. The friendly stack remains blocked in the first (empty) region.
- Exception: It is nevertheless possible to go and directly attack the nearest enemy stack (via that empty region).
- Unblocked: a rigid ZOC does not block retreat movement, a breakthrough, or an overrun.

A stack besieging an enemy fortress does not assert a ZOC.

Remember: The presence of friendly units in a region (before their move) neutralizes enemy ZOCs. ZOCs do not extend across major rivers.

11.5.7 Empty Region(s)

If your front contains an empty region, the adversary may enter it quite easily (but he may get blocked there → rigid ZOC).

The Defender may nonetheless attempt to react to this "move", by sending 1 unit in defense to the empty region (but no artillery). There is an automatic 50% chance of success to this reaction.

The HQ sending a reinforcement must have a unit adjacent to the "attacked" empty region.



11.5.8 The GHQ General Artillery Reserve

The GHQ may now have 2 heavy artillery capable of acting at each activation, in attack or defense. This heavy artillery may intervene in all battles on the Front:

- Western Front: anywhere
- Russian Front: within a range of 6 regions from the GHQ

They may be returned to the general GHQ reserve immediately after the battle.

These heavy batteries may be re-used several times per turn in different battles. But they may be employed only once per Army activation altogether.

Reminder: each GHQ may have more artillery (heavy or other) in its reserve, but they may not act in this manner.

11.5.9 Independent Units

They are those units not attached to a specific Army. These stacks may never attack. On the other hand, they may be reinforced, during a defensive battle, only from HQs or GHQs located within 6 regions.

11.5.10 Reassignment of a General

From 1915+, it is possible to reassign 1 general during each Reinforcement Phase. Each power only has the right to 1 reassignment per turn (for all of the fronts). It is necessary to take a political action for this. However, there is a 50% chance that it may fail.

- If it succeeds, the chosen general changes HQs. If the new HQ already has a general, the two generals are exchanged.
- Attention, certain generals may not be reassigned (e.g. the Kronprinz in the West, Mackensen in the East, etc).

11.5.11 Assault on a Fortress

From 1915+, the Attacker may not carry out any preliminary bombardment, tank or stossstruppen during an assault on a fortress. He may only use aerial support or a gas attack.

GAME ADVICE

In Trench Warfare, it is strongly advised that:

- You have, if possible, 3 corps per region (West), and 2 corps (East).
- The other units should be in the HQ reserve. It is better to have corps without an Army number in reserve (so they may reinforce elsewhere).
- Keep 2 heavy artillery and several corps with good morale in the GHQ (ready to intervene on the Front).
- When the "Flash bombardment" Combat Tactic is found, it is better to have 4 corps per region (West), and 3 corps (East).

11.6 Trench Warfare Fronts Sectors and Offensives

As in the Movement Doctrine: for each Front (East and West), one player will have obtained the Initiative. This player determines who plays first. When the designated player has finished, the other player takes his turn on that front.

The player who has the Initiative on the Western Front chooses which Front will be played first (except in the Four Player game, where they are played simultaneously).

11.6.1 The Sectors of the Front

Western Front:

divided into 2 sectors
French Front
Italian Front

Eastern Front

divided into 4 sectors
Russian Front
Armenian Front
Balkan Front
Oriental Front

- The Russian Front extends to the Romanian border (Balkan), and to the Don river (South: Armenian front). If Transylvania is invaded, the Russian Front ends where one finds the Romanian Army or (by default) at the last Russian Army in Transylvania.
- The Balkan Front extends to all of the Balkans, and/or throughout Austria-Hungary if the Front moves there (except next to the Russian Army).
If Romania is at war against Russia and invades Russia, the Balkan Front must end in Bessarabia, Romanian "territory" (even though it is in Russia).
- If Italy is in the war, the Italian Front runs from the Swiss border to the sea (facing either Austria or France, depending on which side Italy is on).
If Switzerland is attacked, its border is part of the French (not Italian) front.
- The Armenian Front extends to all of Turkey in front of Russian X Army (Kavkaz), or XII Army (often, along the Black sea coast). In Russia, the Armenian Front extends to the Southern Don river (Russian Front starts from the Northern Don River).
- If the Entente lands troops in Germany, this "separate" Front belongs to the French Front.
- The same if Germany lands in Russia (Russian Front), etc.

The French, Italian and Russian fronts (sectors) are considered the "Main" ones and will be those that will see the most decisive Grand Offensives (see next)

Difficult Coordination against Central Powers

The Entente had a problem in coordinating several attacks, by different Entente Powers, against the same Central Powers nation. That is to say, to attack their Armies (no matter where they are on the map).

The Entente may carry out 2 battles (either Main or secondary) each turn against Germany or against Austria, without problem.

Starting from the 3rd battle, it is necessary to roll a test (D6):

[1-2] 3rd attack authorized, [4-6] failure (no 3rd attack)

A "Reaction" battle during the opposing turn does not count (it is to be ignored).

Failure: if the 3rd battle fails, it still counts as a "battle" played on the Front. No other battle is authorized during the same turn against this same Central Powers nation (except through a successful Reaction).

Success: the 3rd battle takes place. The Entente may attempt a 4th battle (new test), etc.

Certain cases:

The same against Turkey (or Italy) when it is a Central Power.

If a Grand Offensive is launched after 2 battles against the Central Powers nation (to be attacked), it is necessary to do a test (3rd attack). If the test fails, the Offensive does not take place. It must be adjourned for 1 turn.

If a Grand Offensive is in progress, the Main battle must take place during the first 2 battles (without problems). If it takes place afterwards, it must do a test (3rd attack). If the test fails → the Grand Offensive ends suddenly. It is obliged to stop.

If an Entente Power attacks by itself, no test is required to attack a third time. However, in this case, no other Entente attack is authorized against that Central Powers nation. Otherwise, it is necessary to ask for a test starting with the 3rd attack.

11.7 The Grand Offensive

Beginning in 1915, the number of attacks is limited. A side may attempt a Grand Offensive per year on one sector of one of the three "main" fronts, on a preplanned date. The Main attack takes place at a pre-designated region. The battle is preceded by a preliminary bombardment against the enemy trenches.

Each side may also use new Combat Tactics, new Technologies, and even (later) the "Combined" Doctrine (combining maneuver and trench warfare).

It is the Grand Offensive that might decide the war. It is played around a Main attack where the Attacker should concentrate his strengths. It will be played in a very detailed manner. This battle may continue from turn to turn, and has important political consequences, depending on its outcome.

11.7.1 Presentation

Beginning in 1915, a side may launch a Grand Offensive on each of the following 3 sectors: French, Russian and Italian Fronts.



The Grand Offensive starts on a given date on a precise region (chosen in advance).

- On the Western Front, it is necessary to conquer this Target region for victory.
- On the Eastern Front, it is necessary to conquer the Target region +5 other regions.

The Main battle is very detailed and is at the heart of the offensive. The success of the offensive depends on its success or failure.

- It may last several turns in a row, as long as the Attacker has neither won nor admitted his defeat.
- The Main battle is preceded by a preliminary bombardment against enemy trenches, which may cause losses and breakdown the trenches.
- The Main battle can last a maximum of 10 rounds, with a lull at the end of the 4th round to rebuild weakened units (by sacrificing other units on the front).
- Each side chooses a battle "Order" (one for the Attacker, one for the Defender) from 5 possible choices. These are cross referenced to obtain possible advantages or disadvantages.
- Over time, each side will develop new Combat Tactics, new Technologies, and even pass into "Combined" Doctrine (combining Movement and Trench Warfare).

No Grand Offensive may take place in a High Mountain region.

Remember: the Entente is penalized if 2+ Allied powers attack the same Central Power nation in several battles (3rd battle and more).

11.7.2 Sequence of the Main Battle

Here is a summary of the main stages.

- Preliminary Bombardment (detailed in next 11.8)
- Beginning of the battle (length: 4 rounds)
- Lull (at the end of the 4th round) [if bombardment is normal or heavy]
- Following and end of the battle (length: 6 rounds)

11.7.3 Planning the Grand Offensive

Grand Offensives are planned at the end of a year for the following year. Players will use a specific window for this, like the one below:

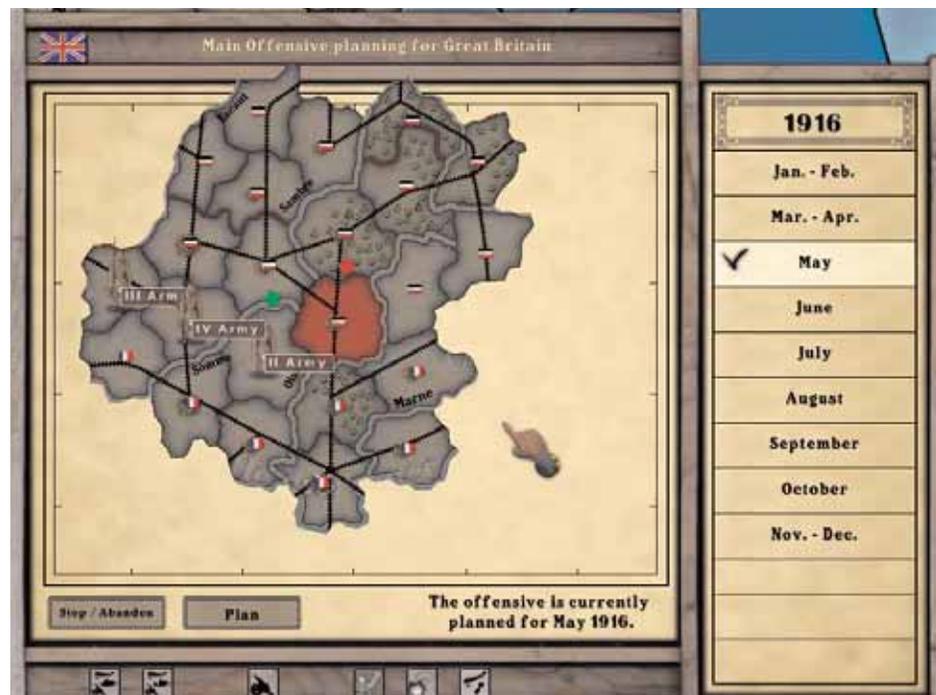
At the end of the Winter Interphase, each side selects where it will undertake a Grand Offensive for each of the sectors of the French, Russian and Italian Fronts.

Thus, it is possible to carry out from 0 to 3 Grand Offensives per side each year (one per sector).

The player must plan the turn when the offensive will take place, as well as the "Target" region of the offensive.

- No High Mountain region may be chosen as a Target region.
- A player may not launch the Grand Offensive until the planned date or after, never before.
- The Target region of the Grand Offensive may never be attacked the turn before the launch date of the offensive.
- If there are 2 Armies are of different nationalities involved in a Grand Offensive, the Commander in Chief comes from the Army that engages the most corps. This will have consequences in the event of victory (or defeat).
- It is possible to carry out a Grand Offensive on a neutral minor country that you plan to attack. The Target region will, in this one instance only, be designated when the Front is reestablished (once the invasion is carried out).

Example: Belgium is neutral. Germany plans a Grand Offensive on the Western Front in 1916 versus Belgium. Belgium is invaded. Once the Front is established, Germany chooses Charleroi as Target region (where the French has established his front).



11.7.4 Obligation for an Offensive?

If a power does not launch or defend against any Grand Offensive in a given year, some penalties will be applied:

- at the end of Nov–December, the power loses NW -5.
- a War Weariness Test then takes place with an extra modifier of +3 (Not applicable in 1915.)

Germany satisfies this requirement with one offensive on either the Eastern or Western Front (French or Italian sector).

Austria-Hungary does not have to carry out a Grand Offensive, if one has taken place on the Eastern Front (between Central Powers and Russians, even if it was a German offensive).

Britain does not have to carry out a Grand Offensive, if one has taken place on the Western Front (between Central Powers and French, even if it was a French one), and vice versa for France (between Central Powers and the British).

11.7.5 The Target Region

Each Grand Offensive has a precise goal. It is to conquer the Target region (chosen at the beginning of the year). However, there is a difference between the Eastern (Russian) and the Western (French and Italian) Fronts.

- French Front: the Target region must be a region that is situated directly at the Front. This region may be one of any type: simple plain region, forest, town, city, etc. To properly identify a region without a name, it is necessary to situate it with reference to a nearby town or city.
- Italian Front: the same.
- Russian Front: the Target region must be a city of a fortress or 2 towns situated at a distance of up to 5 regions from the front, and it is necessary to conquer 5 other regions around it. If the Target region on the Russian Front is already encircled or taken during the release of the offensive, it is necessary to change objective. The new Target region must be within, if possible, 5 regions from the old (or, failing that, the next closest possible target).

11.7.6 The Start of the Offensive

The Main battle takes place against the target region on the Western Front (French and Italian). The attack must be carried out with at least 4 to 6 corps (or only 4 corps if in mountains).

On the Russian Front, if the Target region is not to be found directly on the front, it is necessary to attack a region that is within a range of 5 regions of the Target region.



Once the Main battle is launched, the Attacker and the Defender must respect these restraints as long as the Main battle lasts.

- The Attacker may not change the Armies that are carrying out the Main attack.
- The Defender may not change the Army defending the main region being attacked. This Army may never counter-attack.
- No Army, having fought during the Main battle (Attacker or Defender) may carry out a "Reaction" during the opposing turn, even if the Attacker was victorious or not.

11.7.7 The Continuation of the Offensive on Successive Turns

A Grand Offensive may last over several consecutive turns. The Attacker has the choice to continue it or not at the end of every turn (clicking on the Stop/Abandon button of the Offensive window).

If the Offensive is continued, the attacks restart every turn on the same target region (more or less, see below) following the normal rules.

- Western Front (French or Italian): the Attacker must re-attack the same region with the same Armies.
- Russian Front: the Attacker may change his attack region, but he must attack with the same Armies, up to a distance of 5 regions from the Target region.



Normally, the continuation of the Grand Offensive is up to the Attacker, but certain mandatory stopping events or situations exist, as follows:

- One of the Attacker's units "panics", during the Main battle.
- Western Front: the Enemy has launched and succeeded with its own Grand Offensive on the same sector of the Front (Target region taken).
- Eastern Front: as above but the Enemy must conquer its Target region + 5 regions.
- The Nov-December turn is finished. This becomes the final stop date no matter what.

Rebuilding Trenches

If the Attacker decides to continue its Grand Offensive from one turn to another, the Defender's Trench Levels return to their normal initial level at the end of every turn.

11.7.8 Victorious Offensive

A Grand Offensive is considered as victorious according to the different fronts, as follows:

- On the Western Front (French or Italian), if the Target region of the Grand Offensive is conquered, the Attacker is victorious (See 59.B).
- On the Russian Front, the Target region may be beyond the front lines. In this case, it is necessary to win several battles or to carry out a Breakthrough to reach it. It is also necessary to conquer at least 5 more adjacent regions on this front.

The success of a Grand Offensive is checked and deemed official at the end of the game turn. If the Enemy carries out a Reaction and retakes the Target region (thus before the end of the game turn), the offensive is not successful. The same happens if the Enemy reacts and ends the Offensive in another way.

Even if the Attacker is victorious, he may continue the Grand Offensive, from turn to turn.

11.7.9 Postponing/Abandoning the Offensive

A nation may also postpone the date of the Grand Offensive, losing NW -1 per turn of delay. It may also definitively abandon a Grand Offensive if the situation is too bad:

- in such a case it loses NW -5;
- a test is made for the nation's Parliament: 50% chance that the said Parliament moves one level towards Defeatism (to the left).

Exception: if the power has suffered an enemy Grand Offensive before the start of its own, it may cancel the latter without penalty.



11.8 Preliminary Bombardments

The Attacker begins his Main battle with an "attack" by his artillery by using the Bombardment Table. In such an attack, only the Defender sustains losses. The procedure is quite detailed and may appear long to play. In fact, it is much more rapid to play than to read !

Sequence

a) Before the battle

1. Choice of Battle Tactics
2. Aerial Recon
3. Type of Bombardment
4. Artillery in Counterbattery (Defender: 1 to 2)
5. Reinforcements of the Defender (2 corps: normal / heavy bomb.)
6. Preliminary Bombardment

b) Beginning of the battle

- c) The Lull [if the bombardment is normal or heavy]
- d) Continuation and end of the battle

11.8.1 Battle Tactics

Each side chooses a "Battle Tactic" to attempt obtaining a tactical advantage during the combat. The choice is made between the following (each has its own advantage and disadvantage):

Attacker Choices

	M general momentum	+1 unit for Breakthrough
	J successive jumps	+1 to friendly Morale Checks
	R rolling fire	-1 to enemy Morale Checks
	W by waves	+1 to the Attack value of the engaged friendly unit
	H hammering	+1 to the D12 for the preliminary bombardment

Defensive Choices

	D on the spot defense	+1 to friendly Morale Checks
	I in depth	-1 to the D12 for the preliminary bombardment
	L 2nd line	-1 to the Breakthrough value of the enemy general
	C counter-attack	-1 to the Attack value of the engaged enemy unit
	S scattered defense	-1 to enemy Morale Checks

The Offensive/Defensive Tables cross reference the two choices and the advantages obtained for each side. The result obtained is usually 1 advantage (normally the one of the Battle Tactic selected), sometimes 2, and sometimes also nothing at all.

The presence of a Battle tactic icon on the Battle window indicates that the player benefits from this advantage. If there is nothing, he does not benefit from any advantage.

11.8.2 Aerial Recon

Both the Attacker and Defender may send planes in Recon Mission in the battle (see section 13 for Air Warfare).

If one of the Attacker's plane succeeds in its mission, the Defender region is observed: this will net a bonus to artillery bombardments for the attacker.

11.8.3 Type of Preliminary Bombardment



The Attacker selects the icon of the type of bombardment he wishes to use: none, normal, heavy* or flash*



*if he possesses the appropriate combat tactic. See Doctrines section for details



In the case of heavy bombardment, he must also decide if the intensity is "2" or "3".

11.8.4 Defender's Counterbattery Fire

The Defender may use its own artillery in an attempt to reduce the effectiveness of the enemy bombardment.

- The Defender may use the artillery from his attacked HQ reserve (if any).
- The GHQ may use 2 heavy artillery capable of acting during each activation, in defense.

Exceptions:

In the case of flash bombardment, the GHQ's heavy artillery only arrives after the initial bombardment, but before the beginning of the battle.

A fortress adds its artillery value, but it cost no MUN for the counterbattery (during bombings).

Entente: the Western Allies may send their artillery units to each other, without problem, in defense. As the Central Powers do.

11.8.5 Pre-Battle Reinforcements

The more units the Defender has in the front line, the more he risks incurring losses. However, this does reduce the effect of the bombardment. The number of reinforcements depends on the type of bombardment chosen by the attacker:

- Normal/heavy bombardment: the Defender may send 2 corps to the "front line" as a reaction. It is necessary to respect stacking limits.
- No bombardment: the Defender may send 1 corps to the "front line".
- Flash bombardment: the Defender has only a 50% chance to receive 1 reinforcement.

These reinforcement corps may come from:

- his HQ reserve
- the GHQ reserve (See below)
- or from a stack of the same Army at a distance of up to 3 regions, but leaving at least 1 corps in place

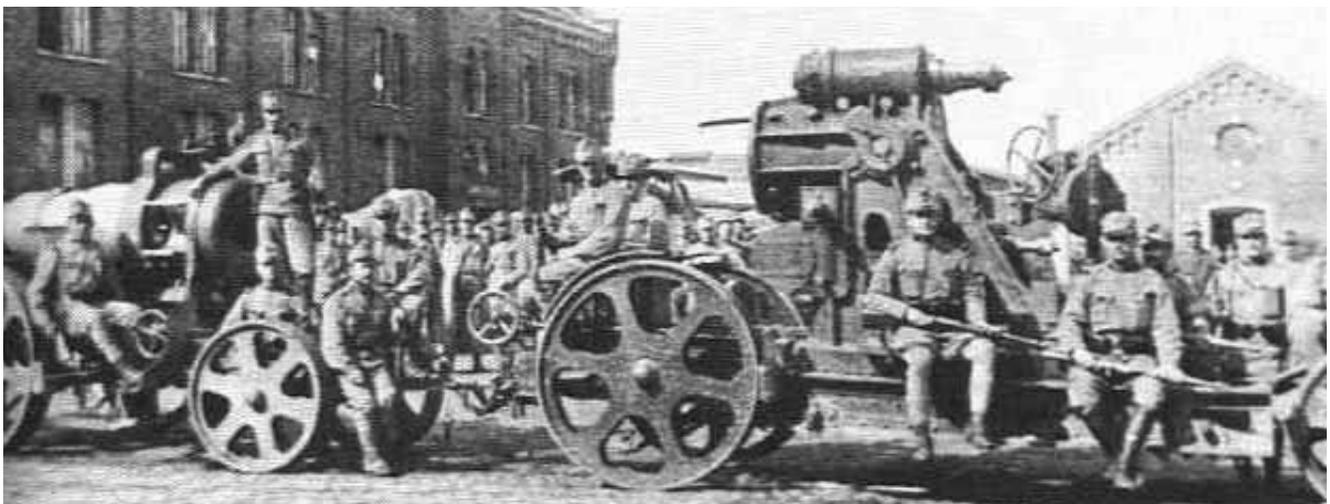
Corps coming as reinforcements are divided equally between the two sub-battles if needed.

Western Front:

On this Front, GHQ reinforcements arrive, without considering distances, if land communication exists (special case for the British GHQ: ignore the Channel as long as the Channel is not contested or enemy controlled).

Eastern Front:

On this Front, it is more difficult to make GHQ reinforcements arrive.



- If the GHQ is 3 regions away or less from the HQ: 2 corps (for normal/heavy bombings).
- If the GHQ is 4 to 6 regions away from the HQ, the GHQ may send only 1 reinforcement.
- More than 6 regions, the GHQ may not send any reinforcements.

If the Russian GHQ is in a Russian Off-map box, each connection region is considered to be at a 3 region distance from the GHQ. The other connected Off-map boxes are too far from the GHQ.

11.8.5 Resolution of the Preliminary Bombardment

The Bombardment Table is used. When using the table, the game adds the support value of all of the Attacker's artillery present. Then it divides the total by the number of corps the Defender has in the front line. The result is rounded up. This indicates the column on the Bombardment table.

Example: with 3 heavy artillery (fire support combined of 9) facing 4 corps, this makes $9/4 = 2.25$ rounded to 3 → column 1-3.

In addition:

- 1 to 2 column right column shifts are gained if using "heavy" bombardments (according to the intensity chosen).
- Mountain: give a negative effect of 1 column to the left for bombardments.
- There are two "Flash" bombardment columns that are exclusively used for this Combat Tactic. In this case, the full support value of artillery is used, not counting the defender's number of corps

Modifiers: bonuses/penalties that are applied:



Total Fire Supremacy: +2 if the Defender has no artillery.

Fire Superiority: +1 if the Attacker has double in artillery value.

Counterbattery: -1 if the value of the Defender's artillery is equal to 2/3 that of the Attacker (or better).

Gas: +1 if the Attacker has Gas (no matter which one) and if Chlorine Gas has already been used by either side.

Aerial Recon: +1 if the mission succeeds.

Trench: -x according to the level of the trench (0 to -3).

The Battle continues (2nd+ turn against the same region): +1.

"Brüchmüller" (Germany): +1 if he is present (event played).

Battle Tactic: +/-1 according to the case, letter "H" +1 Attacker, or "I" -1 Defender (possible +2 with "H²").

Combat Tactic "Defense in Depth" (Defender): -2 if the Attacker carries out a normal or heavy bombardment, or -1 if it is a flash bombardment.

The terrain has no effect.

Limit: the modifiers are capped at maximum +2 or -2.

Firing Results

Two different Fire effects exist: one for the trenches (for each sub-battle), the other for unit losses.

Losses

The number result indicates the number of losses, to be shared between the Defender's corps (randomly). If this number exceeds the exact number of corps present, other corps chosen at random among those present will take a second loss (maximum of 2 losses per corps, the rest is to be ignored).

Sometimes, one or two of the affected corps must carry out a Morale Check. Corps benefits from a trench bonus of +2 for the check. The affected corps are randomly determined.

"Shaken" or "Disorganized" results are ignored.

Reduction in Trenches

This is probably the most important of the two results, as it directly impacts the ensuing battle. The possible results are: °, r1, r2 or r3.

- "°" no reduction.
- "r1" reduction of 1 trench level.
- "r2" reduction of 2 levels.
- "r3" reduction of 3 levels.

Sub-battles may have different reductions. Their trench levels are tracked separately.

- A trench may not be reduced to less than +0.
- Reduction of trenches is applicable after bombardment losses, and lasts for the entire duration of the battle.
- Each Level becomes normal after the battle (the Defender reestablishes his trench network).

Using MUNitions:

Each side involved uses MUN according to the level activity of its artillery. Its directly a factor of the type of bombardment chosen:

- Attacker: 1 MUN per artillery
flash x3 heavy
x2 or x3 (according to the intensity chosen: 2 or 3)
- Defender: 1 MUN per artillery (indifferently).
However, the Defender is obligated to fire with all artillery present when in counterbattery.

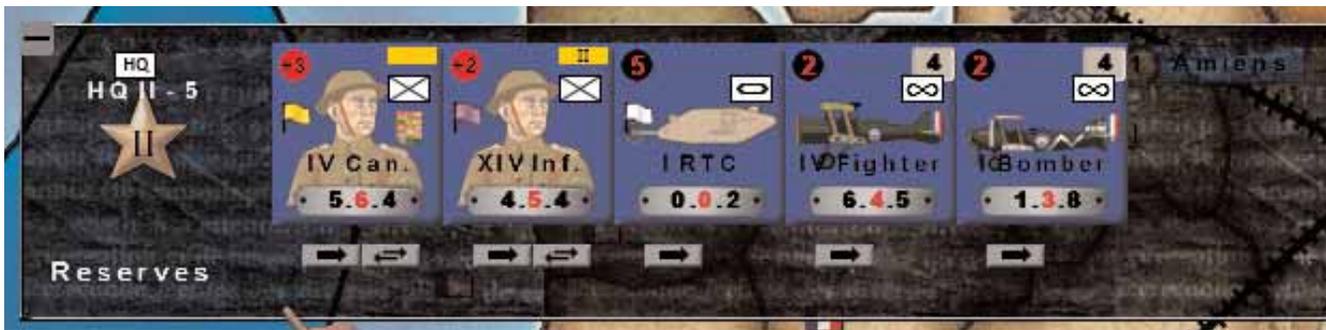
11.9 HQ and GHQ Reserves

In Trench Warfare, the role of reserves at HQs and at the GHQ becomes very important. Here is a summary of how they work.

11.9.1 HQ Reserves

There are three situations when units may be placed in HQ reserve:





- in the Reinforcement Phase.
- the Army it belongs to is activated.
- after a battle.

Units up to 2 regions from the HQ may be placed in reserve.

Each HQ has a limit on the number of corps it may hold: it is the Breakthrough capacity of the general or the HQ Reserve value (if no general).

In addition, any number of artillery units, 1 fighter and 1 bomber (or zeppelin) may be kept in reserve at the HQ (except where stated otherwise).

A HQ may not hold foreign planes.

11.9.2 GHQ Reserves

There is only one situation when units may be placed in reserve at GHQ:

- in the Reinforcement Phase.

Any units on the same Front as the GHQ (except isolated units) may be placed directly into reserve there.

The GHQ has a limit to the number of corps it may hold: it is the Reserve capacity of the GHQ General (commander in chief) or the GHQ Reserve value (if no general there).

- 2 heavy artillery units may be placed in the GHQ's general artillery reserve. Additional artillery units may be in reserve at GHQ, to be placed with corps.
- 2 fighters and 2 bombers (or zeppelins) may be placed in the GHQ's reserve.
- Each GHQ may hold 1 foreign Fighter and 1 foreign Bomber (half of its aerial capacity).

11.9.3 Immediate Exit

Corps in reserve at a HQ or GHQ may always come out of reserve, into the same region, at any moment: i.e. if the HQ is attacked, or in case of retreat. Exception: not once a battle starts (then only 1 reinforcement/round) or if the region is empty (exterior).

12. Siege Combat

Siege Combat is distinct from open field combat in that one side is defending a fortification. Usually, cities and towns without fortresses are captured at the same time as the area that holds them, unless a fortress is present. Immediately after battles (and breakthroughs), if an enemy fortress is present, it becomes besieged. The besieger may fire on the fortress with its artillery (1 MUN is expended for each firing unit) in order to attempt to weaken or destroy the fortress defences.

The Siege Test then takes place after the Military phase of both sides. All besieged fortresses are tested individually (for the test, their resistance value is used, and this value may have been reduced by the artillery attacks of the besieger). The more important the fortress is, the longer the siege. But also note that each elapsed turn increases the probability of the fortress surrender. When the test is a success, the fortress surrenders and is removed from play.

The capture of a fortress has an important impact in terms of NW (negative for the loser, positive for the besieger) as they usually protect key strategic locations. Fortress sites are already marked on the game map. Each Fortress is represented by a fortress 'counter' in the interface.

12.1 Fortresses and their Effects

All the cities and towns on the map which are fortress sites are also indicated by a fortress symbol on the map, in the form of bastions located nearby the sprite city buildings.

If a fortress is not present (following its destruction), the fortress is no longer operational and the city or town is then displayed as a normal city.

Two types of fortresses exist: large ones (with possible reduced values) and small ones (only one level). Fortresses may thus be eliminated or reduced in certain cases.

12.1.1 Fortress Garrison

Certain fortresses have a “garrison” corps with their name. This unit must always be placed under the fortress counter.

The garrison corps cannot intervene in combat except in the event of an assault against the fortress. It never participates in exterior battles, and cannot attack besieging units in the event of a siege.

Exception: Germany – each corps of the German garrison may leave its region, or be attached to a German Army when it is activated.

12.1.2 Fortress Effects

A fortress has a ZOC all around it, as long as it is not besieged. An unbesieged fortress may also supply 1 corps in its own region, even if it is isolated.

Interception and Fortress: Interception cannot take place in region containing a friendly or enemy fortress, because then it is not an empty region.

Cavalry and Fortress: a cavalry unit, without infantry support, cannot enter into a region where an enemy fortress is found (cavalry are unable to besiege the fortress).

12.1.3 Battle in the Surrounding Countryside

In the event of an attack in a fortress region, a battle in the open countryside to the exterior of the fortress takes place first.

The Defender may place 1 or 2 combat units into the fortress before the battle. His other units (if he has any) must, in any case, accept the combat in open countryside. When a battle in open countryside is engaged, the fortress is not directly attacked. But it may give aid and assistance to the Defender.

- The fortress is used as an artillery, with a value of 2 in 1914 (no matter what its printed value).
- The fortress fires 3 times for free (at each battle), then using 1 MUN per shot (from 4th round and over).

Exception: Serbian (Belgrade) and Belgian (Liege and Antwerp) fortresses may fire without using MUN, an unlimited number of times.

- The fortress adds +1 to the defense value of the “engaged” unit if the terrain is Plain. This, whether the fortress is large or small, reduced or not.
- Germany, Austria: the corps in the fortress may arrive as reinforcements during the battle, like any other reinforcement (it returns there afterwards).
- France, Russia: the “garrisons” may not come out. It is necessary to carry out a Political action to liberate them (during the Interphase, best at end of 14).
- In the event of defeat, the Defender may withdraw up to 2 combat units into a friendly fortress’ interior. The Attacker may immediately carry out his siege firings and/or launch an assault.
- In the event of victory, the Attacker may besiege the enemy fortress, and immediately launch an assault. His corps that were disorganized become combat ready again, and may participate in the assault.

12.1.4 Battle to liberate a Besieged fortress

If a battle is engaged on the exterior to break the siege, the fortress may be used as support artillery for 3 rounds. It fires without using MUN during these 3 rounds. Beginning in the 4th round, the fortress may not fire.

No corps inside the fortress may participate in the battle.

12.1.5 Effect of Fortress capture on the NW

- The loss of a fortress carries a NW loss of -1 plus the NW value of the city or town (if any).
- The winner gains NW +1, and +1 for a city, or +2 if the city is an objective (star symbol).



However, it is possible that the loser will benefit from a National Resurgence. If successful, instead of losing NW, the power transforms his loss in a NW gain. In this case, he gains the equivalent in NW (in the end, both sides earn NW).

12.2 Laying Siege

Laying siege to a structure can be a time-consuming process. It consists of a gradual wearing-down of the defender's defense and morale. To besiege a fortress, it is necessary to be stacked in its region and have won any battle in the surrounding countryside (if any).

Once the siege is established, the Besieger has the choice between waiting for the fortress to surrender, carry out siege firings, or launch an assault (or a mixture of the three).

This is the only case when opposing stacks may coexist in the same region after combat.

The besieged units in the interior of a fortress cannot attempt any attack and have no more offensive ability for as long as the siege lasts. They cannot come reinforce if a friendly force is fighting a battle outside. Their role is purely defensive (against an assault).

The Besieger may very well continue a siege with a reduced corps, without taking into account the enemy corps inside.

Remember: a cavalry may not besiege a fortress alone.

If the Besieger is attacked by exterior forces, he benefits from the region's terrain for defense.

As long as the siege lasts, the railroad is not useable (if there is one).

12.2.1 Surrender Test

Once the siege is established, and starting from the following turn, a Surrender Test is carried out automatically during the Final Phase (before NW adjustments). The fortress surrenders on a 10+.

There are several modifiers that influence this result:

- +1 per turn (cumulative) length of the siege: to be counted from the actual beginning of the test (or at the beginning of the 2nd turn).
- +1 if the besieged has 1 or 2 corps.
- ? resistance value of the fortress
- 2 port: except if the surrounding sea is under the besieger's control.

If the fortress surrenders, all the interior units are eliminated (all captured HQ will reappear in the following turn) and the fortress counter is taken off the map. These units don't count as losses. Captured "historical" generals are definitely taken out of the game.



Exception: if it is a coastal fortress, the Defender may evacuate his corps towards a friendly port situated in the same sea.

12.2.2 Siege Firings and Results

Heavy, coastal and certainly siege artillery may be used to reduce a besieged fortress, by rolling on the Siege Firing Table.

- The Besieger picks his artillery, uses 1 MUN for each one, then carries out his siege firings, one after the other.
- All Heavy artillery fire together, at one time, on the "heavy" column, using half of their support values as a bonus, rounded down.
- Siege artillery fires unit by unit on the fortress (on the Siege column), using half of its support value as a bonus. Mobile coastal artillery is assimilated into siege artillery.

In all of these cases, an attack against the fortress may follow, no matter what the result of the siege firings may be. For each firing, a negative modifier equal to the fortress' resistance value must be applied.

Each result applies immediately.

- Failure (-): nothing happens.
- Reduction (R): a large fortress is flipped or is "neutralized" if already flipped. A small fortress is neutralized. A neutralized fortress has no defense value in the event of an assault (it is to be ignored). If there are no corps present, 1 round of assault is nonetheless necessary.

However, if there is no assault, or if the assault is Shaken (corps present), the fortress “recuperates” and regains its defensive abilities in the next turn. A large fortress stays nonetheless on its reduced side.

- Elimination (E): the fortress is directly eliminated and its garrison surrenders immediately. No loss is accounted for the Defender.

12.3 Storming a Fortress

If time is an important consideration, a fortress may be attacked outright rather than wait for a lengthy siege to be resolved. A direct assault is known as ‘Storming’ or ‘Assault’ and it is resolved in much the same way as Field Combat except that a defending force derives great defensive benefit from the fortifications.

12.3.1 Assault – Attacker

The Besieger may decide to launch an assault on the fortress. Even if the fortress counter is neutralized by siege firing and without corps inside, it is nonetheless necessary to launch an assault (with 2 automatic losses for the besieger). The fortress is thus automatically taken.

If the fortress counter is not neutralized or if there are corps inside, the assault takes place. There are standard considerations to take into account:

- Ignore the value of the generals (Attacker and Defender).
- The Attacker sustains 2 automatic losses per round, this is a “2” result (ignore the combat result). He records 2 losses and 1 RP per round, then he does a morale check for his corps.
- The Attacker uses the Trench Table for the assault.
- Only the Defender’s result is verified.
- The battle is still a simple battle, with 1 corps engaged per round.
- The Attacker uses 1 MUN per round if he fires with his artillery (in support). He does not add this bonus**, this only allows him to nullify the Defender’s artillery bonus

**except if the fortress has been neutralized.

12.3.2 Assault – Defender in a Capable Fortress

The fortress is said capable when it is not neutralized. The Defender is limited to committing 2 corps to defense at most. The Defender does not count his losses sustained during the assault.

Defensive bonuses:
Ignore the surrounding terrain (city, forest, mountain, trench, etc).

- + ? Defense value (fortress)
- +3 fortress artillery (the fortress uses no MUN to fire during an assault).

Firepower value: the fortress confers a fire value of “+3” to the unit engaged in combat (no matter what the actual fire value of the corps is).

Morale check: The Defender has a +2 bonus to morale (as if entrenched). This bonus cannot be reduced (it is applied even in 1914).

- The Defender ignores the “Shaken” result.
- He uses no RP during the assault.

Fortress counter:

If the Defender has no more eligible corps to fight, he then uses the fortress counter as its last unit committed to assault defense. The fortress defends with its defense value (+ its artillery support, and has a +3 in firepower value). In such a case:

- If the result sustained is “1” or “M” or “2”, the fortress is reduced (flip side); otherwise, it is neutralized.
- Any “½” result is to be ignored.
- During the following round, the neutralized fortress surrenders. Nonetheless, the Attacker sustains 2 losses (for this last round of assault).

12.3.3 Assault – Defender in a Neutralized fortress

If the fortress has been neutralized (by siege firing),. apply the same situation as above, except that the fortress only gives 1 defensive bonus to all corps engaged from inside. In addition:



- The fortress confers no artillery bonus, nor fire value.
- The Defender does not ignore the “Shaken” result.
- If the fortress counter (neutralized) fights, the fortress automatically surrenders (but the Attacker nonetheless has 2 losses).

12.3.4 After the Assault (in all situations)

In terms of combat losses (for NW count purpose), the Defender suffers 0 losses if he resisted the assault, or 1 loss per corps if the fortress was taken. This, for the entire assault battle.

The Defender does not use any RP, even if he must do Morale checks. He is immune from RP use.

13. Air Units

In 1914, at the beginning of the conflict, the air force is still in its infancy. It only has the very secondary role of reconnaissance. It will then develop little by little owing to technology, beginning in 1915. But by the end of the war, the role of the air force should be crucial and decisive.

13.1 The Air Force

In 1914, at the start of the conflict, airplanes are still a new untried weapon. New technologies have to be developed to make aviation useful.

Air Forces are built around air units squadrons, representing between 50 and 100 aircrafts. Aviation is represented by three counter types :

- Light planes, also known as “fighters” (small aircrafts, monoplanes, biplanes and triplanes used for Recon, Aerial Combat and Tactical Support)
- Heavy planes, also known as “bombers” (with bombs of all kinds, they are usually unavailable at the start of the game)
- The German “zeppelins”, airships used as another kind of bombers (and employed only by Germany)

Air Squadron Unit Description



- Black circle with the support value (tactical support and strategic bombardment), a bonus to combat values (from 0 to +5)
- A grey rectangle (camera) showing the reconnaissance value (for air units only)
- NATO symbol showing the type of unit
- Name of Unit
- A plate showing the dogfight value (attack in air combat) and defensive values of the unit, as well as its movement potential (in Movement Points) and, in addition the Range.

Air units values

Each plane has 4 values: Dogfight, Speed/Defense, Reconnaissance and Tactical Support. These values have an important influence on the aircraft's performance, and they vary in the course of the game, when new technologies are acquired.

The Range

Range is a key indicator for air unit. Each air unit has a range of action to

carry out its mission (value at bottom right of the squadron plate). This is the number of regions the air unit can “fly” to.

Note that the range is also the movement capacity of the unit, i.e. the one used for movement, administrative movement and redeployment.

NB: air units may be redeployed using rail movement with the HQ or GHQ they are based in. If the HQ or the GHQ moves by rail, the Air Force moves with them, no matter what the distance traveled. Each air squadron counts as 1 unit (i.e. equivalent of 1 corps) for rail capacity usage.

Reconnaissance Value

The black figure in the grey rectangle is the Reconnaissance value of the air unit. Basically, to succeed in a Recon mission, there must be a roll less than or equal to that value.

Support/ Tactical/Strategic bombing value

This value is the red figure in the black circle. When the plane has a bombing mission order, this value will be used both to determine mission success (as in Reconnaissance) and as a combat support value in every battle in which the plane is committed. This value also will be used on the strategic warfare bombing table in the case of strategic bombing.

Dogfight, Speed/Defense

The first two indicators, Dogfight and Speed/Defensive, are used in combat, respectively in attack and in defense.

The side with the higher speed value may receive either a +1 bonus to its dogfight roll, or inflict a -1 penalty on the enemy's when resolving an aerial duel (random choice).

Army Assignment

Each air unit is directly assigned to a HQ or to the GHQ. The air unit counter is placed in the proper stack (or reserve).

- An HQ may command 1 fighter and 1 bomber (or Zeppelin for Germany). No foreign planes are allowed.
- The GHQ may command 2 fighters and 2 bombers (or Zeppelins for Germany). Half of those units may be foreign planes from allied nations.

Interception Definition

Interceptions take place before battles and generate battles if successful. Interception is not possible at the start of the war, until the Dogfight value is 1 or greater.

- When it becomes possible, the enemy may intercept with a Fighter Group consisting of up to 4 fighters, in the active player's target region. If this is the case, the target region must be within all intercepting fighters' ranges.
- You do not need to plan an interception mission yourself, these are handled automatically by the game engine.

13.2 Air Missions

To set an air mission you have simply to click on the mission (recon, tactical or strategic bombing) button, nothing more.



You are not required to select the target. For example, if you select reconnaissance, the air squadron(s) will perform the recon in all areas within the reconnaissance range (use the Tab key to display the map filter for reconnaissance missions).

Each air squadron may attempt 1 mission (after the aerial battle), per turn.



Choosing A Mission Type

The mission system is rather restrictive: the player must decide before any aerial battle which mission will be executed.

The surviving friendly and enemy aircraft may execute missions, in their current region.

Permitted missions are: Recon (for the attacker) and either Tactical Support or Strategic Bombing.

Mission Success

To achieve a mission success, an aircraft must roll and get a result less than or equal to its Mission Indicator (i.e. its relevant value, either Recon value or Support). There are

Modifiers:

- +1 Broken Terrain (forest, swamps, hills, mountain)
- +1 Rain or Snow weather
- +1 Reduced aircraft squadron (white stripe unit)
- +1 The unit took part in the aerial battle previously to mission
- +1 Zeppelin

***Recon: use Recon indicator, Tactical Support, Bombing: use Tactical Support indicator

A natural 1 result is always a success, and a natural 6 is always a failure, no matter the modifiers.

Example: in October 1916, a British fighter flies to Lille to execute a Recon mission. It is intercepted, and engages in an aerial battle. It survives the fight, although it is damaged. Then the fighter attempts a recon on Lille. Its Recon value is 4 (top right side on the counter). The weather is rainy.

The Entente player rolls and gets 2 (roll) +1 (previous fight) +1 (damaged) +1 (rain) = 5 The recon fails because it is higher than the current value of 4.

Recon Mission

All aircraft may execute this mission type. Recon allows the aircraft's owner to know how many corps are present in a frontline enemy stack (i.e. removes fog of war).



- Recon gives a bonus to all artillery bombardments: preliminary bombardment, siege bombardment, gas bombardment.

Tactical Support Mission

This mission is not possible at the start of the war. It may be executed when the Dogfight value is at least 1 or higher. Fighters and bombers may execute this mission, but the German zeppelins cannot.



- A successful Tactical Support provides a +1 bonus to the supported unit's combat value (attack value or defense value, depending on the situation) during each combat round this turn.

- During a Major Battle, this bonus applies to one sub-battle only. With 2 different fighters or bombers executing 2 tactical support missions, the bonus would apply to both sub-battles.

NB: with the “Aerial Support” combat tactic, 2 air squadrons may support the same sub-battle, which gives a +2 modifier (this is forbidden if the combat tactic is not available). Conversely, this combat tactic improves the Tactical Support value by +1.

Strategic Bombing Mission

This mission is not possible at the start of the war. It requires a special technology. In particular Light Bombs or Heavy Bombs technology must be known.



- The group on this mission must contain only 1 or 2 bombers or Zeppelins (and no fighters). The target within range must be an enemy city with an Economic (EP) value.
- A German Zeppelin group may not be intercepted as long as the Entente has not discovered the “High Altitude” technology.

Resolving a Strategic bombing mission is similar to a Tactical Support mission. If the mission is successful, the target city will suffer a production capacity (EP) decrease, of 2 EP.

Aircraft Repair

Damaged aircraft (reverse side) may be repaired during the Reinforcement Phase. Each player may flip one or more Air Squadrons to the front side by clicking on the repair indicator below the squadron symbol.

During the following Interphase, each repair will be for free of cost for the equivalent number of aviation sites your nation has active (i.e. not those under Civilian Production). Every other repair (in addition to this) will cost 2 EP during the next Economic Phase.

Naval Aviation

Some air squadrons have an “Anchor” symbol. These are Naval Aircraft. They usually are fighters, but Great Britain has a naval bomber and Germany has a naval Zeppelin. A naval aircraft may be used normally or it may be assigned to a fleet for naval patrol. It cannot do both.

If a naval encounter occurs in the adjacent sea, each patrolling naval aircraft counts as a “Recon unit” for the Surprise Test (See Naval Warfare).

13.3 Aerial Battles

Attacking (or reacting to an attack) is

impossible as long as the Dogfight value is 0 or less. Otherwise, upon an enemy interception, an aerial battle occurs.

A battle is resolved in 2 rounds, each air unit firing at an enemy unit. During each round, the air units are aligned front to front. This deployment is simultaneous (and secret). For each air unit that faces an enemy air unit, there is one combat action.

Facing air units will shoot at each other simultaneously, as if many “duels” were happening at once.

Aerial Duel Resolution

Each duel uses the following procedure :

- A player subtracts the target planes’ Speed/Defensive value from the opposing shooting planes’ Dogfight value (this gives a column number for the Air Combat Table).
- The opponent does the same.
- Shots are made. All combat results are applied simultaneously
- After both players have resolved all initial aerial duels and applied the results, they fight a 2nd round. They resolve the duels a second time.

NB: If a player has a Speed advantage, he may either benefit from a +1 bonus to his Dogfight value or inflict a -1 penalty to his opponent’s Dogfight value (but not both, this is determined randomly). When facing several enemy aircraft, the opponent does not add penalties.

Aerial Combat Result

The Air Combat Table gives the following outcomes:





(D): the Defender takes 1 loss. The air squadron is flipped to the backside. If already flipped, the squadron is eliminated.



(A): the Attacker takes 1 loss. The air squadron is flipped to the backside. If already flipped, the squadron is eliminated (this "A" result represents an engine failure, some wing fabric tearing, or similar mishaps).



(E): the Defender's air squadron is destroyed.

(-): No effect.

Sometimes, the Aerial Combat Table indicates the emergence of a friendly Ace "*" or the death of an enemy Ace "oo" (See below).

Ending an Aerial Battle

At the end of the first round, some air units may opt to break contact. In this case, they go back to their HQ or GHQ and land there. If, as a result of this withdrawal, the opponent has more units that have not been used, they may be used in the current missions (See above).

At the end of the second round, if a player still has fighters, he may attack the bombers that were deployed to the rear of the Group. This new combat lasts 1 round only. The opponent's fighters are ignored.

At the end of the aerial battle, the surviving friendly and enemy air units may execute a mission or land.

Example: A Russian fighter intercepts an Austrian fighter and an Austrian bomber. The battle starts with a duel involving both fighters (the Austrian bomber is temporarily put aside). At the end of the second round, the Russian fighter is still present. So it attacks the Austrian bomber (which cannot avoid the fight).

Example: in May 1915, a French fighter attempts a recon to observe a German region (within range, 5 regions). A German GHQ-based fighter intercepts (the GHQ is within range). He is allowed to do so, because he benefits of the "Engine" technology, and his Dogfight value is now 1, so he may intercept and fight (on the other side, the French air unit still has a 0 Dogfight Indicator, and he cannot defend !). The aerial battle starts; only the German may shoot:

- The German fighter has a 1 Dogfight value, and the French fighter has a 0 Protection value, for a final difference +1.



- The German player rolls on the +1 column. He rolls a 6, no result.

At the end of the first combat round, the French fighter decides that discretion is the better part of valor, flees and lands back at home.

Special Case: Zeppelins

Only Germany has Zeppelins. For game purposes, these are special bombers.

- A Zeppelin is immune to fighters as long as the "High Altitude" technology (Haute altitude) is not known by the Entente.
- On the other hand, because of its altitude, a Zeppelin gets a +1 penalty when executing a bombing or recon mission, for lack of accuracy.
- From 1918+, a German zeppelin has a 50% chance of being destroyed when attempting an aerial bombing, this in order to represent the improvement of Anti-Aircraft defenses.

13.3 Aces

Aces are outstanding pilots, or wing commanders. They randomly appear or disappear as indicated by the Aerial Table. Their presence provides bonuses during aerial battles.

Ace Creation

In August 1914, no aces exist. An ace may appear in an aerial battle, in some special cases. The Ace "picture" is now displayed on the air squadron that received the result.



- Each Ace has a single life. Once an ace disappears, it may no longer reappear.
- When an Ace appears, the National Will is raised by NW +1 at the end of the turn.

Aces Usage

An ace provides a +1 bonus to his fighter's combat rolls, and a -1 penalty to his opponents' die rolls (exception : +2 / -2 for Richthofen).

An ace may be assigned to another fighter squadron, or swapped with another ace at the start of the Military phase of his own player turn.

Death of an Ace

During an aerial battle, an enemy ace is eliminated if:



The friendly aircraft got a specific result as part of its combat result.

- or the Ace's fighter squadron is destroyed.

The death of an enemy ace gives a NW +1 change at the end of the turn to the killing aircraft's nation, and a NW -1 change to the ace's nation.



13.4 The 1914 Air Force

Air Forces have a very limited role in 1914. Basically, they handle only one possible mission, Reconnaissance, and have no combat capability.

- Each air squadron may only carry out one Reconnaissance mission per turn.
- Each air squadron must be assigned to an Army's HQ or GHQ. It may change its assignment at the beginning of each military phase, during its player turn.
- No aerial combat may take place in 1914.

14. Naval Warfare

The naval aspect of World War One: La Grande Guerre 14–18, while unlikely to be decisive in most scenarios, is nevertheless an important part of any overall strategic planning.

As a rule, the naval war in this game simulates the huge naval battle (rare), the raids upon the enemy coasts, naval transport and amphibious landings, overseas commerce raiders and even mines or submarine warfare.

14.1 Definitions

Naval warfare is handled essentially via the assignment of missions to naval units. Each Major Power has ship squadrons, which are stacked together as warfleets. Each ship squadron usually represents several ships (1 to 5 each). The seas and oceans are divided into large sea regions and coastal regions (usually with the flag of the "owner").

14.1.1 Sea Control

A sea is either "controlled" by one side or "contested" (nobody controls it). Controlling a sea provides some advantages:

- free movement
- free reinforcement by sea
- sea supply
- sea surprise bonus

Not controlling a sea voids all of these advantages.

By default the control of the seas is listed below.

- Central Powers: Baltic Sea
- Contested Seas: North Sea, Adriatic Sea*, Black Sea**
- Entente: All other seas (English Channel, North Atlantic, Eastern*** and Western Mediterranean, and all overseas and oceans).

Notes:

- * The Adriatic is controlled by the Central Powers if Great Britain is at peace, or if Italy is on the Central Powers' side.
- ** The Black Sea is controlled by Russia if not at war with Turkey.
- *** The Eastern Mediterranean is contested if Italy is on the Central Powers' side.

The sea of Marmara is considered part of the Eastern Mediterranean for missions. This sea and the straits (Bosporus and Dardanelles) are controlled by Turkey. No movement is possible there for as long as Turkey is neutral.

Important: control of the North Sea has a direct influence on the Blockade.



14.1.2 Ports

The ports provide shelter, repair and anchorage for the fleets and are the start places and end places of any naval movement. If the Enemy conquers a port, the fleet flees to another friendly port. There are mostly two kind of ports:

- Major: capacity is 2 warfleets, good repair facilities.
- Minor: capacity is limited to 2 ship squadrons, and low repair facilities.

14.1.3 Warfleets

Ships are stacked together in warfleets or in stacks up to 2 ship squadrons each. There are 3 types of fleets (with associated EP cost for activation): big fleets (3 EP), medium fleets (2 EP) and small fleets (1 EP).

- If a fleet contains battleships (B, BB or BC), it must contain at least 1 DD or CL as a screen.
- Each fleet has information: Name and speed, size and cost.
- A big fleet (3 EP) must have 1 B, BB or BC.
- A medium fleet (2 EP) must have at least 1 AC or CL (or better).

14.1.4 Ship Squadrons



- Black circle with red support value, a bonus to combat value (from 0 to +3) when used as artillery support during amphibious landings or coastal fortress bombardments.
- A black target symbol with a letter showing the gunfire range of the units heavy guns; either L (long range), M (medium) or S (short range)
- A grey plate showing the type of unit (see below)
- A number indicating the actual number of ships inside the squadron
- A yellow/red explosion symbol indicated when the unit has suffered hits, with number of same.
- Name of unit
- A plate showing the fire (in attack) and protection (defensive) values of the unit, as well as its speed (used to calculate tactical advantage in naval battles).

Each ship squadron represents from 1 to 5 ships , and have the following ship types (identified by the grey square on the counter).

BB:	Modern battleships
BC:	Battlecruisers (fast battleships)
B:	Older battleships
AC:	Armored Cruisers
CL:	Light Cruisers
DD:	Destroyers
SS:	Submarines

14.1.5 Admirals

An admiral has 3 values (0 to 3) indicating Aggressiveness, Reaction, Tactical and his rank letter (A > B...).

During battle each admiral is automatically placed in one battleship (of a B, BB or BC type) by the game engine or scenario.

A Fleet with no admiral is worth 0 (in aggressiveness, reaction and tactical factors).

14.1.6 Canal, Strait, Winter

A warfleet may go through a friendly canal (Kiel and Suez). If any region is enemy controlled, this movement is blocked.

All straits are passable to either side, except Turkish straits as long as the fortresses at the entrance (i.e. Dardanelles) still exist. All straights may also be mined (by the owner)

Passing through straights causes the fleet to be detected (See Game Aides).

Gibraltar is passable by any warfleet. Fleets at Petrograd, Archangelsk, Kronstadt and Helsinki cannot move out or in from Nov-December to Mar-April (during these 3 turns).

14.2 Naval Operations

Usually, Naval Operations are executed during the Military Phase, because there is no or very limited naval activity.

14.2.1 Naval Sequence

Phases in parentheses are only played when a sortie of both sides in the same sea(s) occurs.

1. Movement
2. Sortie at Sea
- (3. Naval Encounter Check)
- (4. Raid and Transport Missions)
- (5. Control of the Seas)

Phase 1 – Movement

Each fleet may move up to 5 seas from its start port (no more), at no risk.

Phase 2 – Sortie at Sea

The German Navy may attempt to make a sortie in the North Sea, but it will be implemented only if successful in a secret Kaiser Wilhelm II permission test (i.e. the sortie orders are made by the player but NOT implemented if the Kaiser has refused it).

If allowed, both sides execute missions with their warfleets, and a naval encounter may occur.

Phase 3 – Naval Encounter

If a fleet puts to sea, the following procedure is used.

- The game engine checks whether an encounter at sea occurs.
- If there is a contact, a naval battle takes place (at the start of which each side chooses a combat Tactic, and then a surprise test is made and initial range is determined).

Phase 4 – Naval Battle

The naval battle starts. Each side first engages its “scout fleet”, a fast fleet with the battlecruisers (BC) or cruisers.

- Each ship squadron fires, with 1 or 2 shots per combat round.
- A second warfleet may reinforce the battle, by rolling an intervention check (which depends on the nature of the naval battle).
- The battle ends when a fleet retreats. The victorious fleet executes its mission (if possible) or goes back to its port.
- Repeat this procedure if other fleets put to sea.

Phase 5 – Raid and Transport Missions

If a warfleet has a transport or raid mission, this mission is executed now.

Phase 6 – Control of the Seas

A side gains control of a contested (or enemy) sea for 1 turn if it executes the “Control” mission, and either wins any naval battle the fleet is involved in, or its warfleet(s) is alone in the sea.

- Control of the sea lasts 1 turn only.
- All naval units must end the naval phase in a port.

14.2 Naval Movement and Missions

When a side decides a “sortie at sea”, Phase 3 may be longer than usual, and uses a detailed procedure.

Naval movement orders depend on Missions

14.2.1 Kaiser Wilhelm II “Luxus” Fleet

Kaiser Wilhelm II was very concerned about his beautiful war fleet (the Hoch See Flotte), especially his battleships and therefore opposed any risky naval engagement they could be involved in.

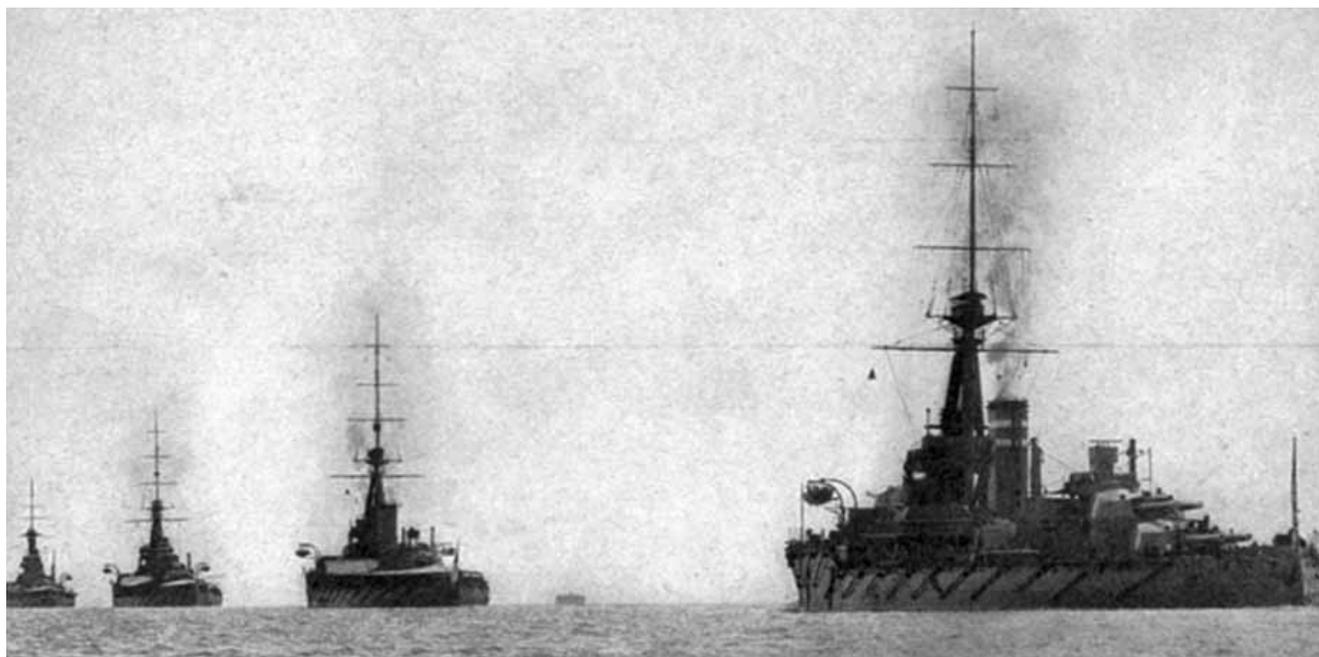
At the beginning of each Naval Plans, Germany makes a secret D12 check to see whether the warfleets with battleships (B and BB) may put to sea into the North Sea or elsewhere in a uncontrolled or contested sea (that is, out of the Baltic Sea).

- This does not apply to German BC in their Scouting Fleet.
- When Admiral Scheer commands the “Hoch See” fleet (i.e. Germany’s main fleet), he adds a +2 bonus to the check. If it succeeds, the Kaiser lets his battleships put to sea this turn.

If a major Naval Battle occurs and Germany is the victor with a net value of 5 NW gain or more, Wilhelm II is delighted... from then on, this rule no longer applies.

14.2.2 Checking the Sea and Mission Validity

A player must check which sea (friendly, contested or enemy) the fleet will go to. This sea must be at least 1 sea away from the fleet’s home port.



Each player assigns missions, then there is a naval check for encounter, and if successful, a naval battle ensues, or if not, nothing happens.

Enemy seas: Beware, if a fleet goes into a sea controlled by the enemy, it has a penalty for surprise and on retreat.

Straits: (Gibraltar, Danish and Turkish Strait) If any enemy fleet passes through a friendly straight, the enemy fleet is revealed.

Transport: If the enemy executes a mission in your friendly controlled sea where you conduct a naval transport, you have to execute a "Transport" mission with a fleet (to protect it) or abort the naval transport.

Mutiny: Beginning in 1917+, Germany may have to deal with mutinies when a fleet puts to sea.

Choosing Missions

Each player chooses the "Naval Mission" for his fleet(s) and squadron(s) from the following: In Port, Patrol, Transport, Raid and Control.



- A player may order up to 2 fleets together, with the same mission. If a naval battle occurs, only one fleet will engage at first. The 2nd fleet may reinforce later. The scout fleet, if present, is always the first fleet engaged (failing that, the fleet with the lowest EP cost).
- The player may also assign different missions to his fleets, but they will not be able to fight together easily if a battle occurs.

Range

Fleets may move up to 4 Moves each turn. The non-coastal (open) sea zones (including the overseas ones on the globes at the bottom right of the computer game map) cost 1 each. Each coastal sea zone uses 0 of these moves, but only for those coastal seas that are bordering the open seas crossed.

Missions and Cost (EP)

Each mission has a cost in Economic Points (EPs). This comes in addition to the cost each nation pays to activate the concerned fleet(s).



In Port (0 EP): In practice the fleet does not sail or makes short training exercises near its base. The fleet spends no EP



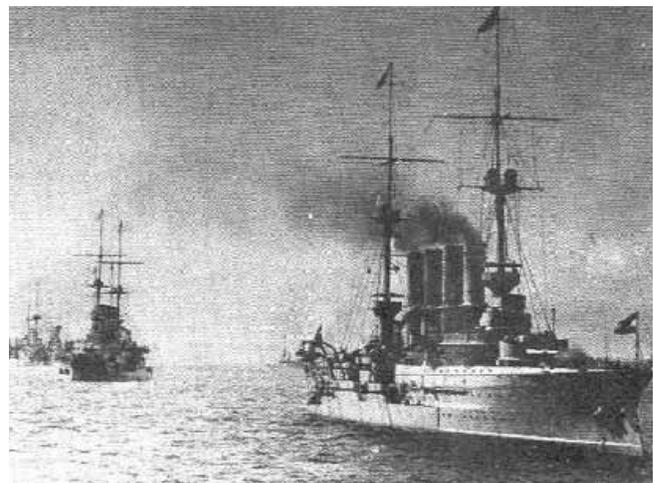
Patrol (0 EP): The fleet patrols the target sea to find and possibly encounter the enemy. Such a mission has a contact value of "3" (see below)



Sea transport (1 EP): The fleet escorts a military troop convoy, either bound for a friendly port, or attempting a landing on an enemy beach. The contact value is "0".



Raid (1 EP): The fleet tries to bombard an enemy coastal city. The contact value is "2".



Control (3 EP): The fleet attempts to take complete control the sea area. The contact value is "4".

COST:

The cost of a mission will be paid during the next Interphase (to resupply the coal). At that time, the engine takes the fleets' EP values, plus all the spent mission costs. Each time, the end cost is:

Fleets Activation Cost(EP) + Mission Cost (EP)

NB: The end cost is doubled for a Control mission.

Example: France sends its Mediterranean Fleet (3 EP) + its Scout Fleet (1 EP) in a Control mission in the Adriatic (3 EP). The sum is 7 EP, to be doubled because this is a Control mission = $7 \times 2 = 14$ EP! This cost is paid during the next Interphase. Sending the whole French Fleet is expensive!

Example: Italy sends its Flotta Crusere (1 EP) + Flotta Mare (3 EP) on a Raid mission (1 EP). The cost is Crusere 1 + Mare 3 + Raid 1 = 5 EP.

In addition, Britain pays every Interphase a special 4 EP extra naval cost (to represent the maintenance of a larger naval establishment and power)

14.2.3 Contact Value and the Naval Encounter Test

Each mission has a "Contact" value (except the "in port" mission). It serves to determine the probability of an encounter at sea.

Automatic Encounters

No check is made in the cases below, where the encounter is automatic.

- Double Controls: If both players have a control mission, their fleets automatically meet at sea.
- Landing: If a player attempts a landing, the encounter is automatic.
- Strait: if an enemy fleet tries to cross a strait, the encounter is automatic. Straits are: Dardanelles (in the Sea of Marmara). Gibraltar (in the Mediterranean, before the gate). Danish straits (in the Baltic).

Encounter Test

An encounter test is made to determine whether a naval battle occurs. The test is made by calculating the sides' difference in contact values, plus weather and control modifiers, and comparing it with the level of the sea hazard. If the test gives an equal or greater value, a battle occurs.

Modifiers:

- +? Contact values difference (as per missions)
- 2 Rain or snow weather
- +1 enemy sea

If a contact is established, the first engaged fleet is the "scout fleet". Failing that, any 1- or 2-EP fleet. For the moment, no other fleet may take part in the battle.

14.2.4 Most Common Sea Sorties and "Hints"

These are the most common situations players will see happen:

- If both sides choose a "Control" mission, their fleets find each other and a naval battle occurs automatically.
- If the German chooses only a Raid or a Patrol, the fleets usually must check for encounter to see whether or not they find each other.
- There is a surprise risk at sea. The player with surprise receives many bonuses (but surprise is uncommon).
- To be safe, you should use 2 fleets together: First the scout fleet (with the famous fast battlecruisers), and then the grand fleet (with all the slower battleships).
 - If a naval battle occurs, the scout fleet fights first (at a low surprise risk). Then the 2nd fleet will try to enter the battle later.
 - In the North Sea, the common sorties are, by side:

German: Sortie of the scout fleet alone to launch a raid against Great Britain (or a patrol, to bluff); or sortie of two with the Hoch See fleet to crush

the British scout fleet (hoping it is alone, without the Home Fleet), but this requires the Kaiser's permission.

British: Sortie of the scout fleet alone in patrol, with or without the Home Fleet or, from time to time, a Control mission (very expensive) in order to have the best chance to intercept and crush the German fleets.

- A huge naval battle is often tactically to the German's advantage, but the law of numbers, when the British Home fleet is coming, changes it into a British advantage and forces the German to make a quick retreat in order to escape.
- In the Mediterranean, the Austrian fleet often stays in port, because the French fleet is superior (even worse if Italy is Entente), but mostly because of the sheer economic cost of activation. It may change if Italy has joined the Central Powers, as the Italian and Austrian fleets combined may prove a challenge for the French navy.

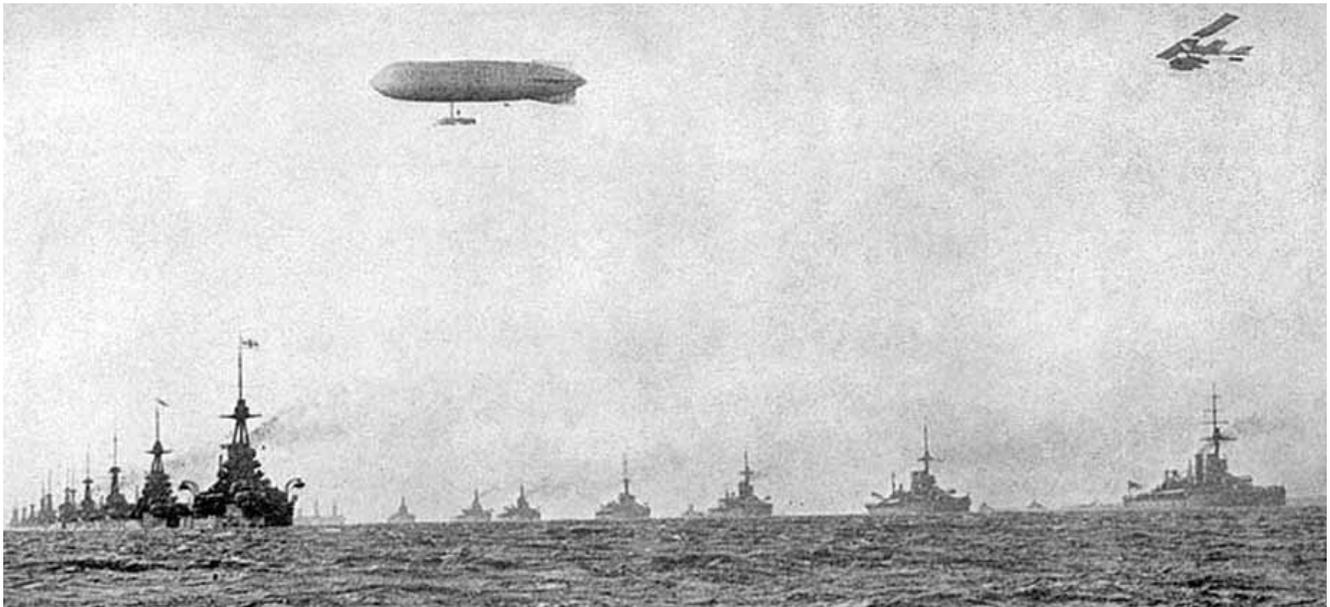
14.3 Naval Tactics and Battle Types

If a naval encounter occurs, the nature of the combat will depend on the tactics the players choose and on chance. The players' choices have a direct influence on the possible battles.

14.3.1 Combat Tactics

If a naval encounter occurs, each player must choose a Combat Tactic from those offered at the start of the battle. They are simultaneously disclosed when the fight starts.

There are 5 different tactics: T Cross the T, L Line of battle, C Column, A Circle Arc, F Free Formation. Each tactic has an advantage or disadvantage, depending on the enemy tactic with which it is crossed. There are:





T: Bonus +1 to Surprise



L: Bonus +1 to all 2nd Shots and to the admiral's Aggressiveness (rounds 1 and 2)



C: Bonus +1 for the naval Advantage and to the admiral's Aggressiveness (rounds 1 and 2)



A: Bonus +1 to bring in the reinforcing 2nd fleet



F: Penalty -1 to the enemy admiral's Reaction (negative value possible)

The tactics are crossed on the Tactics Chart which shows the interactions between the chosen tactics.

Tactical chart					
Enemy	Player				
	T	L	C	A	F
T	(T)	L	-	A L	F ³ C ³
L	-	-	C	A ³ C ³	F ³ A
C	T ³ L	L T	-	A ³	-
A	T	-	C ³	-	F L
F	T	L ³ C	C A	-	-

Results

T: Surprise +1

(T): Roll even: Allies get T, Odd: Centrals get T

L: +1 all second shots (rounds 1 and 2), Agres +1

C: Tact. Advantage +1 (round 1 and 2), Agres +1

A: 2nd Fleet: Bonus +1

F: Enemy Admiral Reaction -1

³: Bonus +2

Each side cross-references his tactic with that of its enemy's. The resulting box contains either 1 letter (usually the same as the tactic), or 2 letters (the tactic and another letter), or nothing.

Each player benefits from the bonus given by the letter(s).



● If the letter is followed by "2", the bonus is +2 instead of +1.

● If both players choose "T", only one player will get the surprise bonus. Roll D6: even Entente, odd Central Powers.

14.3.2 Naval Recon

In European Seas (i.e. the seas not depicted on the world globes), the player with the most Recon units has a bonus for the sea surprise test: submarines (SS) and naval air units (with an anchor). The bonus equals the difference of the numbers of Recon units.

All Recon units (even friendly ones from the same side) are added together. All units have a 2-sea range.

Submarine: Each submarine (SS) counts as 1 Recon unit.

Naval planes: Each plane with an "anchor" symbol counts as 1 Recon unit or 2 units if the Recon Indicator reaches -1 (the best value). This applies in clear weather only. They must be based in a coastal city or town. These naval planes are usually fighters. However, Great Britain has a naval bomber, and Germany has a naval zeppelin. Both have an anchor.

Harwich Fleet (Great Britain): This fleet counts as 1 Recon unit in the North Sea, English Channel and North Atlantic. The fleet need not put out to sea on mission, as it is considered as doing routine recon mission in the above-mentioned seas.

Aircraft Carrier: The British CV Furious (if built) may be assigned to a fleet (e.g. Harwich fleet), and counts as a naval plane for the Sea recon.

14.3.4 The Surprise Test

During the 1st round of an encounter, one fleet may benefit from surprise. Surprise is influenced by the Recon value, the chosen tactic, the type of sea and the speed of naval units involved.

- + ? naval recon (depending on units difference)
- +1 letter "T"; or +2 if T²
- 1 enemy Controlled sea
- 1 enemy strait (crossed or at the gate)
- +1 friendly Controlled sea
- +3 the faster fleet (if any) (ex. speed 4- > 3+)

A side that obtains a result \geq twice that of his opponent's result gets the benefit of Surprise.

NB: the speed of a fleet is the speed of its slowest ship squadron. i.e. a scout fleet (speed \leq 4) versus a common fleet (speed \geq 3+). It is recommended to have a scout fleet as the 1st fleet (the 2nd fleet, slower, coming later).

14.3.5 Surprise Effects

If a side gets the surprise benefit, it gains the following advantages:

● A bonus of +3 or -3 modifier to determine the type of naval encounter. The -3 modifier is used if the player wants to avoid a battle.

- The possibility of “Trapping” the enemy fleet.
- An automatic Tactical Advantage during the first 2 rounds.
- A bonus of +1 for all 2nd shot checks during the first 2 rounds (in addition to the “L” tactical letter).
- The surprised side has a -1 penalty when attempting to bring its second fleet in at the end of the 1st round (or 2nd round if Trapped).

14.3.6 Type of Naval Battle

At first, only the 1st fleet is engaged (i.e. scout fleet). The type of battle is determined randomly, with some modifiers for surprise as indicated above. Type of Battle chart:



K	skirmish
M	meeting engagement
B	battle
S	shock
T	trap if Surprise on one side; otherwise, use S shock

Modifiers: Based on both sides' missions

+?	most Aggressive admiral
-1	Raid
-1	Rain or Snow weather
+0	Patrol, Transport
+1	Control
+3	Surprise; or -3 to avoid a naval battle

NB: there is an increase of the admiral value by 1, in the case of tactical letter C or L. An admiral's value may be 0 if the fleet executes a Raid or a Transport. If the enemy fleet is involved in a naval landing, and if the battle type is K or M, it may be upgraded to S (a “shock” battle), but this does not apply to a simple naval transport (friendly port-to-port).

14.3.7 Initial Range

The initial range for the 1st battle round is determined randomly too, among the following. Long and Medium are the most likely initial ranges.

- (S) = Short range
- (M) = Medium range
- (L) = Long range

This initial range is compared with the actual ships' ranges.

NB: the range must be at least one of the ship squadrons (any player). When your 2 fleets are in battle (if your 2nd fleet succeeds its intervention), each fleet keeps its own range.

14.3.8 Description of the Five Types of Battle



“K” = Skirmish

Each side engages only 1 ship squadron for 2 rounds. This ship squadron is chosen according to the priority : BC > AC > CL > DD > B or BB within shooting range.

- No 2nd fleet reinforcement is possible.
- The battle automatically stops at the end of the 2nd round (if any).
- Each fleet retreats to its original port or proceeds with its mission.



“M” = Meeting Engagement

Each fleet engages all its ship squadrons for 2 rounds.

- No 2nd fleet reinforcement is possible.
- The battle automatically stops at the end of the 2nd round (if any).



“B” = Battle

Each side engages all its ship squadrons within shooting range. The battle goes on for an unlimited number of rounds.

At the end of each round, each side checks for his 2nd fleet intervention (-1 penalty if different mission). If yes, it comes in at long range (L).



“S” = Shock

Each side engages all its ship squadrons within shooting range. The battle goes on for an unlimited number of rounds.



At the end of the first round, the 2nd fleet reinforces the battle, at long range (L). This is automatic if they have the same mission (and unsurprised). If not or surprised, roll an Intervention check.



“T” = Trap

Each fleet engages all its ship squadrons within shooting range. The battle goes on for an unlimited number of rounds.

The Trapping admiral is the admiral benefiting from surprise. His opponent is the Trapped admiral.

Trapped admiral penalties:

- He cannot withdraw during the 1st round.
- He must wait until the end of the 2nd round, with a -1 penalty, to attempt to reinforce with his 2nd fleet (no penalty afterwards).

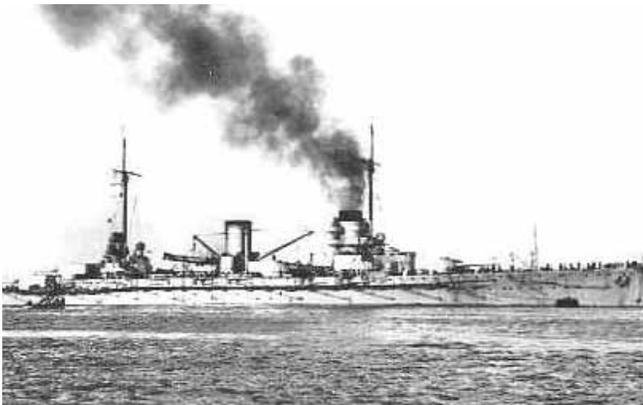
Trapping admiral:

- He automatically gets the Tactical Advantage during the first two rounds. At the end of the 1st round, he may bring in the 2nd fleet (same mission), no roll. The 2nd fleet's range is long range (L). If the 2nd fleet has a different mission, roll an Intervention check.
- Submarines (SS) at range (2 seas), may randomly rendezvous at the trap (50% chance). If yes, at the Torpedo step of the 1st round (after all fire salvos), submarines attack. The enemy cannot reply. Range is determined randomly, 50% chance it will be S, 50% will be M. Each submarine target is determined randomly, according to the following priority: B, BB or BC first; then AC > CL > DD.

14.3.9 The Faster Fleet

A Faster fleet may limit or even withdraw before the naval battle. There is 50% that, when the scout fleet (faster) meets a huge battleship fleet (slower), it enters in a limited battle, or it may withdraw.

- Limited battle: The scout fleet engages a naval battle, as above. But the enemy may only engage the number of ship squadrons equal to the scout fleet ones (ex. the scout fleet has 3 ship squadrons only, then the enemy engages 3 maximum too).



- Withdraw: The scout fleet may engage in a limited battle or withdraw and retreat (battle is over) or withdraw and keep contact without a fight because he expects 2nd friendly fleet interception soon, to engage the battle (at long range).

If there is no fight, there is no naval battle (so, no winner or loser).

14.4 Engaging in Naval Combat

Naval battles are extremely costly in terms of NW for the loser, as, like it was in that age, the battleships are true national pride items and loss of them is a decisive blow to national morale.

14.4.1 Summary and Sequence

The naval battle rounds follow the steps below.

- 1 - Advantage determination: Tactical, Aggressive, React
- 2 - Fire Range determination
- 3 - Changing Engaged Squadrons
- 4 - Fire Salvos (1st and 2nd shots) (and Survival Tests)
- 5 - Torpedo Attacks (free, but only once per fleet)
- 6 - Repairs at sea (and admiral KIA checks)
- 7 - 2nd fleet Intervention (if any)
- 8 - Retreat (and Pursuit)

This complete sequence constitutes a “combat round”. Note that in a long battle, rounds #4 and 5 are night rounds (where salvos are much less efficient, but torpedo attacks more dangerous). A naval battle lasts as many rounds as the players want to (or can) fight.

14.4.2 Presentation and Steps

Each player gets all his 1st fleet ship squadrons (the scout fleet) and can form his “line of battle” with BC, BB and B. AC types may be added if in range (M or S). The other CL and DD are ignored (except if at range S), and are left in the rear section of the battle window.

Note that the 2nd fleet (if any) may reinforce the battle later (through a test), at end of each round, depending on the battle type.

Submarines (SS) do not take part in the battle except during a “Trap” battle (See 94.H).

Step (1): Advantage Check



Each side selects one “Advantage” (in secret): Tactical, Aggressiveness, or Reaction. There is a random test made, where the Admiral value corresponding to the choice is added, plus extra bonus depending on the type of encounter, speed advantage and round.

- Type “C” encounter provides a +1 bonus (rounds 1 and 2).
- The faster fleet (if any) has a +2 bonus.

If your side gets the higher result, it receives the chosen Advantage (Tactical, Aggressiveness or Reaction), provided the conditions below are met, and obtains the following bonus.



Tactical Advantage: (initial choice: Tactical)

If your modified score is two times higher than your opponent, you get the Tactical Advantage for the current round.

Effects:

- you choose the fire range (L, M or S) (but not $L \leftrightarrow S$) (except on 1st round)
- bonus +1 to all your salvoes shots
- bonus +1 to your 2nd fleet intervention check



Aggressiveness Advantage: (initial choice: Aggressiveness)

If your modified score is just superior to your opponent, you get the Aggressiveness Advantage for the current round.

Effects:

- fire range must be shorter (no choice) ($L \rightarrow M$; or $M \rightarrow S$) (except: 1st round)
- bonus +1 to all your salvoes shots for 3 ship squadrons
- but, you suffer a -1 penalty to your next Advantage check (next round) (cumulative, if it occurs again)



Reaction Advantage: (initial choice: Reaction)

If your modified score is just superior to your opponent, you get the Reaction Advantage for the current round.

Effects:

- fire range is Medium (no choice) (except on 1st round);
- you place all your naval squadrons as you want (See \rightarrow step 3).
- your opponent gets a -1 penalty on his next Advantage check (next round) (not cumulative).

NB: If a player has obtained Surprise, he automatically gets the Tactical Advantage for the first 2 rounds.

Step (2): Fire Range change (except on 1st round)

There are 3 fire ranges, in decreasing order: $L > M > S$. During the first round, the range is calculated by the Initial Range Chart. Then, for the 2nd round

(and beyond), the range changes to Medium (M), except if a player gets an Advantage (Tactical or Aggressive).

If a player has an Advantage:

- Tactical: player may choose the range (but not $L \leftrightarrow S$).
- Aggressive: range must be shorter ($L \rightarrow M$; or $M \rightarrow S$).

Step (3): Changing Engaged Squadrons (except on 1st round)

Each side may exchange 1 ship squadron (for another) between the first line and the rear. If a side has the Reaction Advantage, it may change some or all its naval squadrons.

Step (4): Fire Phase

There are 2 fire salvoes resolved one after the other. All fire salvoes are simultaneous. They are resolved simultaneously. A survival test applies after the 2nd fire salvoes.

- Each ship squadron fires vs. one target (usually the one in front of it in the battle line). Several ship squadrons may fire together versus the same target.
- The shots are then resolved. One shot per ship squadron, and then maybe a 2nd shot (to check).
- Remember that only ship squadrons within range may shoot.

Fire – Torpedo Attacks (except on 1st round)

Torpedo attacks by DD and CL may occur beginning with the 2nd round.

The Torpedo attacks are executed automatically, the game selects the best CL or DD to be used (that can fire) and also what their targets are (one different target each), but it occurs after all fire salvoes.



Fire – 1st Salvo

Each ship squadron executes one shot. Each “ship squadron” actually contains several ships (1 to 5). The exact list and names can be seen in the tooltips and on the units details window.

Having several units is important for 2 reasons. The main reason is the better ability to sustain damage, but there is also the possibility to shoot a second time (→ See 2nd Salvoes).

Each ship squadron salvo is resolved by comparing the Salvo Value, i.e. the difference between the shooter's fire value and the target's protection value, and then firing, i.e. “rolling” a die for effect. Bonuses and penalties are applied whenever relevant, the main ones are those listed below:

Salvo Value modifiers

- +1 Target much slower (speed 3+ < 4+)
- 1 Target much faster (speed 4+ > 3+)
- 1 if two or more ship squadrons are firing at same target (difficult to adjust fire control)
- 2 if shooter is also currently under a Torpedo attack (evasion maneuvers)

Firing modifiers

- +1 Tactical Advantage (all squadrons)
- +1 Aggressive Advantage (3 squadrons)
- +1 German Rangefinder
- 1 British defective naval shells
- 1 Long Range
- 1 Small Ship penalty.
- 1 2nd fire salvo
- 1 Night (rounds 4 and 5)

The result obtained may be no loss, or a 50% chance for 1 hit, or 1 to 6 hits, and sometimes a critical hit

British Shells: There is a 50% chance the British ship squadrons may have a penalty, because of defective naval shells performance. This is cancelled when the British acquire the “Naval Shells” technology.

German Rangefinder: All German ship squadrons get a +1 bonus due to superior fire control equipment.

Small Ship: if the firing ship squadron is a smaller size than its target, it gets a -1 penalty for each “level” difference → DD < CL < AC < (B, BB or BC). It may inflict only 1 hit, and no critical hit may occur. But this does not apply to torpedoes.

Fire – 2nd Salvo

Each ship squadron that contains 2+ units is entitled to a 2nd shot. The more ships the squadron contains, the higher the chance. The following bonuses apply:

- + # ship units
- +1 If Line of file battle tactic is in effect (rounds 1 and 2)
- +1 surprise (rounds 1 and 2)



However, all 2nd shots have a -1 penalty on the firing results.

No 2nd Shot: A ship squadron with only 1 unit may never execute a 2nd shot. The same applies to destroyers (DD or DE).

Results and Hits – Damaged Squadrons

Each result may inflict several hits on the enemy ship squadron, and sometimes a direct critical hit. The hits are indicated by an explosion symbol on the ship squadron counter, with the value inside indicating the number of such hits.



Basically, a ship squadron may sustain up to 3 hits. Upon receiving a 4th hit, the ship squadron is “Damaged” and flipped to the reverse side (white stripe on counter). If there are hits in excess (that is, 5 or more), the excess hits are kept while the squadron is flipped.

A Damaged ship squadron may also sustain up to 3 hits. Upon receiving a 4th hit (or more), the Damaged ship squadron must do a Survival check, after all fire salvoes are done.

Single-ship squadron: A single-ship squadron (1 unit) has only one side. Upon receiving a 4th hit (or more), it must do a Survival check.

Critical Hit and Survival Tests

There is sometimes a special and very dangerous salvo fire result, called a “Critical Hit”. It comes in addition to the regular hit damage described above. In such instances, the victim ship squadron must roll an immediate “Critical hit” test.

The Survival Test happens after all 1st and 2nd firing salvoes are done (but before torpedo attacks, if any). Any Damaged ship squadron or single-ship squadron must roll a Survival test if it gets 4 hits (or more).

All ship squadrons victim of these will have a 50% of having one of the ships in the squadron explode and sink. The squadron will become damaged as well. Note however that German squadrons will suffer critical damage only 17% of the time (not 50%) to represent their much better conception, level and training of damage control crews.

If a ship squadron has no more units, the squadron is removed.

Destroyer flotillas (DD and DE)

The DD (or DE) ship squadrons have a higher number of units than usual. They may never be annihilated.

If a Survival test fails or a Critical hit occurs, the result of the explosion is that the squadron is Damaged with 3 hits. In such a case, the DD may no longer fire its guns, but it may still execute torpedo attacks.

Step (5) – Torpedo Phase (once per warfleet)

Each warfleet may execute 1 torpedo attack per naval battle, provided it has at least 3 DD or CL squadrons. This means once for the 1st scout fleet and once for the 2nd fleet. A torpedo attack occurs only at medium range (M) or short range (S).

Torpedo Procedure

Each one of the 3 DD or CL fires at a different target (your choice).

Defensive fire: Each target fires again (new 1st and 2nd salvos) + 2 CL or AC (screening) (if they are within fire range, and even if they have already shot).

Torpedoing Resolution: Each DD / CL, after the defensive fire, executes 1 to 3 torpedo attacks. This is handled as a Salvo with a +4 value. No shell fire modifiers apply, only the torpedo modifiers.

Trap battle: note that in case of a submarine attack, there is no defensive fire.

Step (6) – Repairs at Sea and Admirals Fate

Each side checks the possibility of Repair for each ship squadron which has sustained “hits” during this round. With luck, repairs may be executed while at sea, and this removes 1 hit from the damages received during this round (only). Hits received during the previous rounds cannot be repaired at sea.

A Damaged ship squadron cannot be flipped back to its “full” front side by this procedure.



KIA Admirals

If a ship squadron, with an admiral on

board, has received 1+ hit or exploded (critical hit), this admiral must check for KIA. The chance is 5%, but jumps to 50% if the admiral was aboard the unit that sank. A surviving admiral, who was aboard a sunken unit, is rescued by another unit of the same ship squadron (if none exists, then by another ship squadron).

Step (7) – Second Fleet Intervention

When a naval battle takes place, a 2nd fleet may intervene, depending on the battle type, at the end of the first round. This 2nd fleet must be a friendly fleet on the same side; there is no penalty for nationality. However, to intervene, this 2nd fleet cannot cross a neutral or enemy strait (e.g. a British fleet in the Aegean sea could not intervene in favor of a friendly Russian fleet in the Black Sea, and vice versa).

In most cases, intervention has 50% chance of succeeding, but there are modifiers and penalties, such as:

- Battle Tactic “A” (circle arc) gives a +1 bonus.
- If the 2nd fleet’s mission is different, there is a -1 penalty.
- If the 2nd fleet’s mission is “in port”, this penalty is worsened to -3.
- There are other modifiers for night and weather.

Range: The 2nd fleet always arrives at long range (L).

Cost: A 2nd fleet in port will pay the cost of a Control mission when it intervenes. A fleet already at sea (in mission) pays nothing more.

Controlled Sea: A side in a friendly sea may bring as many fleets as he wishes at the end of the 2nd round.



Step (8) – Retreat

Each player may decide to retreat back to his port. This choice is made by clicking on the relevant button of the Naval Battle window at the end of a round (or the AI will decide if you placed it in command). Possible cases are:

- Nobody retreats: The battle goes on. A new battle round starts.
- Both players retreat: The battle ends, and both fleets come back to port.
- One player retreats: It is usually successful if he obtains a test result whose value is \leq Sea Hazard.
 - A fleet's first retreat attempt gets a +1 penalty.
 - If a fleet has executed a torpedo attack this round, it gets a -1 bonus (for this round only).
- If the check fails, the battle goes on, and a new round is resolved.
- If the check succeeds, the fleet retreats and goes back to port, but is subject to a pursuit while breaking off.

Fleeing: You may retreat automatically (no check) if your opponent has no ship squadron to face your best ship squadron in size (e.g. BC vs CL) or if all your ship squadrons are faster (4- > 3+).

14.4.3 Effects of a Naval Battle

The outcome of a naval battle has an immediate and important impact on National Will, depending on the magnitude of victory or defeat.

Naval Battles and NW

The naval battle has an immediate effect on NW. Each side counts his losses, per unit (whatever the ship nationality is):

- 3 BB, BC (per unit sunk)
- 1½ AC
- 2 B
- 1 CL
- 1 Damaged battleship (BB, B and BC, reverse side)
- 3 Retreat (for the retreating fleet)

The side with the lower value is the Victor, the other side, with the bigger value is the Loser. Adjust the NW of each side by the net difference. NB: in case of tie, the loser is the retreating player.

However, there is a limit to NW gain/loss, depending upon the battle category below:

Skirmish: No side had any BB, B or BC: maximum won / lost: NW +/-2.

Minor battle: One side had only 1 to 2 units of BB, B or BC type: maximum won / lost: NW +/-4.

Major battle: Both sides had 3+ units of BB, B or BC type: maximum won / lost: NW +/-15.

August/September 1914: if the Victor is at (or reaches) NW level 40, he may keep his extra NW gain until the end of September (at the NW Adjustment).

Britannia Rules the Waves: when the British lose a naval battle for the first time, Great Britain will lose an additional NW -4 (national humiliation for Britannia).

Mixed Nationality Fleet: the other powers with ships present in the battle get half the NW gain / loss (rounded down), with a NW +/-3 limit.

Effect of battles on Control Missions (phase #5)

A side gets control of a sea for 1 turn if it has planned a "Control" mission, and if it vanquished all enemy fleets or is alone at sea.

German North Sea control: If Germany controls the North Sea, for one turn, the Blockade has no effect on Central Powers during the next Interphase (no check required). In addition, consider that the German fleet automatically succeeds in a Raid on England, against any coastal town.

14.5 Naval Units and Supply

Naval units do not carry supply by themselves, although their presence in a sea either allows or hinders the passage of supply.

14.5.1 Sources and distance

Sea transport capability is determined for each nation. Each military unit (corps, support) counts as 1. This One major or two minor ports may act as a supply source (See Supply).



Moreover, any HQ located on a landing beach (bridgehead) is a supply relay if the adjacent sea is not enemy controlled and allows a supply source port to be reached.

Supply distance at sea is unlimited, as long as the sea or seas crossed for supply are not under enemy control.

14.5.2 Sea Control

Supply via sea is valid as long as ALL the seas crossed for supply are not under enemy control.

Standard default sea control is: Baltic and Black Sea by the Central Powers, and all the other seas by the Entente, except the North Sea and the Adriatic Seas which are always considered contested (Central Powers controlled for the latter if Italy joins them).

14.6 Naval Transport and Amphibious Landings

Both sides have transports missions. They can use these missions to make amphibious landings.

- Sea Transport: From a friendly port to another friendly port.
- Sea Landing: On an enemy beach. The sea capability is halved (round up).

Land units may not remain on-board transport vessels in sea zones indefinitely. Land units automatically disembark (i.e. leave the naval transports) when the transporting naval Force enters a harbor. They may also disembark in a region without a harbor (i.e. conduct an Amphibious Landing).

As was the case historically, the Entente player will usually have an undisputed command of the seas surrounding Europe. This advantage can often be used to threaten large stretches of coastline with invasion.

14.6.1 Sea Transport Capability

Sea transport capability is determined for each nation. Each military unit (corps, support) counts as 1. This capacity varies from one year to the other, for the different powers. See the Chart below.

Nation	1914	1915	1916	1917	1918	1919
Ger	6	6	6	6	6	6
Aus	3	3	3	3	3	3
Eng	9	9	9	9	9	9
Fra	6	6	6	6	6	6
Ita	4	4	4	4	4	4
Rus	3	3	3	3	3	3
USA	0	1	2	3	4	4
Tur	2	2	2	2	2	2
Minors	0	0	0	0	0	0

Executing a sea transport in a friendly Controlled sea without a fleet is allowed (unless an enemy fleet sorties into this area).

14.6.2 Sea Transport Mission

The selected military units are transported to a friendly port by drag and dropping them to destination, once you have selected the naval movement button in the interface. Once they have reached their destination, they may move afterwards, but are not allowed to attack (voluntary).

Distance Penalty: Each transported unit uses 1 MP per additional sea crossed during the trip (starting with the 2nd sea). 2 MP are used for cavalry because of longer loading and unloading operations.

Naval Battle and Transport

If a naval battle occurs during a landing, the Enemy may force a "Shock" battle (at least). If the fleet is defeated and retreats, the transported corps may suffer losses, and the units are returned to their starting point.

Fate of transported units: an attack is resolved as Salvo Fire, using the +0 value, for each corps (morale check and RP spending allowed). Any "3 hits" result eliminates the unit. The support units and HQ are not affected.

14.6.3 Sea Landing (and Amphibious Assaults)

Most important, landings and amphibious assault are only allowed during "Good Weather" (i.e. sunny). When selecting units for such an operation, consider that they use up twice the normal amount of naval transport capability.

The invading units must be landed on an enemy beach region where the land units are dragged and dropped.

Important: no invasion is possible in a beach region with an un-neutralized fortress.

Escort and Naval Support

In order for naval units (especially the heavy ships) to provide escort and landing support to an amphibious operation, the concerned fleet or squadron must chose a naval transport mission and be dragged and dropped in the coastal sea zones adjacent to the target landing beach.

Bridgeheads

The beach region is now a bridgehead, i.e. it acts as a minor port for supply, as long as a friendly HQ stays on it (and is supplied by sea).

To bring reinforcements by sea on a bridgehead, the naval capability is still halved for the invasion beach region. It is important to conquer a port.

Landing Battle

These battles have some specific rules, as follows:

- The Attacker fights only with his landed units. No reinforcements may arrive during the battle.
- The Attacker may use RP normally



- The Attacker's ship squadrons (if any) in transport mission and located in the adjacent coastal sea zones fire and give artillery support during the battle (without spending MUN). One B, BB, BC or AC is required per subbattle.
- No gas or tank may be used during the landing. No bombardments are allowed.

Outcome of landing battles is the following:

- Failure: If the landing battle is lost, the Attacker must re-embark all its units, and suffer an addition 1 hit per corps (1 RP and moral check if the unit is already damaged).
- Success: The beach is captured. Only 1 unit from the HQ reserve may breakthrough (and 1 region only, even for cavalry), except at Sedd-ul-Bahr and Kum-Kale beach regions (Turkish straits) where the harsh terrain prevents any breakthrough.

14.7 Coastal Raids

A warfleet with a "Raid" mission may move to and bombard an enemy coastal region. The objective of the raid is to cause economic damage and NW loss.

14.7.1 Raid Resolution

The purpose of the Raid is bombarding a coastal city or town. The fleet

must not have been forced to abort after a naval battle before that. Any coastal city or town can be a target, with two exceptions:

- a port (major or minor) containing an enemy warfleet cannot be targeted by a coastal Raid.
- London cannot be targeted by a coastal Raid.

There is a 50% chance that the Raid is successful. If so, the city or town target of the Raid suffers one hit per B, BB or BC battleship unit (not squadron) inside the raiding fleet. However, a town may receive at the maximum 2 hits and a city may receive 6 hits maximum, all excess hits are ignored.

14.7.2 Effects of the Raid

Each hit against a national city or town lowers production by 2 EP during the next Economical Phase (cost of the Civilian and military rebuilding), no matter what the city's theoretical production value may be. These hits are removed at the end of the following Interphase.

Great Britain (only): each time an British city or town is bombarded, the NW is immediately modified by NW -2.

Example: Raid against Hartlepool in December 1914

The German Erleuchtung Fleet (scout fleet) executes a Raid in the North Sea against the Hartlepool coastal region (British town). Weather is rainy.



This Raid costs Germany 2 (Erleuchtung) + 1 (Raid) = 3 EP. Because of sea hazard in poor weather there is no naval battle despite a British attempt to intercept with its fleets in a control mission in the North Sea. The German Fleet reaches the English coast, and executes its Raid with success! BC Moltke and Von der Tann inflict 2 hits to Hartlepool (town) and Great Britain immediately loses 2 NW. In addition, Great Britain will lose 4 EP during the Winter 1914 Interphase (2 EP per hit).

14.8 Various Rules

14.8.1 Mine Laying

Mines (short for Naval Minefields) are laid in coastal regions (friendly or enemy) with 1 mine (squadron) per region. Mines may be laid during the reinforcement phase within 3 coastal sea zones of a friendly coastal city or town (and will be removed as soon as it is no longer the case).

Exception: A mine has no effect if placed in off a Neutral country (ex. Salonica as long as Greece is at peace).

Attacks by Mines

Mines attack any enemy warfleet entering the coastal sea zone where it is located. Each mine executes 2 attacks, upon one enemy fleet (selected at random if more than one fleet is present). Each attack is resolved on the Mines Chart.

- Mine attacks are resolved immediately, before any naval battle or landing.
- A ship squadron of a randomly selected type is taken in the target fleet(s) and it executes a Survival Test.
 - If it explodes, it loses one unit.
 - If it does not explode, the squadron is flipped to damaged, or if it is already damaged, it gets 3 hits.

Coastal Batteries

A coastal artillery unit may automatically fire at any enemy fleet on mission within the coastal sea zone adjacent to the region where the battery is located.

- There are two coastal artillery types: mobile and immobile.
- The coastal artillery acts in all effects as a "mine" and may attempt up to 2 attacks per coastal sea zone.
- A mobile coastal artillery has a bonus of +1 in the resolution of each attack.

14.8.2 German Overseas Raiders

In the 1914 campaign, Germany starts with 4 CL Raider squadrons in her colonies (off-map boxes), and also has its Far East fleet (Admiral Spee) in the Bismarck Archipelago off-map box.

Each turn they spend at sea, these Raiders will automatically damage the British commerce, costing up to 4 hits per turn in 1914 (= 2 PE per hit) and per unit. In order to eliminate the drain, the Royal Navy has to pursue them, and sink them one by one (control missions are required).



14.8.3 Tactical Submarines (SS)

Most naval powers have a tactical submarine (SS) at the start of the game (Germany has 2). A tactical submarine is not assigned to a warfleet. It acts only as a naval recon unit, and may take part in a naval battle only during Traps (50% chance).

- A submarine does not need to execute a mission at sea to operate, this is handled automatically.
- A submarine may redeploy as any naval unit stack.
- If a submarine redeploy, it cannot execute a recon at sea during the same turn.

German Submarine on the prowl: one German tactical submarine may act alone in the North Sea or the Channel to attack the Royal Navy each turn (with a limited risk).

NB: all these tactical submarine (SS) squadrons are different from "U-Boat" squadrons (only used for Submarine Warfare).

14.8.4 Naval Repairs in Port

Naval units that stay in a national or friendly major port for one or more Interphase(s) after a battle may be repaired for free. The procedure is the following:

1st Interphase (after the battle):

All hits are removed from the DD (or DE) and CL.

2nd Interphase:

All damaged DD and CL are repaired (face up).

All hits are removed from the B, BB, BC and AC.

3rd Interphase:

All damaged B, BB, BC and AC are repaired (face up).

After a 1-year period following the battle (i.e 3 Interphases have elapsed), all damaged naval units are repaired.

15. The Interphase

An Interphase occurs after the normal turn each May, August and Nov–December. It replaces and includes the NW Sequence normally made at the end of the turn. At the end of the year, there is an “Annual” Interphase.

Sequence

I) Parliament Test

Each Power rolls a Parliament Test.

II) Strategic Warfare

1. Blockade (Germany, Austria)
2. Submarine Warfare (Britain)

III) Adjustments to NW

1. Normal end-of-turn adjustments to NW.
2. Interphase adjustments to NW

IV) Political Actions

1. Political Actions implementation
2. NW adjustments due to Political Actions

V) NW and the Length of the War

If NW is very high, it is adjusted downward. From 1916 onwards, war weariness tests are conducted.

VI) Instability Tests

1. Instability Tests if NW is in the Instability Zone
2. Social Troubles (strike, mutiny, etc.
3. New Government test

VII) Production

1. Calculation of National Budget (on the Economic Chart)
2. Expenses and Production

VIII) Generals

Each Power may reassign all its generals to any of its HQ, in secret (except those who have compulsory assignments).

Details

The Parliament Test

Each Power tests the resolve and mood of its Parliament by rolling a D12. If the result is ≥ 9 , the Parliament moves one space toward Defeatism (to the left).

- 1 if the Parliament has already moved left one space this year
- 1 if the Parliament mood is Warmongering (level +0)
- 2 if the Parliament mood is Pacifist (level -1)
- 1 Germany, France, Britain*, United States
- +1 Turkey

Additional modifiers beginning in 1915:

- +1 Russia, unless a Grand Offensive (friendly or enemy) is in progress on the Russian front
- +1 Britain, if submarine losses ≥ 100 EP, or +2 if ≥ 150 EP
- +1 if Grand Offensive lost in the last 3 turns
- 2 if a Grand Offensive succeeded in the last 3 turns
- +1 if any one (or more) Communist regime C is in play (no matter where)

If the D12 rolls a natural 2 or 3, the Parliament moves one space toward Sacred Union (to the right).

Exception: a Major Power in Revolution does not roll (because its Parliament is changing every turn).

Britain*: if Submarine War generates a +1 penalty (losses ≥ 100 ep), do not count the British -1 bonus.

Strategic Warfare

If the Central Powers are subject to the Entente blockade, Germany and Austria-Hungary each roll a D12 on the Blockade Table.

If Germany has decreed Submarine Warfare against England, Germany rolls a D12 on the Submarine Table.

Extra Adjustments to NW – Interphase Adjustments

After all end-of-turn adjustments are made to NW, these additional adjustments are made in this order:

Parliament

+/- ? according to its attitude (+2 to -2) (doubled if Free Press)



Civil Production

+4	level 8 or 9
+3	level 6 or 7
+2	level 4 or 5
+1	level 2 or 3
+0	level 0 or 1

Overall Military Situation (round all fractions up) - max. +2/-2

+1	if an enemy Major Power has surrendered
+½	per city conquered in an enemy Major Power (except Damascus, Baghdad, Mosul and Jerusalem)
-½	per national city lost* (or -¼ per Russian city lost* for Russia) *Ignore these NW losses if the Power currently suffers from an enemy Grand Offensive

Blockade and Submarine Warfare

+/- ?	the Blockade (Germany and Austria-Hungary)
- ?	Submarine Warfare (Britain)

Social Situation

-1	Strike
-1	Revolt

Firepower Improvement (last Interphase)

+1	when the improvement comes into effect
----	--

New BB or BC

+1	per new individually built battleship unit
----	--

Events

+/- ?	according to the event (for example Rasputin in Russia, etc.)
-------	---

Political Actions

Each Major Power may attempt a certain number of Political Actions now. They are tested, implemented if need be, and their impact on NW is fulfilled.

NW and the Length of the War

Beginning in 1915+, a final adjustment is made if the NW is very high.

- in 1915
If the NW is between 35 and 40, NW is reduced by 2 (but not below 34).
- in 1916+
If the NW is between 29 and 40, NW is reduced by 2 (but not below 28).

Instability Tests

All Major Powers whose NW is in the Instability Zone ($NW \leq 20$) roll their Instability Tests now.

Then roll any Social Tests that result.

And finally, Powers with new governments improve their NW (with the risk of weakening their Parliaments).

Production

Income is calculated for each power and recorded on its Budget Chart. The Income is given directly by the Revenue Table, according to the level of Civil Production and possible loss of cities (Income for lost national cities, given in orange on the map, must be subtracted).

Each power may then undertake its production and expenditures (ammunition, technological research)

Important Notice: the Income is determined by Civil Production at the beginning of the Interphase. Successful "Transition to a War Economy" Political Actions in the same Interphase are not counted (this time). Civil Production is artificially increased by +1 level if the Power has a Strike or a Revolt (+2 for both). This will lower to resulting income.

The Generals

Each Power may reassign all of its generals among its HQ, except those generals whose assignment is fixed. However, a power cannot change its commander-in-chief at this time.

The Annual Interphase

At the end of each Winter Interphase, a special general Redeployment phase takes place. This takes place starting from Winter 14.

Strategic Redeployment

All fronts are considered calm in December and January (combat ceases at the end of November, and restarts in February). This allows time to carry out strategic redeployments on each front. In each sector of the Front (French, Russian, Italian, etc...), the players may freely redeploy all their Armies.

Each side may equally redistribute all the units between the different Armies of each front (and also the GHQ).



Between Fronts

Between fronts: limit of 1 Army + 6 corps / artillery may be redeployed (if there is a land connection, or through controlled seas).
Throughout Turkey: limit of 4 corps / artillery total (with or without HQ).

Conversion of Rails

All conquered rail sections are automatically converted (if they may be connected to your network).

Discontinuous Front – end of 1914?

A power's "front" is the position of his most advanced in supply units facing the Enemy. If a front is not formed at the end of 1914, each player may during the Winter interphase, place a corps to form the front, one by one taking turns (in order of the last initiative).

- Each unit must be placed in contact with another supplied unit (and also be in supply).
- It is forbidden to take an enemy city or town, situated on the front, in this manner.
- If gaps or empty regions exist between the friendly and enemy fronts, "uncontrolled" regions form a no man's land for the Jan–February 1915 turn. These regions are not considered "taken" by the Enemy when entered (during this turn).
- It is imperative that the front be formed by the end of the Jan–February 1915 turn. If it is not, one of the sides may then consider the regions that are still uncontrolled as being conquered from the Enemy as soon as he enters them (this, starting in March–April 1915).

Losses and NW

At this time, in spite of censorship of the press, losses came to be more and more resented both by the population and by the soldiers at the front.

The Effect of Losses

If a Power suffers 4 or more losses, its NW changes. The Power computes the total of its losses, divided by the number given by the following table. The result is the reduction to NW. Round all fractions up.

	1915-16	1917+
Russia	8	7
Germany	7	6
Others	6	5

The count of losses, of course, begins at 0 in each new turn.

Exception: Russian losses on the Armenian Front are not counted. Only their losses on the Russian and Balkan fronts count.

If a Power suffers only 3 or less, its NW does not change.

The Russian Bear

Russia ignores its losses in 1 attack per turn on the Russian Front when adjusting its NW as above. This attack must be a "secondary" battle.

Russia also ignores all losses on the Armenian Front (Turkish border), whether attacking or defending, when adjusting its NW.

16. The Guns of August – 1914 First Turn

16.1 Special Turn Sequence

The August 1914 turn is a very special and unique one. Its turn sequence is original and will never occur again in the game. This has been done to represent the very special circumstances at the start of the war, especially in its very first days.

16.2 Warplans

Once some historical events have occurred (see next paragraph about 1914 initial diplomacy), players must take their first action: select which warplan their nation(s) will apply for the initial month of the war. Also Options for these plans will be selected.

Only Germany and Austria-Hungary (for the Central Powers) and France and Russia (for the Entente) have to select warplans (the minors do not, and other majors are still neutral).

Choice of War Plans

Each concerned power in the alliance will choose an initial War Plan from the list that is offered to him in the window that pops up when you click on the warplans button next to the minimap. The plan offered is the one of the nation currently selected. To select warplans for another nation, click on the nation's territory and then on the warplans button again

(NB: This will be improved in future version of the game by allowing choices directly inside this window).





- Each Plan gives an initial NW as well as the number of events to be picked and kept, and a proper description of the plan. The historical Plan confers the best values, and are always presented first and by default.
- Certain War Plans are signaled to the opponent, because they are automatically detected by the opposing secret service.

NB: Each nation has the Historical 1914 Warplan already selected by default when the window opens.

Choice of Options

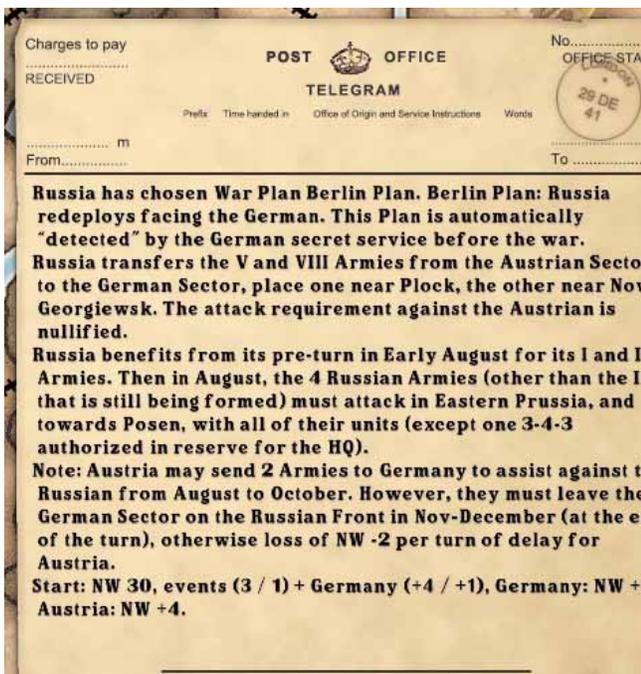
To be chosen at the same time as the War Plans.

Each power will choose up to 2 Option (his choice) from the list offered to him. The Options allow the modification of certain facts or the acquisition of certain advantages.

- Each one has a cost in NW and events.
- Some Options even give advantages to the opposing side (in NW or events).
- By default, the “good morale” Option was the only one chosen by each power in 1914.

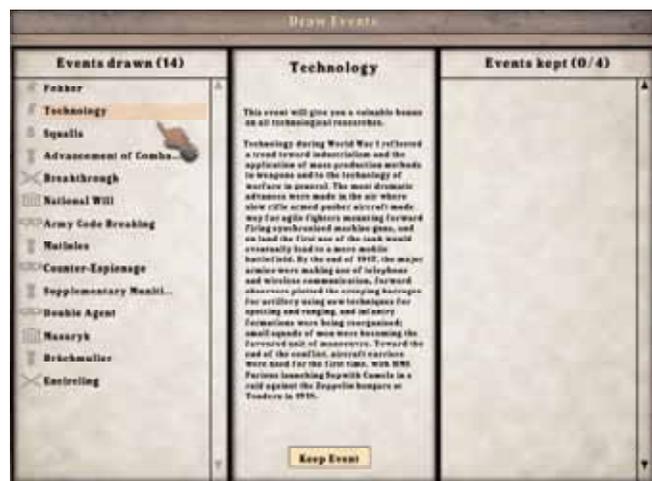
Revelation of Plans and of Options

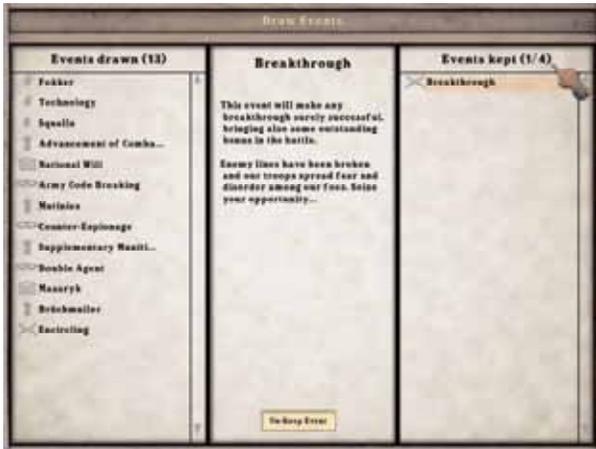
The revelation of Warplans and Options is done via a Telegram window that pops up once their selection is complete for each side. There is, rarely, one specific situation: if the final NW is > 40, the concerned power converts the excess into events drawn.



16.3 Events

Once the Warplans have been selected, players will receive their initial events draw. Only a few of them will be kept by the player. Events are drawn





for the player's side (i.e. Central Powers or Entente), and not for each nation in that side (they are global).

Events appear in a window where the left section lists all events drawn; the middle section contains a description of each event; and the right section lists all of the events selected by the player for future use (i.e. those he will keep). Once the player has selected the number of events required, the OK button in the window will blink.

Click it to close the window and move to the next step, 1914 Diplomacy.

16.4 Initial Diplomacy

In the first turn of the game, a special diplomacy phase is undertaken. It will not reproduce itself later on during the war or in other scenarios.

Important: as a rule, when diplomatic levels in a nation go up, this is favorable to the Central Powers. When they go down, it is in favor of the Entente (see section 19 too for more details on Diplomacy).

0. Initial Situation

A special Diplomacy phase now takes place, checked in the indicated order and considering the following timeline:

- For the moment, Austria-Hungary has only given Serbia an ultimatum. War has not been declared officially. The diplomatic chain reaction has yet to take place, and no one is at war (yet).
- Great Britain and Romania have an undetermined (and unknown) level at the beginning of the war.
- Switzerland is completely neutral (no diplomacy is possible).

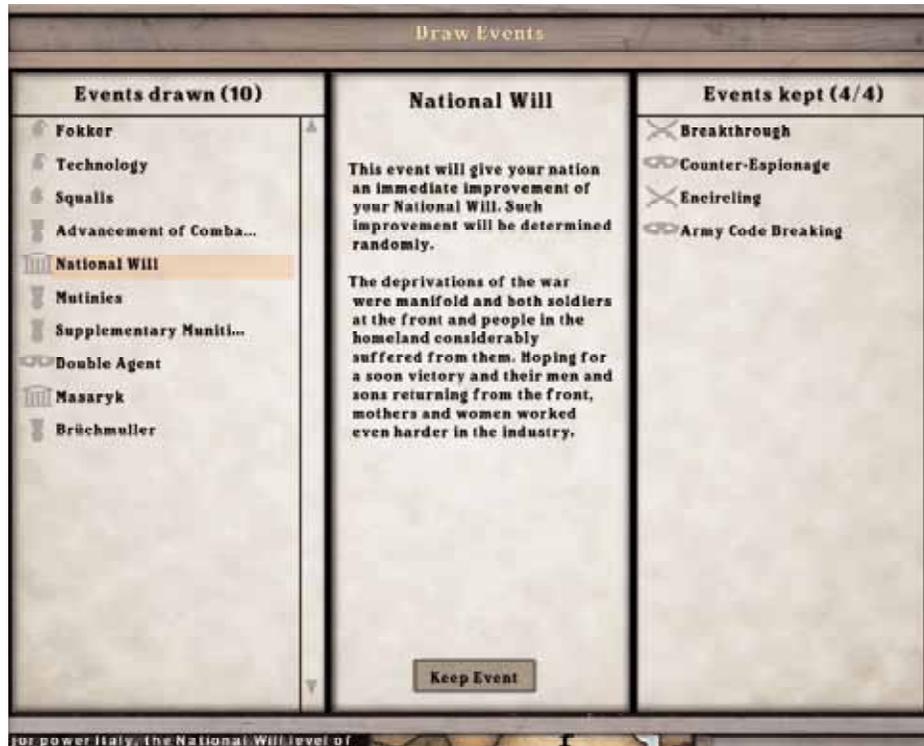
1. Great Britain's Level

Great Britain's level is determined randomly, being between 1 and 5. The country is Pro-Entente.

2. Turkish Aid

There are two events concerning Turkey that occur almost immediately at game start:

The event **The Kaiser's Gold**: the German player must decide whether he grants a loan of 20 EP to Turkey or not. This action is not revealed to the Entente players.



- If yes, the Central Powers obtain a diplomatic bonus of +1 to the D12 with Turkey. Germany's and Turkey's treasuries will be adjusted as a result.





The event Turkish Battleships: The battleships Sultan Selim and Reshadieh have been purchased in Britain by Turkey, and their construction has just finished. They are awaiting delivery. The Entente player must announce whether or not Great Britain will honor the contract.

- If yes, Turkey receives its naval BB squadron unit as a reinforcement in August 14 and Great Britain receives the BB Agincourt squadron with only 2 battleships. In exchange, the Entente obtains a -1 diplomatic bonus on Turkey.
- If no, Great Britain keeps the ships and receives the BB Agincourt squadron with 4 battleships, and Turkey receives nothing. In such a case, the Central Powers have a +1 diplomatic bonus on Turkey.

3. The Placement of Embassies (Amb)

Each major power begins with diplomats, real ones and decoys (the latter having a 0 value), as follows:

- France: Amb 2 + Amb 1 + one 0 (decoy)
- Russia: Amb 1 + Amb 1 + one 0 (decoy)
- Great Britain: Amb 1 + Amb 1 (even if neutral) + one 0 (decoy)
- Germany: Amb 2 + Amb 1 + Amb 1 + two 0 (decoys)
- Austria: Amb 1 + Amb 1 + one 0 (decoy)

All these diplomats start in their respective nation's capitals. Each side may send a maximum of 2 Amb per target nation. These Amb may be placed in any country (including Serbia). Later on in this phase, most neutral countries will undergo an automatic Diplomatic Test (See 8. to 13. below).

4. The Goeben Battlecruiser

Another historical event occurs. The German player must decide if his BC Goeben naval unit, which is currently in the Mediterranean, seeks refuge in Constantinople (Turkey) or in Pola (Austria-Hungary). For the ship to go to Turkey, a test is made on that nation, influenced by whether Germany has granted the gold loan, and whether Great Britain has delivered the warships (the two actions cancel each other out). There is a roughly 50% chance that Turkey will say yes, before the above modifiers are taken into account.

Diplomatic Poker

Diplomatic Poker: Germany plays the diplomatic card. Germany waits for Russia to declare war on Austria-Hungary to bring the alliance system into play.

Russia declares war on Austria-Hungary to aid Serbia. Germany reacts and declares war on it, then France reacts and declares war on Germany.

Germany does not benefit from any Pre-turn.

Nullify the rule of Russian mobilization in August. Russia had the time to advance its mobilization well before declaring war.

Russia keeps its pre-turn in Early August on the East.

Austria-Hungary may have its II Army either at Sziget or Presmyzl (Russian Front), or at Korlowitz (Serbian Front).

Reaction of Italy, official ally of Central Powers: on dire-roll of 7+ it declares war on France, otherwise it remains neutral. If Austrian Option "Concessions to Italy" was jointly chosen, a +3 bonus is added (success on 4+). Italy's Reaction Test is to be rolled at the same time as the War Plans are revealed. It does not depend on Italy's political Level.

Cost: events (-4 / -1) + France (+4 / +1), France**: NW +3 ; + Russia (+3 / +1), Russia: NW +3. **only if Italy declares war**



Immediate effects

- 4 (-1) for events of Germany
- +3 to National Will of Russia
- +3 (+1) for events of Russia

Adopt Option

- If Turkey allows the Goeben in Constantinople, and Germany chooses this action, then Germany cedes the Goeben to Turkey and obtains a further extra +1 diplomatic bonus on Turkey. The BC Goeben squadron changes "hands" and is renamed BC Yavuz Selim, and German admiral Souchon is now the new commander of the Turkish fleet.
- If Germany elects not to send its BC to Constantinople, the Goeben must return to Pola (in Austria-Hungary). It is integrated into the Scout Austrian warfleet (Kreuzer). Souchon is still in command.

Note on Goeben's movement: in both cases, it is automatic and no interception is possible.

5. Ultimatum to Serbia and the War

Serbia must respond to the Austrian ultimatum. A Diplomatic Test immediately takes place (even if no player has placed any AMB in Serbia).

- Normally, Serbia refuses one of the ultimatum's points and Austria-Hungary declares war on her. In rare instances (Austrian Option), Serbia accepts all of the ultimatum's points and becomes a vassal of Austria-Hungary, but war still breaks out (because Russia refuses to accept the fact!)
- In all of the situations, war breaks out and the Diplomatic chain reactions are tested.

6. Diplomatic Poker Option

If Germany has chosen this option (whatever the plan), the chain reaction of nations is undertaken before the Ultimatum to Belgium (if any).

7. Ultimatum to Belgium

If Germany has chosen the Schlieffen Plan, it may wish to force its way into Belgium, and thus must first present the latter an ultimatum, hoping for the grant of a right of passage. A Diplomatic Test takes place, and if the right of passage is not given (usually when Belgian level is not 8+), Germany declares war on Belgium. In such a case, the US level goes down by 1 (pro-Entente).

Alternatively, with the Rupprecht Warplan, Germany may declare war on Switzerland (but in that case, the ultimatum is always considered to be refused).

If Germany does nothing against Belgium (warplans other than Schlieffen), France may then do the same and address an ultimatum to Belgium.

8. Great Britain's Reaction

If Belgium is attacked by Germany, the British level may immediately (and strongly) go down. The same test is done, with reversed effects if France attacks Belgium.

An immediate Great Britain Diplomatic Test occurs, and her level is adjusted again, with the result now applying.

- If Great Britain enters the war or goes to limited intervention, the Entente player receives 1 extra British AMB. In both cases, British mobilization takes place, and the BEF is debarked at the end of the Entente's Military Phase, in August 14.

- If Great Britain is at war, the United States diplomatic level goes down by 1.

9. Chain Reaction of European countries

Certain key minor European countries are tested, in this order, even if no player has placed any AMB there. Results as per section 19 below.

- Italy's Reaction: Italy's Diplomatic Test automatically takes place.
- Romania's Reaction: Romania's level is determined randomly (between 0 and 7). Then Romania's Diplomatic Test takes place.
- Bulgaria's Reaction: Bulgaria's Diplomatic Test takes place automatically.
- Greece's Reaction: Greece's Diplomatic Test automatically takes place.
- Turkey's Reaction: Turkey's Diplomatic Test automatically takes place.

16.5 Preliminary Moves and Mandatory Offensives

Armies identified on the map with a RED FLAG have the obligation to make a preliminary attack (because of the warplan in place). Therefore in the 1914 Mandatory attack phase, those units must be move towards an area with enemy units.

16.6 Various

Once the initial phases above (including the mandatory attacks) are completed, a "normal" turn takes place, starting with the Military Phase. The movement and attacks are handled as per the normal rules.

17. Diplomacy

Diplomacy is an important factor in the outcome of World War One, and it is directed toward neutral major powers, and minor countries still out of the war. The Appendices give complete information about the major and minor countries.

Diplomacy takes place every turn, including the particularly active diplomatic phase of August 1914. The objective of diplomacy in this game is to ensure that the greatest number of initially neutral nations will join the player's camp. It may involve some active participation (including declaration of war to the player's enemies) but will usually result in obtaining a wide range of useful benefits (see 2 below).

Each side may attempt 1 diplomatic action on one neutral country of his choice (i.e. it means there are at most two countries tested for diplomacy each turn). To do so, a friendly Ambassador should be present (one with a non-zero value; zero value ambassadors are used as decoys). A diplomatic test is made, where all the values of all friendly Ambassadors

are added together, and where the sum of the values of all enemy Ambassadors is deducted, giving a bonus or a penalty. The test result indicates either there is no effect, or there is a change in the neutral country diplomatic level (which is indicated by steps in various diplomatic levels/thresholds).

According to the level that has been reached by the player's alliance; the neutral nation may change its behaviour. The results and effects are indicated directly inside the information window.

If a neutral nation declares war, it may have consequences (often adverse ones) on some other neutral nations (which is particularly the case in the Balkans or between Italy and Turkey).

The Diplomatic Map

The diplomatic map filter (the diplomat button just on top on the minimap) will show the game map in diplomatic mode. This mode displays all your

friendly nations (i.e. currently a member of your alliance and at war with the enemy alliance) in green color. All your enemies will be in red color. Nations that are still neutral are colored according to their current diplomatic level.

On each of the nations' various capital regions, you shall notice a national flag much larger than usual, to denote the capital status. Below that flag, an icon is displayed, indicating the current diplomatic status of said nation towards your own nation (if you want more details, including the status towards the enemy alliance, you must open the Diplomatic Window)

The Diplomatic Window

The diplomatic window is accessed by (1) selecting a region in a country and then (2) clicking on the diplomat button on the top bar. It shows data as follows:

On the top left you can see the flag and name of selected country

The arrow on the top middle semi-circle indicates which side the country is leaning for: on the left-hand side (green), it's the Entente, and on the right-hand side (red) it is the Central Powers. The figure in the small circle is the current diplomatic level of the country.

In the central section, you see the list of each type of agreements or relations (for sake of simplicity called treaty hereafter) the nation can have with each side (relations with Entente are on the left, with Central Powers on the right). The types of treaties are described below in this section.

- A red cross indicates the treaty is not allowed.
- Otherwise, you either find a progress bar which show how close the side is from achieving the treaty; or a check mark which indicates the treaty is in vigor.
- In all cases, the figures indicates the level at which the treaty is implemented, telling you how much is left to reach it.

In the bottom section, you'll see for each side the diplomats currently in the country.

The three buttons at the bottom of the window are used to take those special actions:

- Declare war to the selected nation
- Ask the nation/Give her Economic aid (if an ally only)
- Surrender: make the nation in question surrender to the enemy

Note: You can get more information on those nations in the Statistics window (accessed by clicking on the flag in the top-left-hand side of the interface).



Sequence of the Diplomatic Game

- Once per year (during the Winter Interphase), the players receive AMBassadors.
- They may buy additional AMBassadors during the Summer and Fall Interphases, at a cost

Diplomatic detail of all nations

Nation	Current regime	Parliament mood	Warfare doctrine
Germany	Constitutional Monarchy	Sacred Union	Firepower Doctrine
Austria Hungary	Constitutional Monarchy	Hard Liners	Firepower Doctrine
Turkey	Autocracy		Firepower Doctrine
Bulgaria	Constitutional Monarchy		Firepower Doctrine
France	Democracy	Sacred Union	Firepower Doctrine

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- Each turn, the players may attempt a “Diplomatic Actions” in a foreign country where there is at least one AMBassador counter.
- When a Diplomatic Check occurs, the country's diplomatic level is modified, and the country draws nearer one side or the other.
- After a diplomatic action has been resolved, all the AMBassadors in that country are removed.

17.1 The Alliances

WW1 is a war fought between two Alliances: the Central Powers (initially Germany and Austria-Hungary, possibly Italy) and the Entente (initially France and Russia, possibly Great Britain). Each nation that joins the war is assigned to one of these alliances, depending on which side it decided to join or which enemy nation declared war upon her (in which case it automatically joins the alliance opposing her enemy).

Belligerent nations are either allied or at war against each other, within a same alliance. All other nations are neutral, at various degrees of neutrality. As a rule, all neutral nations will tend to get closer to one side or the other (either as Pro-Entente or Pro-Central Powers). Some nations are stiffly neutral and will usually not move much via diplomacy (but may move fast via events; the USA for instance).

Allies, neutrals, enemies

Units of allied nations are allowed to co-exist within the same area or sea zone. They share supply and will defend together if attacked by a common enemy. They cannot attack together unless military cooperation is in place (decided via political action, scenario rules, setup or events)

Units that are neutral are not allowed to enter areas owned by other nations, and shall not fight if they are located in the same sea zone with units of other nations.

17.2 Diplomats

Each major nation has a set of Diplomats (a.k.a. Ambassadors) available at the start of the scenario (usually located in the nation's capital). They have to send them on missions the capital of neutral nations to undertake diplomacy (via the Diplomats Management window).

Ambassador Points, or “AMB”

Each major power has a yearly amount of AMBassadors, noted as “AMB”.



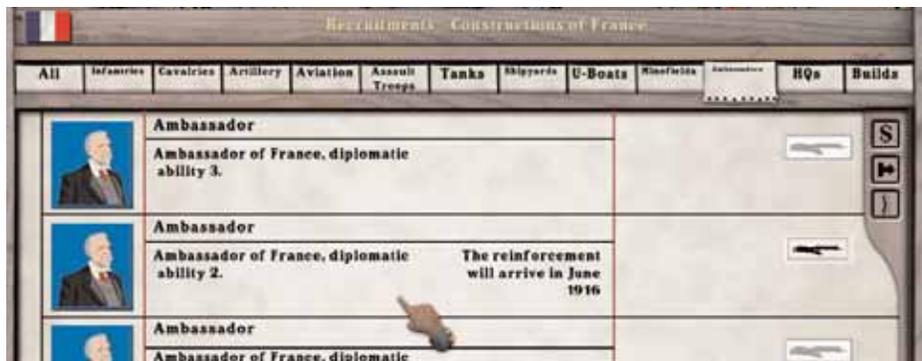
The power may also buy additional AMBassadors during each Interphase.

A major power receives its AMBassadors once per year, during the Winter Interphase. This amount is a fixed value (BASE), modified by a Geopolitical Modifier, given in the Appendices.

Furthermore, during each Interphase (including Winter), the major power may buy additional AMBassadors, by spending 5 EP per AMB, using the production window (see below).

Each power gets an AMB amount consisting of:

- Winter : yearly amount + purchase
- Summer and Fall: purchase only.
- The AMB have a generic picture (for fog of war purposes) but an individual value from 0 to 3 (a 0 AMBassador is a decoy).
- Each power may receive one decoy AMB counter per Interphase.



17.3 Diplomacy Management Window

The Diplomacy Management Window is used for diplomatic action management, i.e. the assignment of diplomats on station, or the start of a diplomatic action on a target neutral country.

Sending Diplomats

Select the AMBassador you want to send, then the target foreign country you want him to go on station. Validate

“Send on Station” and you will notice a small world icon next to the diplomat, as well as the flag of the destination country. Each alliance can send no more than two diplomats towards the same target nation.

Technical Hint: In the above window, when you double-click on a nation's flag, it immediately opens the country's diplomatic window, giving you all the information you need.



Asking audience for AMBassadors

Once the AMBassadors are in their station, they may just stay idle, awaiting your orders (no need to do anything as a player). Or you can have them ask audience, which means that the next diplomatic action you shall undertake will be this one (therefore you can ask only once per turn).

You can also ask audience with an AMB that has just been deployed and is on its way to the target country: to do so you must first send it, then once the sending order is approved and valid, you click on the “Send on Mission” button, meaning the diplomat will execute a diplomatic action immediately upon arrival (i.e. during the current diplomatic phase).

NB: AMBassadors may be deployed in their own countries while neutral (i.e. British AMBassadors in Great Britain, or American AMBassadors in the United States).

17.4 Diplomacy Resolution

Diplomatic Actions may occur each turn. Each side may attempt 1 Diplomatic Action per turn (so at most it means a maximum of two different neutral nations will be affected each turn).

To designate the target of the Diplomatic Action, the player opens the Diplomatic Management Window (see above) and chooses a target neutral

country where he has an AMB with a value 1 to 3 (decoys are not allowed). A diplomatic check, is made (see below). See the Diplomatic Appendices to see the check modifiers. NB: a player may also do nothing, and forfeit his diplomatic action for this turn.

When a player “executes” a Diplomatic Action in a country:

- Each side's AMBassadors present in this country are now revealed.
- The Diplomatic Action is resolved immediately, the country diplomatic marker is adjusted, and the result applies at once.
- The AMBassadors are removed.

As long as no action is resolved in a country, the AMB stay in this country (maximum 2 AMB per side). Enemy players cannot remove them, but the owning player may send them elsewhere.

Diplomatic Check Procedure

Diplomatic Checks use the following procedure:

Both sides' numbers of AMBassadors in the current target country are subtracted. The subtraction is always in this order:

“Centrals Powers AMB – Entente AMB”

This difference gives the column number on the Diplomatic Table. This column is modified by:

- Pro-Entente country, 1 column to the left.
- Pro-Centrals country, 1 column to the right.
- Isolationist Country [e.g. United States], 2 columns toward the 0 column (shift left or right, depending on the situation).

There are some modifiers for each country to the check roll, depending on the political and military situation. For instance:

- The general situation of the war, in particular the control of some key strategic objectives by your side (example: Russian control of the Austrian fortress city of Przemyśl strongly influences the Balkan minors)
- The previously achieved threshold with the target minor neutral nation
- The results of some historical events, or the play of diplomatic stratagems (especially important in 1914 for the Ottoman Empire entry in the war),
- And finally by the balance of power, especially for key neutrals like Italy or the Ottoman Empire, and also some Balkan nations. They usually all tend to side with the camp opposed to the one favoured by their neighbours.

The roll result gives a value, which is the value by which the country's diplomatic level is adjusted: down is usually in favor of the Entente, up is in favor of the Central Powers.

The new diplomatic result is effective immediately. The Appendices booklet explains the detailed results, depending on the new diplomatic level.



Promises

Starting with 1915, during the Interphase, both sides may make “promises”, via Political Actions, to Italy and to Romania if they are not yet at war, in order to get diplomatic bonuses.

The Entente may similarly take a Political Action to recognize the “rights” of Bulgaria in the Balkans, in order for them to become no longer pro-Centrals (but there are penalties applied for the Entente on its neighbors).



Some promises have indirect consequences on the Peace or on the country stability (NW loss, influence on the Parliament, etc), especially for Austria-Hungary.

17.5 Nations Status and Levels

Each major power or minor nation still at peace has an “alignment” respective to each side (pro-Centrals, pro-Entente, Neutral or Isolationist). This alignment of a country may change according to its Diplomatic Level.

Diplomatic Levels

The relations between neutral nations and the two opposing alliances are evaluated through a system of diplomatic thresholds, or Levels. Each level brings specific advantages and benefits if favourable to a certain alliance (on the other hand, the opposite side is, at best, unaffected, and more likely penalized by the level's effects).

This level affects directly your diplomatic negotiations. As the result of the same diplomatic action, it is likely that more than one level is crossed and/or reached at the same time.

The following levels are in play:



Agricultural Aid: you receive some Economic Points (EP) each Planning phase and are less affected by the effect of blockade (particularly interesting for the Central Powers).



Economic Aid: you receive some Economic Points (EP) each Planning phase.



Military Aid: you receive some Economic Points (EP) and some Munitions (MUN) each Planning phase.



Passage Rights: the neutral nation allows passage through its territory (by

rail or normal move), but you cannot stay there. Supply is allowed to flow across the neutral borders and territory.



Limited Intervention: the neutral nation sends you a force to assist in the war, usually under the form of one of his armies (or corps), maybe even some warships... its entry in the war is only a matter of time now.



Entry in War: the neutral nation joins your alliance and declares war on the opposite side.



NB: the “Swiss” symbol indicates the nation is currently neutral (not belongs to Switzerland)

17.6 War Declarations

A nation must declare war on another in order to attack it. This can be done directly via the Diplomatic Window. If you wish to see a nation join your side, then you must send a diplomatic mission to it (see above).

Entry Into War After August 1914

A major Power may declare war on a country still in at peace. No “surprise attack” is allowed (you still have to use good manners). The target of the declaration of war joins the other side, and it immediately starts its mobilization.

Declaration of War on a Neutral Country

Please note that if a Power declares war voluntarily on a neutral country (click on the “Declare War” button), this negates the usual chain “diplomatic” reactions of the other neutral countries (that normally happen when a minor enters the war by it own will and declaration as a consequence of diplomatic action and presence of Ambassadors), because this declaration of war is involuntary.

17.7 Peace

When a nation is militarily and fully occupied (all cities captured), an unconditional peace is automatically signed and the nation surrenders. Some nations may surrender as soon as their capital city is captured (automatically or with a test). But some other nations, such as Belgium, Switzerland, Serbia or even Rumania never surrender as long as they retain some fighting forces on the map.

You may also select one of your nations and sue for peace (i.e. surrender). In that case, you're most likely to lose the game.

17.8 Separate Peace

Separate Peace may be attempted by the use of special political actions. It is possible only for Russia on the side of Entente and Austria-Hungary on the side of the Central Powers. These powers may enter secret peace talks with the enemy alliance, via the use of specific political actions.

These talks, on the opposing side, may be sincere or bluff. If they are a bluff, the nation having entered the talks may lose big in terms of national will (NW) if the negotiations blow up. On the other hand, if the talks are sincere, the nation may end at peace with a rather correct outcome.

17.9 Special Cases

Here is the description of the main 'special' diplomatic tendencies of the various countries. The Diplomacy Appendices gives more details on these tendencies, country by country.

Balkans Rivalries

The Balkan countries (Bulgaria, Romania, Greece, Serbia), Turkey and Italy are jealous of each other and they hate the others intensely. When a country joins one side, the other countries more or less react toward the other side.

Besides that, the Balkan countries still at peace (Bulgaria, Romania and Greece) are cautious, and therefore the AMBassadors are less efficient in 1914. When a Diplomatic action takes place there in this year, only the -2 to +2 columns of the Diplomatic Table are used, even if the AMBassador differential is more than that (including the pro-xxx bonuses).



Serbia

Diplomacy is allowed with Serbia in August 1914 only. Afterwards, this is no longer possible.

Depending on the result, Serbia may achieve a complete or partial mobilization, or she may even accept the Austro-Hungarian ultimatum.

In any event, the Great War erupts, and cannot be avoided. No matter what, Russia declares war on Austria-Hungary.



Bulgaria

Bulgaria is pro-Centrals Powers because she wants revenge from her 1913 defeat, when she was crushed by a coalition consisting of all her neighbors.

The Entente is therefore at a disadvantage, unless it recognizes Bulgaria's claims, which will certainly offend the other Balkan countries (especially Greece). See Promises and Political Action.



Greece

Greece hesitates between the opinion and rule of her King Constantine (pro-Central Powers) and her Prime Minister Venizelos (pro-Entente).

The nation's attitude is unreliable and erratic, and swings from one side to the other randomly. On an even test result she is pro-Entente, on an odd pro-Central Powers.

This is checked every time a Diplomatic Check applies to Greece (when a Diplomatic Action is resolved).

There are also two special rules about Greece (See Diplomacy Appendices):

- The Entente may attempt a putsch in Athens;
- The Entente may land troops in Salonica (according to the 1829 treaty).



Romania

Romania is bound by a treaty to Austria-Hungary. But because of internal dissensions in August 1914, this treaty may be broken or kept. A secret test is made during the August 1914 special Diplomacy Phase just before Romania's reaction check. The result is a random result, but biased toward the Entente. It ranges from 0 to +7.



Ottoman Empire (i.e. Turkey)

Turkey's attitude is pro-Centrals, but it may be influenced by some key decisions in August 1914, such as:

Great Britain has the option to provide modern battleships, already bought by Turkey.

Germany may bribe Turkey (Gold of the Kaiser event), and even send her the powerful BC Goeben (1 battlecruiser).

As long as it is at peace, Turkey gives a AMB 1 to the Central Powers if it currently is "pro-Centrals Powers" (level 3 or more). The Turk AMBassador is freely played by the Central Powers (including deploying this AMBassador in Turkey).



The United States

The United States uses a special rule. ? At the start of the war, the level is 23. Their attitude is Isolationist until level 13, and they declare war on the Central Powers at level -5. See USA in the Appendices for further details.



Italy

Italy, despite being an official member of the Central Powers, has distanced itself from the Triple Alliance, and intends to offer its services to the "highest bidder".

- Italy is divided and unreliable, and its current attitude is randomly determined: even pro-Entente, odd pro-Central Powers. BUT, if her Diplomatic Level is 0 and if the Entente has at least the same number of AMB as the Centrals Powers, then Italy is always pro-Entente (no die roll in this case).
- It is checked each time a Diplomatic Action is executed in Italy.
- In addition, Italy makes voracious demands, and this limits the AMBassador's efficiency in 1914: as in the Balkans, the Diplomatic table uses only the -2 to +2 columns, even if the AMBassador differential is more than that (including the pro-xxx bonuses).

- In 1915, Italy will be very receptive to territory promises.

D'Annunzio: this is an Italian special rule.

Starting with 1915, any Diplomatic Action check involving Italy implies a prior "D'Annunzio" check (famous Italian poet and orator). The detailed procedure for the "D'Annunzio" check is in the Appendices.

- If the check succeeds, D'Annunzio delivers a powerful diplomatic blow, and the subsequent Diplomatic Action is checked, disregarding the opposite side's Ambassadors and the modifiers favorable to the opposite side. The D'Annunzio bonus is in addition to these effects. This may bring Italy into one side in a single turn.
- The success probabilities rise in 1915, and mostly toward the Entente (because Italy dislikes Austria-Hungary).
- If Austria-Hungary promises Trentin to Italy, the Central Powers' -2 penalty is cancelled and is reduced to -1.
- If France surrenders, the D'Annunzio rule is cancelled.



Great Britain

Because of the Entente Cordiale (1904) and of the 1907 and 1911 military agreements with France, Great Britain is "officially" a member of Entente.

As a consequence, Great Britain may never enter the war on the side of the Central Powers.

- Unlike the other countries, in August 1914, Great Britain's Diplomatic level is unknown to the Central Powers. Thus, the Central Powers will be unsure of Great Britain's reaction at the start of the war. The initial British level is randomly set from 1 to 5.
- In addition, if Germany invades Belgium, Great Britain reacts. An adjustment to the initial British level is made, between -2 and nothing (higher probability of a sharp drop!).

NB: If France invades Belgium, a similar check is made, but the adjustment is positive (opposite).

Also, starting with 1915, the British level automatically decreases by -1 during each Interphase start.

British Diplomacy

Even while in Peace, Great Britain has a pro-Entente diplomacy. Depending on the Diplomatic Level, it provides Entente with 0 to 3 AMB during each Interphase.

In August 1914, she provides 2 AMB. Entente player freely uses the British AMB (he may even deploy them in Great Britain).

Forum Hints on Diplomacy – November 2008

1. Place your Ambassadors (value 0 to 3, a 0 is a decoy) in neutral countries to incite them to join your side. You are however limited to a maximum of 2 Amb per country. You then have 1 Diplomatic Action allowed each turn in one neutral country of your choice, where you have a non-decoy Amb. Once the action is implemented, Amb from both sides will be removed and the minor nation's attitude will be affected.
 2. To succeed in a Diplomatic Action, try to place enough 'good' Amb, hoping that the opposite side has less than you. Don't forget also the geopolitical bonus and penalty that may exist for the neutral nation in favor of one side or the other.
 3. You may receive new extra Amb each Interphase. The number may depend on the country you play, but also on your "reputation", based on the military situation (for instance more Amb if you won in a Grand Offensive, less if you lost, etc).
 4. Think about buying new Ambassadors each Interphase! Each major power may buy extra Amb to gain more diplomatic efficiency.
 5. Some neutral countries may enter the war via diplomatic action, such as Great Britain, Italy, the Ottoman Empires or the United States for the major nations, or Belgium, Bulgaria, Greece, Rumania for the minor nations. Some far away nations may also join (e.g. Japan, Brazil, etc...), mostly via historical or semi-historical events. A neutral joins the war when its diplomatic level reaches a critical level. In such a case, it enters the war on your side versus the opponents' (or vice versa). Diplomacy is no longer possible in such a case (you may just attempt to negotiate peace).
 6. Think about concentrating your Amb in minor nations of the greatest interest or use for your side, in order to get the maximum diplomatic impact (or reduce that of the enemy). Remember, nothing is ever to be taken for granted.
 7. Great Britain is Pro-Entente, so even if it does not join the war from the outset, it will do so rather quickly in the early months of the conflict. Italy and Rumania are also very "receptive" to promises on their war goals, which you can decide to enact as a Political Action during the Interphases.
 8. There are lots of modifiers for diplomatic checks with any given country. Obviously the decisive thing is which side has more points worth of diplomats there, but there are also others. Speaking in boardgame terms, number of diplomats determine the column used on the resolution table, while other modifiers modify the dice roll. Most of those roll modifiers, you can't influence. You either have them or not. Like, capture of enemy cities, Belgrade for example. There are a few which can be given attention to, and these are the national one.
- For example: no Austrian diplomat to Romania or Italy, if possible, and let the Russians handle Entente diplomacy in Bulgaria, if possible.

9. Don't waste resources on Japan as Central Powers. It is an extremely hard task to get them off their British friends, and there is an event which simply makes them declare war on Germany regardless of diplomacy levels.
10. Italy: the best bet for the Central Powers is to get it in the beginning. Choose the Option "Diplomatic Poker" by Germany, during the Warplans phase, and you will have a dice roll determining if Italy will honor their treaty to join Germany (since with the Poker option, Germany waits for declarations of war to be

made on it). Throw in the handing over of Trentin by Austria-Hungary, which is also an Option, and you have a very likely result of Italy joining you immediately. But, assuming historical or near-historical warplans, the Italians will, in all likelihood, stay neutral initially, and be drifting toward the Allies, with unpredictable speed. Italy will be a favorite target for AI diplomats, and as a matter of fact, should be a favorite target for any human player, Entente or Central Powers. As the Entente, you just can't have them soon enough, and as the Central Powers, you need to delay them.

18. Politics

Politics is one of the key aspects in the game, all the more so when the war of movement comes to a halt at the end of 1914 and the troops on the various fronts start digging in. Players plan some political choices during the normal game turn. However, most political actions are performed during the Planning phases (i.e. every three turns or season). The number of allowed political actions is limited, but covers different fields that are required to lead the nation to final victory. Some crucial choices need to be made. The political actions are influenced by the government type or regime of the nation (democratic, monarchist, autocratic), the freedom of the press (or not) and the mood of the parliament (to whom some of the political actions must be submitted, depending of your regime).

All the various political actions are selectable and manageable from the single Political Actions window (see image below), and most have a lot of elements in common: chance of success (in percentage), impact on National Will in case of success or failure, and of course the specific benefits or liabilities of each one of them.

These actions will mostly concern the three main following domains: National Will, War conduct and Diplomacy. Every one is detailed more specifically in the Appendices.

All the actions can be taken directly from the Political Actions window. Select the action on the list located on the left-hand side of the window (you can alternatively used the scrolling arrows located at the bottom of the page too), then select the "Attempt" button for the precise action to activate its attempt (the action's name will be ticked in the left-hand-side list).

18.1 The Government

In each country (Major ones only), the government (i.e. the player) decides upon

the Political Actions that will take place in the country during the current Interphase. Depending on the Political Regime and on the Parliament, these actions will be more or less efficient.

18.1.1 Political Regime



There are 4 types of political regimes for the Major Powers:



- "A": Autocracy (or dictatorship): Russia, Turkey. With this political regime, the parliament is totally inefficient and (almost) useless.



- "M": Constitutional Monarchy: Germany, Austria-Hungary. With this regime, the parliament has a limited influence.





● “D”: Democracy: France, Italy, Britain and the United States. With this regime, the parliament has a strong influence.



● “C”: Communism: At the start of the game, no country has this regime. In 1918 scenario, Russia has it.

To find out what the regime of a power is, point the mouse on the symbol located below the flag in the top-left section of the interface.

18.1.2 Political Actions

Each Power executes “Political Actions” ONLY during the Interphase, except for a few ones. The detailed sequence is given below and the details of each in the Appendices.

The number of political actions a government may attempt is given by the level of the NW. It’s a number between 1 and 8 (maximum). The information can be seen here.

The Political Actions have many effects on the other game elements, and they always influence NW (positively or negatively).

18.1.3 The Improve National Moral and New Government Actions

The “Improve National Morale” action has a slight effect of boosting a little the NW value, by +1 if it succeeds. If it does not, there are no side effects. It can be done once every turn, but the amount used is discounted from the total of political actions possible in the next Interphase (so beware not to deprive your nation of much more important actions later).

Also, If the NW is in the Unstable Zone (i.e. NW below 20) at the end of a turn, the player may attempt to raise it several points (up to level 27), by installing a new government, but this Action uses up one of your next actions and may weaken Parliament (See next §).

These two are the only actions that can be attempted in normal turns, i.e. outside the Interphase.

18.2 Parliament Mood & The Press

The Parliament is representative of the people, but this representation is more or less accurate depending on the regime type. Also, the degree of freedom of the press is an important factor on NW changes (in particular because of the impact of the press reports on war conduct).

18.2.1 National Representation

Each Major Power has its Parliament mood displayed below the flag in the top-left section of the main interface. As a rule, the Parliament has a real political function only in the “M” and “D” regimes. It acts more efficiently in a Democracy “D” than in a Constitutional Monarchy “M”.

On the other hand, the Parliament has no real function in Autocracy “A” or Communism “C”, but the Parliament mood is still used, because it represents the People’s opinion.

18.2.2 Parliament’s Mood

There are 5 levels for the Parliament’s Mood. Form the least favorable to the most favorable to war:



Defeatism (-2)



Pacifism (-1)



War-Mongering (French: Va t'en Guerre) (+0)



Hard-Liner (French: Jusqu'au Boutisme) (+1)



Sacred Union (French: Union Sacrée) (+2)

These five levels are shown as a different Parliament icon. With each level, there is an associated modifier (+2 to -2) that impacts directly on the success or failure of some political actions, and these bonuses/penalties modify several other tests, but most notably the NW Instability Test.

The Parliament mood also influences the NW during each Interphase.

NB Graphical Hint: on the Parliament display, the “bad areas” are on the left while the “good” are on the right. There is no hidden political message in that. It just had to be drawn some way.

During each Interphase, each Major Power checks its Parliament, which may change its mood).



18.2.3 The Press



The status of the press (either Free or Censored) is indicated below the flag of the nation, on the top-left section of the interface.

- At the start of the game, each Major Power installs censorship of the Press. This is automatic (Historical decision), the players have no choice.
- If a Revolution occurs, and the new regime is "D" or "M", the freedom of the press is automatically reintroduced.

A Free Press lowers the loss divider and on the NW, thereby greatly increasing the disastrous aspect of taking numerous losses and having the Parliament and the People know about it (see below). This explains a bit more the historical decision.

Nevertheless, there are still a few advantages when the Press is free, such as for example the amount of variation of the NW during the Interphase.

18.3 National Will

National Will represents the Nation's effort and its belief in victory. In the Basic game, National Will (NW) is used only as a Main modifier for the morale check.

18.3.1 A Fluctuating Value

Each power has a NW value indicated on the top-left section of the interface. This value is fluctuating very often.

- NW variations are done at the end of each turn, beginning at the end of September 1914. Adjustments take place during the Final Phase of the turn. This mainly concerns the losses sustained and the military situation in 1914.
- All of the effects of August – pre-turn included – and September (unit losses, cities or fortresses taken) are counted together and applied at the end of September.
- Another (more important) set of adjustments is made during the Interphase (see section 2 above)

18.3.2 NW Variations

National Will varies in different situations. Check section 2.5.1 above for details. In 1914, there are some special cases that need more explanation, as follows:

The Great Victory: +/- ? according to how the objectives of the War Plan have generated victories or defeats following the major battles fought. This is done the end of September 1914. This is described, for each power, in his War Plans description, if any.

NW and Morale Check: National Will acts as one of the Main modifiers to the morale check (the second being unit morale). This bonus / negative effect may vary from +2 to -2 and affects all of a power's units. Most countries start with a NW+2 in August 1914. Their units are particularly happy during morale checks. But this will not last.

The Instability Zone: NW may sometimes attain the "Instability Zone", beginning from level 20 and lower. If this is the case, Social Tests are to be feared. However, in 1914, no Revolution may occur. It is necessary to ignore the Revolution Test. You pass directly to the Surrender Test (if it takes place, very rare).



18.3.3 Loss of the Capital in 1914

The loss of the capital on the first year of the war (1914) has a very negative extra impact on both the Parliament and National Will, and risks the provocation of a disastrous War Weariness Reaction.

When your capital is taken by the Enemy, here are the effects to be applied at the end of the turn (only), as well as the permanent effects.

For countries with 'dual' capitals, here is the list and applicable cities:

- Austria-Hungary: loss of Vienna or Budapest.
- Russia: loss of Petrograd and Moscow.

In 1914, these end of turn effects are to be applied at the end of the Nov-December turn, even if the capital fell before.

Effects at the end of the turn:

Applied in the priority order below, during the NW Adjustment:

1. Adjustment of NW: apply the effects of all losses and lost cities, etc... on NW, per normal rules.
2. Parliament Effect: moves randomly, of either three levels (50% chance), two levels (40%) or one level (10%) towards Defeatism.
3. Weariness Test: 33% chance one will be made immediately. A penalty of +10% per HQ destroyed during the year just played is applied in addition to all the other bonuses/negative effects.
4. Instability Test: (if required) extra negative chance added, of 10% on the 1st test, then 20% on the second, and 30% on the third. All the other bonuses or negative effects apply normally.
5. Social Tests: to be done next (strike, mutiny, revolt, revolution), if need be. Remember, in 1914, there is no Revolution, thus this test is ignored. If need be, the Surrender test is done with an extra negative modifier of 20%.
6. Patriotic Test: to be done last, with a negative modifier of 20%.
7. New government (at player's choice): bring the NW back to 27, immediately carrying out a test on the Parliament, 17% chance of losing one level.

Permanent effects:

- Weariness Test: an extra penalty of 33% (to be applied afterwards).
- Mutiny Test: penalty aggravated to 33% instead of 17%.
- Surrender Test: an extra penalty of 33%.
- Patriotic Test: an extra penalty of 33%.

However, all these effects are nullified as soon as the capital is retaken.

18.4 War Weariness & Patriotic Reaction

When a major power stops his Grand Offensive (or lose its capital), it may sustain a counter-shock in terms of NW, if this did not cause the war to end. This is due to War Weariness.



18.4.1 War Weariness

Beginning in 1916, War Weariness and general fatigue have consequences that become more and more worrisome. In 1916, the risk is low; it becomes substantial beginning in 1917 and worse in 1918.

- If a player commences and fails a Grand Offensive, it does a War Weariness Test at the end of the turn, just before the social tests (NB: In the event of a mixed Offensive, the Commander in Chief of the main power does the test alone)
- A "major" defeat suffered in an enemy offensive also entails a War Weariness Test for the Defender.
- If a power loses its capital, it carries out a special War Weariness Test (see previous §).

18.4.2 The War Weariness Test

When a War Weariness Test takes place and is succeed, a list of reactions are implemented. The basic test receives some modifiers to its usual 33% chance of occurring, as follows:

-5%	Germany, Britain
+5%	Revolution
-5%	for Austria-Hungary (or France) on the Italian Front
-5%	Britain, France, Italy if the United States is in the war
+5%	All Central Powers if the United States is in the war
+5%	Grand Offensive failure (in attack) or Major Defeat (in defense)
+5%	Enemy counter-offensive in progress (Western Front)
+25%	no Grand offensive carried out during this year (See 53-D)
-10%	n 1916**
+5%	1918+

NB: note that:

- The above bonus of 10% in 1916** does not apply if your capital has been taken (Russia: Moscow + Petrograd).



- The Counter-offensive negative effect (Western Front) applies when the Enemy has launched an attack and has reconquered a region that was taken during the offensive.
- Or if the enemy launches and succeeds in a Grand Offensive (which stops the Offensive in progress in Fire doctrine).

Negative Effects

If the test “fails”, the power’s NW falls immediately into the Instability Zone and its Parliament mood deteriorates, as follows:

1st Effect: Parliament moves 1 level towards Defeatism (towards the left).

Important! Beginning in 1918, the internal situation collapses: the Parliament goes directly to the Defeatism!

2nd Effect: NW goes directly to square 20 (upward movement to be ignored if its NW is already in the Instability Zone). Then the power loses a random 2–12 value of NW, followed by an extra Instability Test.

3rd Effect: Social Tests (strike, mutiny, etc) take place immediately afterwards, with an extra negative effect of 10% (with the exception of the surrender test).

4th Effect: Stosstruppen/Assault troops may neither be received or produced, until the end of the year in progress.

5th Effect: special case for the Central Powers. If Germany “fails” a test, all other Central Powers must suffer the following effects:

- Austria-Hungary, Turkey (or Italy) apply the preceding effects 1, 2 and 4 above.
- The NW modifier for all of Central Powers’ allied minors goes directly to value “-1”.

Major Defeat

A “major” defeat also entails a War Weariness Test for the Defender. The Defender sustains a “major defeat” in defense, if he loses at least the following:

- Western Front: 1 national city
- Eastern Front: 2 cities (national or enemy)
- Everywhere: defeated in a major land battle

In 1918+, the same as above or the loss of 1 national city entails a major defeat (whatever the Front is).

Russia: only “Mother Russia” cities are “national” for this rule (none in Poland, Lituania, and so on).

Turkey: only Turkish cities in Anatolia apply.



18.4.2 Patriotic Reaction

When a major power is beaten in his country, following an Enemy Grand Offensive, it may benefit from a positive Patriotic Reaction.

Presentation

If the Defender is beaten inside its country borders* following an enemy Grand Offensive, or if he loses a national city or a fortress (even through a secondary offensive), he may benefit from a Patriotic Reaction Test.

- Russia*: the provinces of Poland, Lithuania and Latvia do not count (nor do Finland, Moldavia, Georgia, Armenia, Kars, Azerbaidjan, Kazhakstan).
- Turkey: only Turkish Anatolia counts.

The Defender's defeat may provoke a positive Patriotic Reaction. A test takes place at the end of the turn of the defeat, after NW adjustments and social tests.

The Test of Patriotic Reaction

The test has 33% chance of being successful, i.e. a Patriotic Reaction takes place. The modifiers that apply are:

-10% Capital lost
+? event

Positive Effects:

If the Patriotic Reaction succeeds, apply the following effects:

- The NW immediately moves up to NW 35 !
- Parliament mood moves to the right, towards Sacred Union, of a random number of levels: +2 (70% chance), +3 (15%) or +4 (15%)
- War production intensifies. The level of Civil Production decreases (D6): even 2 squares; odd 1 square (this, without effect on the NW).

18.5 Political Actions

The Political Actions are the best way by which a government may influence its National Will. Victory and Defeat are assessed according to political criteria, such as reaching or not reaching the war aims, which kind of peace was obtained, the outcome of the conflict, the actual state of the country, etc.

The political rules place the players as the political heads of their countries, beyond strictly military matters, in order to obtain victory.

The Political Phase is based on the concept of National Will and on the player's political actions.

The Government's best way to influence NW is through Political Actions.

18.5.1 Political Actions Descriptions

Each power secretly selects during the Interphase which political actions it

will attempt (up to its maximum allowance for the said Interphase). Then all political actions are revealed and checked simultaneously.

There are two special cases:

- Turkey may attempt only one political action per turn.
- United States cannot attempt any political actions.

Morale and National Will

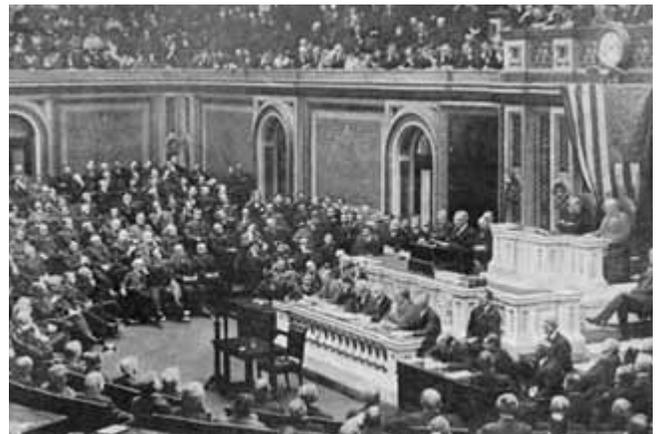
- Improve National Will Reinforce Parliament (so it supports your future political actions and government)
- Form a new government (improves National Will but increases political instability)
- Change political regime (drastically improves National Will, but also seriously increases political instability)
- Restore order (to suppress strikes, mutinies, rebellions)

War conduct and Economy

- Improve War Economy (reduces the level of Civilian production, makes new production sites available)
- Issue a War loan
- Call up conscripts (Great Britain must pass Conscription Laws first)
- Free fortress garrisons for field use
- Military Cooperation (allows troops of same alliance to fight together without penalties)
- Dismiss a leader (and its corollary, appoint new leader) [NB: planned directly on the map]
- Dismiss the Commander-in-Chief at the GHQ [NB: planned directly on the map]
- Blockade (and a more effective version, Neutrals Blockade)
- Submarine Warfare (and the more lethal Unrestricted Submarine Warfare)
- Organize Convoys (to counter submarine warfare)
- Form an Expeditionary Corps (to go and fight overseas)

Diplomacy

- Offer a sincere or bluffing peace
- Make promises to Italy (Trentin for the Central Powers, Tunisia for the Allies)



- Accept the Italian War goals or make use of D'Annunzio bellicose speeches!
- Make promises to Romania (Allies) or Recognize the Bulgarian war goals (Central Powers)
- Create the General Government of Poland (Polish troops for the Central Powers)
- Attempt a coup in Greece (to have her join your side)

Details of all actions above is in the Appendices.

18.6 Social Unrest & Troubles

In the Instability Zone of the NW or after certain events, Social Unrest may occur in a Power. These are: Strike, Mutiny, Revolt or Revolution (and Surrender).

18.6.1 Social Test Presentation

Social Tests are rolled at the end of the turn, after any Instability Tests, according to values depending on the level of the NW (the lower the NW, the higher the chance those tests are 'successful').

Social Tests are made in this order:

1. Strike
2. Mutiny
3. Revolt
4. Revolution
5. Surrender**

(**if there has been no revolution).

If your capital is lost, reverse Revolution/Surrender test order (Russia or Austria: one lost capital is enough for this). Each social test is made separately, and the following effects apply:

- As a result of each test, the NW may change (one way or the other).
- On each test, there is 3% chance that you avoid all social trouble, and then 3% chance you have trouble anyway.
- In 1914, no Revolution may take place. Game proceeds directly to the Surrender test (if required).
- Britain: if Submarine Warfare generates a penalty to the test (when losses ≥ 100 EP), British intrinsic bonus of 10% on Social Tests no longer applies.

18.6.2 Strike

Beginning with level 20 or less for the NW, a Strike appearance is checked. The base chance for a strike to occur is directly linked to the current NW level, the lower the NW the higher the chance. For instance, at level 20, the base chance of Strike is 3%, but at level 5 it jumps to 50% and even reaches 90% at level -6 or lower!

For this Strike 'call' test, the following bonus and penalties are applied to the base chance:



- +5% Britain, France, Germany
- 5% Russia, if Central Powers have not attacked on the Russian Front in the last 3 turns if regime C is in play (no matter where) (both sides)
- 5% Britain, if submarine losses ≥ 100 EP, or -10% if ≥ 150 EP
- +/- ? Event

Effect on the NW

If the Strike call succeeds, a "Strike" marker is placed automatically on a city inside the victim power and the country loses 1–3 levels of NW. If the Strike call fails, there is no effect.

Each country may have only one "Strike" at a given time for a given turn. If a second Strike call succeeds in the same turn, no additional strike is placed.

Economic Effect

The Strike results in a "temporary" increase of +1 in the level to Civil Production. The Power does not get the NW increase each Interphase that would otherwise result from the higher Civil Production, but it nevertheless suffers its effects.

Repression

To end the Strike, you must wait until a later Interphase and successfully perform the Political Action "Restore Order".

Example: France has a Civil Production of 5. In the Interphase, a Strike occurs. France calculates its economic income as if its Civil Production were 6 (not 5). In the next Interphase, France receives +2 NW (for its real Civil Production level of 5, not 6). France may then attempt to end the Strike (by a Political Action).

18.6.3 Mutiny

Beginning with level 14 or less for the NW, a Mutiny is checked. The Mutiny Test determines whether it succeeds. This test is made in addition to (but after) the Strike Test. Base chance works exactly like for Strike, i.e. it is directly proportional to the NW level (the lower the level, the higher the chance). Base chance is 3% at level 14. To the test chance, the following modifiers are applied:

- + / ? for the Parliament
- +10% if a friendly** or enemy** Grand Offensive is in progress (**in which the Power participates)
- 10% failure of a friendly Grand Offensive** (in the same year; ignore this modifier if a Mutiny has already succeeded since then)
- 5% if a national city is controlled by the enemy (-2 if the capital)
- +5% if you control a city of an enemy Major Power
- +5% Germany, Britain, United States
- 5% Russia, Austria-Hungary, Turkey
- 5% if regime C is in play (no matter where) (both sides)
- 5% Britain, if submarine losses ≥ 100 EP, or -10% if ≥ 150 EP
- +/- ? event

Effect on the NW

If the Mutiny succeeds, the power randomly loses 1–6 points of NW. But if the Mutiny fails, the effect is reversed: the power gains 1–6 points of NW.

Political Effect (if Mutiny successful)

Parliament: 50% chance that Parliament shifts one level toward Defeatism (to the left). Otherwise, there is no effect.

Military Effects (if Mutiny successful)

The Power loses all offensive capability for 2 to 4 turns. No attacks allowed. In addition:

All corps have a -1 penalty on Morale Checks for the duration.

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Each Army suffers random losses, 1-6 for each Army, modified as follows:

- 1 per defensive star if there is a general at army's HQ (except Petain and Kornilov 3 each)
- 1 if the Army has not fought (in attack or defense) since the last Interphase
- 1 Germany, Britain, United States
- +1 Austria-Hungary, Turkey

Losses are inflicted on intact corps first. If the number of losses exceeds the number of units, 2 steps are lost for each excess corps (but any remainder is ignored thereafter).

If a reduced corps is chosen (or a corps suffers 2 losses), it must pass an immediate special Morale Check immediately. This, without RP loss. This is made with a (unique) penalty of -1, ignoring all other modifiers.

If the Mutiny happens at the Game turn end (or the Interphase), any Out of Combat units will come back in 2 turns (not the next turn).

The commander-in-chief at GHQ is dismissed and replaced randomly with another available general (chosen by the player). No bonus to NW is gained. Exceptions: the Tsar, Enver Pasha, Petain, Kornilov, and Kronprinz always remain in place at GHQ (they cannot be dismissed).



End of the Mutiny

The mutiny lasts from 2 to 4 turns, determined randomly. Afterward, it's automatically over.

Example: in May 1917, a Mutiny occurs in the French Army. The French player is informed the mutiny will last 3 turns in total. The Mutiny lasts 2 more turns (June and July). In August, the French Army will once again be capable of offensive combat.

18.6.4 Revolt

Beginning with level 4 or less for the NW, a Revolt is checked. The Revolt Test determines whether it succeeds. This roll is made in addition to (but after) the Strike and Mutiny rolls. Base chance works exactly like for Strike or Mutiny, i.e. it is directly proportional to the NW level (the lower the level, the higher the chance). Base chance is 3% at level 4. To the test chance, the following modifiers are applied:



- +/- ? Parliament
- +5% Britain, France, Germany
- 5% Russia, if Central Powers have not attacked on the Russian Front in the last 3 turns
- 5% Britain, if submarine losses ≥ 100 EP, or -2 if ≥ 150 EP
- 5% if regime C is in play (no matter where)
- +/- ? event

Effect on the NW

If the Revolt succeeds, a Revolt marker is placed on a city with a Production Site. Then, the Power loses randomly 1-6 points of NW. If the Revolt fails, the effect is reversed: the power gains 1-6 points of NW.

Each country may have only one "Revolt" at a time. If a second Revolt succeeds, no additional is placed.

Political Effect (if Revolt successful)

Parliament: 50% chance that Parliament shifts one level toward Defeatism (to the left). Otherwise, there is no effect.

Economic Effect (if Revolt successful)

Like a Strike, the Revolt results in a "temporary" increase of +1 level to Civil Production. In addition, the target city produces nothing (no EP) and all its manufacturing sites become inactive. Beware that effects of a Strike and a Revolt may be added together.

Repression

To subdue the Revolt, you must wait until a later Interphase and successfully perform the Political Action "Restore order".

18.7 Surrender

Beginning with level -2 or less on the NW track, if no Revolution has just taken place (see next section), Surrender is possible. The Surrender Test determines whether it occurs. Base chance works exactly like for Strike, Mutiny or Revolt, i.e. it is directly proportional to the NW level (the lower the

level, the higher the chance). Base chance is 3% at level 4. To the test chance, the following modifiers are applied:

+/- ?	Parliament
+5%	Britain, France, Germany
-5%	Russia, if Central Powers have not attacked on the Russian Front in the last 3 turns
-10%	Britain, if submarine losses ≥ 100 EP, or -20% if ≥ 150 EP
-5%	if regime C is in play (no matter where)
-5%	1916
-10%	1917
-15%	1918+
+/- ?	event

Effect

If the test is successful, that Power surrenders unconditionally immediately. See rule 18.7.1 below.

If the Power does not surrender, there is no effect. NW does not change.

18.8 Revolution

No Revolution is possible in 1914 (go directly to the Surrender Test, if there is one). If your capital is lost, reverse Revolution / Surrender Test order (Russia or Austria: one lost capital).



Beginning with level 4 or less on the NW track, AND if a Revolt has just taken place, a Revolution becomes possible. The Revolution Test determines whether it happens. This roll is only made after a successful Revolt Test. Note that the United States is immune to Revolution, and does not roll.

Base chance works exactly like for Strike, Mutiny or Revolt, i.e. it is directly proportional to the NW level (the lower the level, the higher the chance). Base chance is 3% at level 4. To the test chance, the following modifiers are applied:

+/- ?	Parliament
+5%	Britain, France, Germany
-5%	Russia, if Central Powers have not attacked on the Russian Front in the last 3 turns
-5%	Britain, if submarine losses ≥ 100 EP, or -2 if ≥ 150 EP
-5%	if regime C is in play (no matter where)
+/- ?	event

Effect:

- If a Revolution occurs, apply 20.7.1 below. A new political regime is put into place, the effects of revolution then apply to it, etc.
- If Revolution does not occur, NW does not change. A Surrender Test is then done (if the NW square so indicates).

18.8.1 First Russian Revolution (Complex & Full Description)

Revolutions may occur in any major power (except the United States) during the game, although it is usually rare. Some powers are more immune to this event, and others are more prone to it. A Revolution Test is executed when the NW is very low.

General Principles

A Revolution may occur in any country, but since Russia is most at risk (because of its penalties for Social Tests), the rules below are written for this case. They still apply for any country. Remember, no Revolution may occur in 1914.

A Revolution may occur at the end of the turn, during the social checks, when the NW is very low.

- If the Revolution erupts, a new political regime (A, M, D or C) is installed (select randomly).
- The Revolution has random chaotic effects, more or less serious depending on the new political regime. These effects have a limited duration (in the end, the Revolution stabilizes itself).
- In addition, other Revolutions may occur: a power currently in Revolution may be subject to other subsequent Revolutions. These follow-on Revolutions may be triggered in the same way as the first, or when the opponent plays a special event.

New Political Regime

When the Revolution erupts, the player must check Czar Nicolas II's reaction, with a -2 bonus if Rasputin is in play:

two possibilities exist:

- 2-5: regime M (constitutional Monarchy), Nicolas II remains the Czar.
- 6-12: Nicolas II abdicates (and Rasputin is removed from the game).



If the Czar abdicates, the player rolls another D12 for the new regime:

2–3: regime A (Army), general Kornilov installs a dictatorship. He is appointed directly at the Russian GHQ.

4–5: regime M (Constitutional Monarchy), Michel IV accepts to be crowned the new Czar.

6–11: regime D (Democracy), the Republic is installed.

12: regime C (Communism), the Bolsheviks grab power.

Immediate Effects of the Revolution

The Revolution has immediate effects. These effects depend on the new political regime. See List of Political Regimes below and apply the effects that correspond to the new regime.

Revolution Random Effects

These effects apply each turn, starting with the following one.

Apply these consequences as long as the Revolution is not “stabilized”:

Parliament: the Parliament mood fluctuates. Roll 1D6 at the beginning of each turn:

- 1 Defeatism
- 2–3 Pacifism
- 4–5 Warmongering
- 6 Hard-Liner.

with a -1 D6 modifier if a new Government has been installed during the previous turn (except new Revolution or Putsch).

Penalty: the Revolution gives a permanent -1 penalty on certain tests.

- this penalty applies to the Instability Test, as well to all Social Tests: strike, mutiny, revolt, Revolution and capitulation.
- for the Instability Test, the -1 penalty cancels and replaces the Russia modifier.
- the -1 penalty does not apply if Central Powers attack on the Russian Front during the same turn. Except, of course, if the Russian is the first to attack.

NW Instability: Instability is checked each turn. There are two cases:

- the NW is out of the Instability Zone: the check is made but modified by the -1 Revolution effect, all other modifiers are ignored. If the NW falls, but stays out of the Instability Zone, there is no 2nd / 3rd check.
- the NW is within the Instability Zone: the check is executed normally, with all modifiers, including the -1 Revolution modifier. A 2nd, and maybe even a 3rd, check may occur (no matter the current year).

Military: all morale checks suffer a -1 penalty.

Desertions: roll 1D12, and the result is the number of losses. These losses are split as the Russian wants, with 1 loss per Army. If a loss applies to a reduced corps, an immediate special morale check is executed. This check has a -1 penalty (only), all other modifiers are ignored. These morale checks, when being applied to reduced units, spend no RP.

Economy: (during the Interphase)

- the power may produce only MUN and corps (no tanks, aviations, BB..). It may buy AMB, and pays for technology.
- no NW gain for the Civilian production level.



War Weariness: +1 penalty to the War Weariness Test.

Political Regime: each regime has special effects. See below.

Free 'Revolutionary' Press

The press is granted full freedom if the new regime is D or M. But combat losses have a more profound effect. The loss divider is reduced by 1.

For example, in 1917 Russia has a Revolution, and her press is freed (regime D). The divider now is NW – 1/6 losses (instead of /7).

Stabilization of the Revolution?

At the end of the 3rd Interphase that follows the Revolution (that is, 1 year later), the situation is reassessed. A test is made to determine whether the effects of the Revolution settle down or continue until the next Interphase. There is no stabilization test for regimes A and C (for A, the check automatically succeeds at the end of the 2nd Interphase, for C stabilization is not possible).

Stabilization Check (D12): 9+

+/-?	Parliament
+1	regime D, Kerenski
+/-?	event

If the stabilization test succeeds:

- Stop the Revolution's random effects (rule D. above no longer applies).
- If the regime is D or M, democratic elections occur. Roll 1D6, and the Parliament becomes:
 - [1] Pacifist
 - [2–3] Warmonger
 - [4–5] Hard-Liner
 - [6] Union Sacree.
 - If the regime is A: no election, no change on the Parliament.
 - The risks of a new Revolution are lowered: +2 bonus to any future Revolution Test (cancelled if this check triggers a new Revolution).
 - From now on, Russia has a +0 modifier to her Instability Test and to all Social Tests (cancel the -1 penalty).

If the stabilization test fails:

- All the Revolution's effects apply until the next Interphase (3 turns later).
- A new test will occur during the next Interphase (and so on).

List of Political Regimes

Monarchic Regime "M" – Nicolas II

No special advantage.

Nicolas II did not abdicate or the new Czar is Michel IV. The Revolution's immediate effects: Rasputin is shot.

Parliament: its new mood is "Warmongering" this turn. Random variations the following turns.

NW: goes up to 27.

Press: free.

Economy: the Civilian production moves up by 2 (in fact a penalty).

GHQ: the supreme commander (Czar or Grand-Duke) is revoked.

Democratic Regime "D" – Kerenski (historical in February 1917)

Main advantage: Kerenski reduces the social risks, and gives bonuses to a Grand Offensive, and some secondary advantages to Entente.

Kerenski may be installed in two ways:

- randomly during a Revolution check;
- or if Entente attempts a "Blue" putsch (playing the "Kerenski" event) to trigger a new Revolution.

Revolution's immediate effects: Polivanov (if minister) is fired, and Rasputin is shot.

Parliament: its new mood is "Hard-liner" (+1 box) this turn. Then, random variation each turn.

NW: goes up to 27.

Press: free.

Economy: the Civilian production moves up by 2 (a penalty).

GHQ: the supreme commander is revoked (Czar or Grand-Duke).

Other effects (Specific to Kerenski):

Social Tests: Kerenski gives a +10% bonus to all Tests (strike, mutiny, etc), which cancels the -10% penalty due to the Revolution.



Action "Restore Order": +1 bonus to the D12 for this Political Action.
Patriotism: +1 bonus to the Patriotic Reaction Test, as well as to the National Resurgence Test (when a city or fortress is taken) (See 44.D).
Stabilization: +1 bonus to the Stabilization Test.

The Kerenski event is no longer effective.

Military Dictatorship Regime "A" – Kornilov

Main advantage (Entente): Kornilov will put an end to the Revolution, and continue to fight on the Allies side.

Kornilov grabs power and installs a military dictatorship. Russia continues the war. Kornilov may obtain power in two ways:

- randomly, during a Revolution Test (result 2-3);
- or if Entente player plays the "Politics" event, and attempts a "White" putsch to take power.

Revolution's immediate effects: Rasputin is shot.

Parliament: its new mood is "Warmongering" this turn. Then, random variation each turn, with a +10% bonus.

NW: goes up to 35.

Press: censored.

Economy: the war economy is in effect; the Civilian production decreases by 2 (but no lower than 0).

Other effects (Specific to Kornilov):

Revolution: apply the effects of the Revolution up to the 2nd Interphase following the putsch. Then the Revolution is automatically stabilized.

Penalty: Central Powers have a +2 bonus to settle a Separate peace with Russia (See 106.A).

Communist Regime "C" – Lenin

Main advantage (Central Powers): the Bolshevik Russia's NW is collapsing quickly. Lenin will eventually sue for peace and capitulate.

Lenin may obtain power in two ways:

- randomly according to the Revolution Test (result 12+);
- or if Central Powers player plays the political event "Lenin" (#37) and attempts a "Red" putsch to trigger a new Revolution.

Revolution's immediate effects: Polivanov (if minister) is fired, and Rasputin is shot.

Parliament: its new mood is "Defeatism" and does not move. There are no more random variations.

NW: goes up to 27.

Press: censored.

Economy: the Civilian production moves up by 2 (penalty).

GHQ: the supreme commander is revoked. He is replaced by another GHQ general (Brusilov or Alexeiev, or failing that, nobody).

Diplomacy: remove all Russian AMB.

Other effects (Specific to Lenin):



World Revolution: all Social Tests for both sides' powers get an additional - 10% penalty (communist propaganda) (permanent effect).

Diplomacy: Russia no longer gets any AMB.

Instability:

- the Instability Zone comprises the whole NW track (for this power).
- the Instability Test is resolved with a total -3 effect. Do not use the other modifiers (except events).
- if the 1st Instability Test lowers the NW, a 2nd Test occurs, then a 3rd Test (if NW lowers again), no matter what the current year may be.

Social Tests: all Social Tests use a total -3 effect. Do not use the other modifiers (except events). This penalty also applies to the Surrender Test.

No new government may be installed in the C regime.

Revolution: ignore any Revolution Test. Go directly from the Revolt Test to the Surrender Test (if these checks are required).

Interphase:

- when the C regime is in effect, the Interphase is much simplified: no NW adjustment subphase, no political actions, no production.
- MUN flow = 0
- RP flow = 9 RP (reduced by half)

Stabilization: the Revolution cannot be stabilized.

Patriotism: no Patriot Reaction if Central Powers attack Russian territory.

Surrender: the Surrender Test is resolved with a -3 D12 penalty. If the result is an unconditional surrender, while in "C" regime, no war indemnity is given to Central Powers.

Victory Penalty: no matter which side prevailed militarily, the mere existence of a "C" regime inflicts a -3 VP penalty per C regime in the game.

The Lenin event (if not already played) now becomes "Propaganda" if played against Bolshevik Russia.

18.8.2 Successive Russian Revolutions

Revolutionary Russia may be the victim of many Revolutions, which can change the regime again.

Presentation

When the Revolution has begun, Russia is more unstable than before, and another Revolution may happen:

- either triggered by a low NW and a Revolution check that results in another revolution). A new political regime is determined.
- or triggered by a player, playing some random event:
 - Entente may attempt a "White coup" to install a military dictatorship ("A" regime) and quickly put an end to the Revolution. The Allied player has to play the "Political" event with the Kornilov option.
 - The Central Powers may attempt a "Red coup", by playing the "Lenin" event, to attempt to install regime "C". If successful (new Revolution), the Bolsheviks take power.

- Entente may trigger a "Blue" insurrection, by playing the "Kerenski" event, to attempt to install a "D" regime. It may be his interest to do so if the present regime is M or (especially) C.

- All this results in the high unpredictability of a Revolution. It may result in widely different outcomes. The historical pattern of the Bolsheviks taking power is but one of the several hypotheses provided by the game.

New Political Regime

If the Revolution is triggered by low NW (not a player's action), Nicolas II automatically abdicates (if still czar). A +20% penalty is applied if the opponent plays the "Lenin" event, otherwise the chances are:

15%: regime A (Army), General Kornilov installs a dictatorship. His supreme commander counter is placed on the Russian GHQ.

25%: regime M (Constitutional Monarchy), Grand-Duke Michel accepts to be crowned the new Czar.

50%: regime D (Democracy), the Republic is proclaimed. The Kerenski counter is automatically placed in Petrograd.

10%: regime C (Communism), the Bolsheviks take power. The Lenin counter is automatically placed in Petrograd.

Special: Central Powers may play the "Lenin" event to inflict a +20% penalty to this Test. If the result is not the "C" regime, Central Powers reclaim the event, to play it again later!

The "White" Coup

Kornilov represents the counter-Revolutionary and militaristic reaction (to install a dictatorship). There is no Kornilov event counter, but Kornilov appears as an option to the "Political" event (#49).

The Allied player may trigger a direct coup by playing this event, and choosing the "Kornilov" option.

The coup is impossible if:

- this event fails.
- the political regime is "M" or "A".



- Central Powers attack on the Russian Front during the same turn.
- a Russian Grand Offensive is underway (or has just ended).
- a Russian mutiny occurred this turn.

A direct coup check is made at the end of the turn, after the NW adjustments and the social checks.

If Russia carries out a Grand Offensive, Kornilov gets a bonus for his coup (success or defeat!).

The coup succeeds if the result is 12+.

- +1 per game turn since the last Revolution, max. +3
- +1 Russian Grand Offensive failure or +2 if success
- +2 Kornilov at GHQ
- 2 the Revolution is stabilized
- 4 Lenin event (or Lenin currently holding the power)
- +/-? other event

If the Coup succeeds, Kornilov grabs power. Put his counter in Petrograd (reverse side of the Rasputin counter) instead of Kerenski or Lenin (depending on the current head of state). This personality is eliminated for the remainder of the game. Apply the effects of the coup (See below).

If the coup fails:

- NW is lowered by 1D6.
- a mutiny erupts in the Army (See below).
- Kornilov is removed from the game. This general may no longer appear, until the end of the game.
- if Central Powers player used his Lenin event, he takes back his event, and he will be able to play it again later.
- a -1 penalty for any Red or Blue insurgency, and to any Loyalty Test (See below).
- another White coup is possible after the next Interphase. All modifiers will be recomputed from zero (after this Interphase), but Kornilov will no longer be present.

"Red" Insurrection

Impossible if Lenin has been eliminated from the game.

Central Powers may attempt to trigger a Bolshevik Revolution, by playing the "Lenin" event (#37). Yet, there are 2 requisites to trigger this insurrection:

- Revolution has already occurred;
- Central Powers do not attack on the Russian Front this turn.

The insurrection is played in several steps, in a precise order. The purpose of these rules is to obtain a huge loss of NW, so the Revolution Test will succeed (hopefully).

Army Loyalty: a first test is resolved to reveal the Army's Loyalty to the government, when confronting the insurrection (roll 1D6). The result will be a bonus to the Instability Test.

[1] not loyal; [2-4] bonus +1; [5-6+] bonus +2

D6 modifiers:

- +1 regime M
- +1 Revolution is stabilized
- +1/-2 success / failure of a Russian Grand Offensive or Major defeat
- 1 failure of a White coup

The Army is "loyal" on a 2+ result.

Instability Test: is then resolved, even if the NW marker is outside the Instability Zone. The NW variation is "D12 - 7 +/- modifiers", with the only following modifiers:

- 1 Revolution (except if stabilized)
- +/- ? Parliament
- +? Army Loyalty (0 to +2)
- +/-? event

If there is a NW loss, a 2nd test is resolved, with an additional -2 penalty. If there is still another loss, execute a 3rd test with a -3 penalty.

Social Tests: execute the tests in the usual order (workers strike, mutiny, revolt, Revolution) with the following modifiers only

Workers strike:

- 1 Lenin is played
- +1 Kerenski holds power (regime D)
- +? Army Loyalty (0 to +2)
- 1 Revolution (except if stabilized)
- 1 failure of a White coup
- 1 regime C in play (anywhere)
- +/-? event

Mutiny: same as workers strike, adding the following

- +/? Parliament
- 2 failure of a Russian Grand Offensive or Major defeat



Revolt and Revolution: same as workers strike, adding the following

+/? Parliament

If the Revolution Test is successful: the Bolshevik Revolution erupts, Lenin grabs power. Lenin appears in Petrograd, replacing Kerenski or Kornilov. Whoever was in power is eliminated until the end of the game. Apply the immediate random effects of the new Revolution.

If no Revolution occurs, the insurrection fails. The Lenin event is placed into the event pool (not put aside). It may be drawn again and played. The Russian NW goes up to 27.

No Surrender Test is resolved during a Red insurrection.

“Blue” Insurrection

Not possible if Kerenski has been eliminated from the game.

Entente may attempt to trigger a republican Revolution by playing the “Kerenski” event.

This insurrection is played like the Red insurrection, with the following differences:

- Loyalty: -2 D6 bonus in a “C” regime
- riot: D6 for a “A” or “C” regime, or D12 for a “M” regime (disregard Loyalty)
- Instability Test: add +3 in “C” regime
- Social Tests: add +2 in “C” regime

Worker Strikes: the modifiers are altered so

+2 in “C” regime
-1 Revolution (except “C” regime)
-1 free press
+/? Army Loyalty (0 to +2)
+/-? event

Mutiny: same thing, with these additions

-2 failure of a Russian Grand Offensive or Major defeat



Revolt and Revolution: as workers strike, and add:

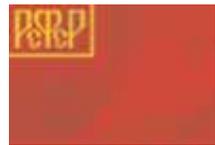
+1 censored press (cancel the -1 penalty for free press)
-1 if a Mutiny has just erupted

Success: same as Red insurrection, the Kerenski character is placed in Petrograd.

Failure: same as Red insurrection failure.

18.8.3 Revolution elsewhere in Europe

Revolution may erupt in any other country, although it is less probable. The principle and the effects are similar to the Russian Revolution. If the Revolution appears in a Central Power, reverse the roles of the Allied and Central Powers players in the various checks, the White putsch, the Red insurrection, etc.



The Revolution

All European powers may be subject to a Revolution. The United States is immune.

Apply the Russian Revolution procedure above, as well as the immediate and random effects. However, each power has its specific rules for checking for a new political regime..

Characters

The “Russian” Revolutionary leaders Kerenski, Kornilov and Lenin may be played, even if the Revolution happens elsewhere.

In this case, consider that these characters have a different name, such as Rosa Luxembourg, Bela Kun, Horty, Mussolini, etc.

Each character represents a Revolutionary or counter-Revolutionary faction, which would have been very active in a Revolution.

Instability Tests

As long as the Revolution is not stabilized, cancel the power's modifier. It is replaced by the -1 Revolution penalty.



German Revolution

Roll 1D12: on a 9+ result, the Kaiser abdicates. Else, the Kaiser stays at the head of Germany, and the regime becomes “D”.

If the Kaiser abdicates, roll another D12 to determine which type of regime is installed:

- 2–8: regime A, a German general installs a dictatorship.
- 9–11: regime D, the Republic is proclaimed.
- 12: regime C, the spartakists grab the power.

Ludendorff is the German Kornilov; Max de Bade is Kerenski; Rosa Luxembourg is Lenin.



Austro-Hungarian Revolution

Roll 1D12: on a 8+ result, the emperor abdicates. Otherwise, the emperor keeps the power and the regime becomes D.

If the emperor abdicates, or if a 2nd Revolution erupts later, the Double-Monarchy collapses. Austria and Hungary split. Both surrender unconditionally immediately (See 108.C).



British Revolution

Roll 1D12: on a 8+ result, the king abdicates. Otherwise, the king stays at the head of the nation. The regime is still "D", but the Parliament turns to "Defeatism".

If the king abdicates, roll another D12 to determine the new regime:

- 2-4: regime A, an British general installs a dictatorship.
- 5-7: regime D, Edward VIII receives the crown.
- 8-9: regime D, the Republic is proclaimed.
- 10+: regime C, the Reds grab power.

Haig is the British Kornilov; Churchill is Kerenski; MacDonalld is Lenin.



French Revolution

The Third Republic is automatically abolished. Roll 1D12 to determine the new regime:

- 2-5: regime A, a French general installs a dictatorship.
- 6-8: regime D, the Fourth Republic is installed.
- 9+: regime C, the Reds grab power.

Petain is the French Kornilov; Briand is Kerenski; Longuet is Lenin.



Italian Revolution

Roll 1D12: on a 5+ result, the king abdicates. Otherwise, he stays on his throne, the regime is still "D", but the Parliament turns to "Defeatism".

If the king abdicates, roll another D12 to determine the new regime:

- 2-5: regime A, an Italian general installs a dictatorship.
- 6: regime D, Humbert II accepts to be crowned the new king.
- 7-8: regime D, the Republic is proclaimed.
- 9+: regime C, the Reds grab power.

Diaz is the Italian Kornilov; Gioletti is Kerenski; Mussolini is Lenin.



Turkish Revolution

Roll 1D12: on a 7+ result, the sultan abdicates. Otherwise, he stays in place and the regime becomes M.

If the sultan abdicates, roll another D12 to determine the new regime:

- 2-6: regime A, a Turk general installs a dictatorship.
- 7-8: regime M, Mehemet V is the new Ottoman sultan.
- 9+: regime D, the Republic is proclaimed.

The regime "C" may never appear in Turkey. Kemal is the Turk Kornilov; Cemal pacha is Kerenski.

Note: the names of the Revolutionary characters are provisional, and should not be considered as the result of an in-depth historical study. There was no Revolution outside Russia, so there may be no historical confirmation of these speculations.

19. Production

Economy provides the major nations in the game with the means necessary for the construction of their units, as well as all the material and equipment required to sustain the war effort (recruits, munitions, economic resources). The standard economic resource used in the game is the EP, for Economic Point. For unit construction and replacement of losses, there are also RP, Recruit Points.

Minor nations (and neutrals) have an abstracted economic system and their income and expenses are handled automatically by the game.

The Production phase occurs every Interphase starting with Winter 1914. Players may build the munitions and reinforcements necessary to wage war. Minor countries have a simplified Production procedure.

19.1 The Economy

19.1.1 Economic Points (EP) Income

Each major power receives Economic Points every Interphase, called "EP".

This income depends on the Civilian Production level (See below), except for Turkey, which has a fixed income.

EP are produced by the cities of each major nation (and you receive some from colonies and conquests too), sometimes from events, and also from diplomacy (foreign aid, loans).

EP may be kept from one Interphase to the next. The number of unspent EP is written in the "treasury" box.

The maximum number of EP that may be kept in the treasury is 20 (except for the very first Interphase).

Income and War Loan

Each major power may gain EP through the Political Action "War Loan" (See Politics), with the Entente (Western) Powers having an edge in this.

Income and Military Situation

When cities are conquered by the enemy, a major power no longer receives these cities' incomes. These incomes are printed in purple next to the cities.

- The conquering power receives half the conquered cities' incomes, rounded down.
- Special Case: France receives Strasbourg's and Metz's full economic incomes if conquered (cities from Alsace-Lorraine).

Income and Diplomacy

Trade and Diplomatic Agreements (Agricultural or Economic Aid) with neutral countries may provide an additional income (for example, Scandinavian countries or Holland with Germany). This depends on their diplomatic level. If the neutral country is conquered by the enemy, trading is no longer possible, and the minor country provides no more EP.

The United States grants automatic credits (i.e. Economic Aid) to Entente powers when the diplomatic level of the USA reaches 13 (i.e. when the USA turns Pro-Entente).

Income and Strategic Warfare

Great Britain may declare the Central Powers Blockade via Event or Political Action. When this blockade is in effect, Germany no longer receives the income from its colonies and trade. On a longer scale, the blockade has effects on the Central Powers' economy and morale. These effects worsen if the blockade extends to Neutral countries.

On the other hand, Germany may start Submarine Warfare to lower Britain's EP income and its morale. These effects are worsened with All-Out Submarine Warfare implementation (German Political Action).

19.1.2 Recruit Points (RP)

RP are only produced by your home nation cities. Each turn (not month!), a nation will receive a RP flow calculated on the net amount of available RP produced by her cities. RP will be used to produce new combat units and, most importantly, to fill losses during battles (since if the RP stock is low or nil, units will be destroyed if they cannot refill losses with RP – See Combat).

RP and Military Situation

When cities are conquered by the enemy, a major power no longer receives these cities' RP. These RP are printed in blue next to the cities.

- The conquering power receives no RP from conquered cities.
- Special Case : France receives Strasbourg's and Metz's full RP if conquered (cities from Alsace-Lorraine).

RP and Diplomacy

RP can be received from some countries via Diplomatic Agreements (e.g. Spain sending volunteers).

19.1.3 The Budget

Each nation has a budget, where the player can see his income (EP and PR), and its expenses. With their EP, nations will pay maintenance costs, buy munitions (MUN), naval sorties and operations for their fleets, and technological research. And, last but not least, purchase new combat and support units, for which RP are also needed.

They can also invest in improving their units, building minefields to protect their coastlines, or diplomacy.

All major nations also have to pay maintenance costs for their armed forces (see below) and can see their budget reduced due to EP lost through Blockade effects or Strategic Warfare losses (submarines, bombing, raids).

National Budget of Germany (Nov. - Dec. 1914 - May 1915)	
Current Treasury	80
Income	132
Loans	0
Economic Aid	0
TOTAL REVENUES	132
Generic spendings	0
Costs for sea sorties	0
Hit losses	0
Costs for maintenances	36
Economic losses cause by Submarine Warfare	0
TOTAL COSTS	36
Expenses for Corps training	0
Expenses for Munition building	8
Expenses for Technological researchs	3
Expenses for Diplomacy	0
Expenses for Artillery productions	0
Expenses for Aviation	0
Expenses for Fire Power improvement	0
Expenses for Minefields building	0
Other Expenses	0
TOTAL EXPENSES	11
BUDGET BALANCE	85
Treasury forecast	165

Military Maintenance

Each major power must pay a constant cost to maintain the Armies and the navy, and to train the recruits, etc. This cost does not vary for the duration of the war.

19.1.4 Production Sites

To buy the war materials you need (such as munitions, planes, combat gases, warships), it is mandatory to use specific production sites, that are usually located in the major cities of your nation, but not always operating for the war economy (see next section).

- Munitions (MUN) for artillery are produced by the Munitions factories,
- Combat gases are manufactured by chemical plants,
- Air units are built in aircraft factories (there are 2 special ones for the German airships),
- Warships are laid down, built and launched in shipyards, before they can undergo trials and join your combat fleets.

19.2 Civilian and War Production

Not all the specific production sites listed are available when the war starts in 1914. Most of them are in fact used for civilian production and they must be converted to war economy status at some time during the conflict.

As long as the Civilian Production is high (i.e. many of the production sites are inactive, their workers being allocated to more peaceful productions), the nation's morale will remain high (because the value of the number of still civilian sites will be added to the NW level every Planning phase). But, of course, war production of essential combat assets will remain low.

19.2.1 Civilian Production

A power's Civilian Production shows how much this country's economy is involved in war production, and how much is still devoted to Civilian needs. This involvement is measured by the "Civilian Production" indicator, in the 9 to 0 range (fully Civilian toward complete war economy).

- A power's EP income depends on its Civilian Production.
- The number of produced MUN also depends on the Civilian Production, with a multiplicative effect when the Civilian Production decreases.
- By executing the Political Action "Adjust to Wartime Economy" (See below), the Civilian Production level may be lowered. The lower this level, the higher the proportion of Wartime Economy.
- Turkey has a fictional Civilian production. It gets a fixed 35-EP income each Interphase (minus income lost from conquered Turkish cities).

Effects on NW

Civilian Production has a positive effect on NW during each Interphase.

On the other side, each time the Civilian Production is voluntarily lowered by using the Political Action A-4, NW goes down by -4.

19.2.2 The Production Window

This window is used for most of the production detailed in the sections below, be they combat units or support units. Just select which thumbnail is relevant when you want to concentrate on a particular production (by default you open the window with the 'ALL' section, displaying all your ongoing production, and thus needing to scroll when your activity is important).

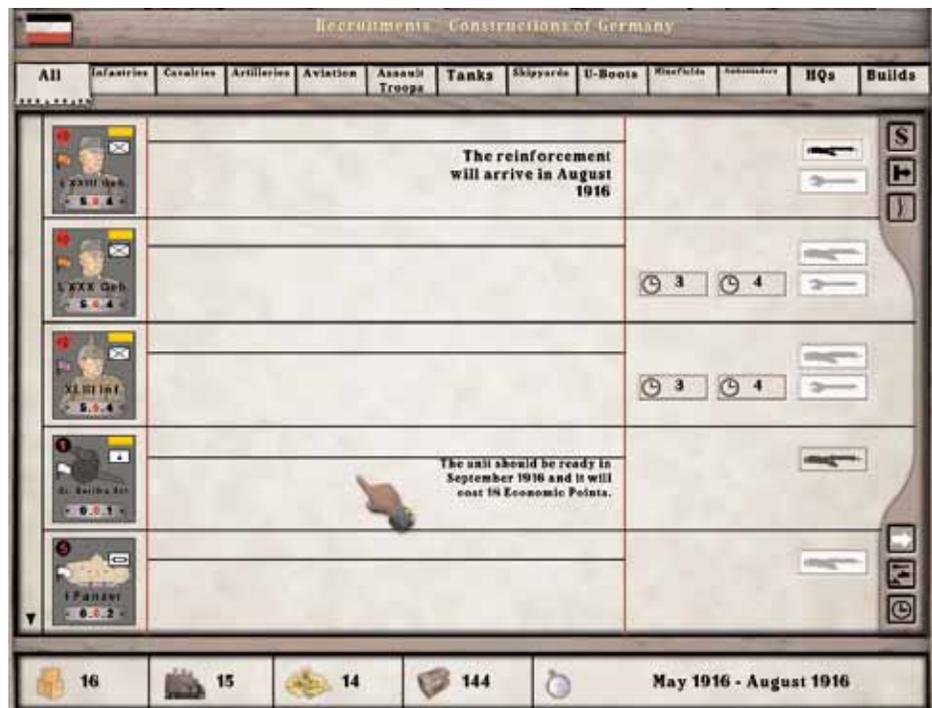
On the left-hand side you can see the units under production.

On the right-hand side you find the buttons for the production time and the buttons for firepower improvement (machinegun symbol) or repair of damaged units.

The bottom part of the window gives a summary of the information you need to be aware of when entering production (from left to right): Current RP stock, RP flow per turn, EP cost of recruitment, forecasted treasury balance and the current date.

19.3 Land Combat Units Production

All units have a manufacturing cost (in terms of EP / RP) and also a production time expressed in number of turns. A generic window indicates what is available for construction for each country. You can access it by clicking on the relevant button on the upper bar of the main interface.



Design Note: from the construction, technology and ammunition window you can access the budget window via the specific \$ button.

21.3.1 Corps Construction

Each power may build new or previously destroyed corps. Destroyed units may be rebuilt during any subsequent Interphase.

However, a destroyed fortress cannot be rebuilt. Similarly, a sunk naval unit cannot be rebuilt.

For each unit type, there are 2 different costs depending on the build delay. The player chooses how long construction will take.

Build Delay: All corps being built are scheduled to arrive in a future turn as reinforcements, their Build Delay being the number of game turns (not game months!) it will take for them to appear. Click on the relevant button to process the production at the chosen delay. Remember that the cost is affected by the delay.

Limit: A power may build a number of new corps up to half its basic RP flow (rounded up)

An African unit costs 0 RP to rebuild. They have no effect on the power's RP flow, nor its limit on the creation of new corps.

19.4 Ammunitions

Each power may produce "MUN" to use with their artillery. The MUN are produced with a "flow" procedure each turn, but unlike the RP, the players choose how many MUN they will produce for each of the nations in their alliance.

Each power controls MUN sites. Each power also has a Munitions production multiplier. The production multiplier as well as which ammunition sites are active is based on the Civilian production level.

The Munitions costs are calculated from the Munitions Table (see Appendices) and based on both the number of active sites and the number



of produced Munitions points produced per turn (maximum value = active sites x production multiplier). The number in the resulting box gives the EP cost. All this is handled automatically when you adjust the slider on the Ammunition purchase window.

Some specifics points:

- Russia spends more EP per munitions point, compared with other powers. This is shown on its Munitions table; there is no special computation.
- Because having only one factory (in Constantinople) Turkey may produce 2 MUN per Interphase (never more), spending 4 EP.
- The number of produced munitions points cannot be more than 30.
- Only friendly controlled munitions sites may be used.

19.5 Recruits

Each major power receives Replacement Points each turn during the Reinforcement Phase, and the RP flow is constant.

The "RP Flow" is computed with the following procedure during each Interphase:

- Each power has a basic number, calculated from the sum of its RP values (from controlled cities),
- The power then subtracts the number of Corps it has created during the Interphase.

The result is the RP flow. The power will get this number of RP during each one of the next 3 turns.

However, in 1917, and then again in 1918, the basic monthly RP flow of most nations is lowered by 1, because of the tremendous accumulated casualties.

Example: During Winter 1914, Austria-Hungary has a basic amount of 12 RPs. It has huge losses in Galicia against the Russians. It needs to rebuild 5 corps during this Interphase. Its computed RP Flow is 7 RP per turn (12 - 5), and it will receive it during the next three turns.

19.6 Support Units

Each power may build support units : artillery, aircraft, and tanks* (* provided the technology is available).

The build cost for a support unit depends on the power building it. But there is only one cost per unit type per power (unlike the corps).

The build delay follows a special rule. This delay is at least 4 turns, with the following particulars:

- If several support units (even of different types) are built at the same time, each unit, starting with the second one, needs one more turn to be built.



- The 1st unit is built in 4 turns, the 2nd one in 5 turns, the 3rd one in 6 turns, etc.
- The units are automatically placed on the reinforcement schedule one per turn, starting with the fourth turn onwards.

Attention, for purposes of this rule, Stosstruppen and Assault Troops are not considered support units.

Not all support units are available when the game starts. Some support units are added to the power's pool in different years. This is particularly the case with aviation. These units become available and may be built during the Winter Interphase preceding the year of appearance.

19.6.1 Aircraft Building

During each Winter Interphase, new aircraft units are available for the building process. These are support units. Once built, aircraft units are deployed in an HQ or GHQ (See 84.B).

19.6.2 Tanks

Germany, Austria, Great Britain, France, Russia and the United States may produce Tanks. Requirements and constraints are:

- It is necessary to possess the "Heavy Tank" technology.
- In the beginning, the production rate is limited to 1 Tank per turn starting from the next Interphase.
- A Tank is built in 4 turns.

- Tanks are support units. It is necessary to stagger their production over several turns (i.e. mixed with the other support units).

19.7 Firepower Improvement

Some corps do not have their full authorized complement of guns, machine-guns, mortars, etc. It is possible to improve their firepower.

On the Production Window, beside the list of units, there are buttons. Each button may be clicked to improve the firepower, by 1 Firepower point.

The small print number is the cost the nation must invest to provide all similar corps with more weapons to improve their firepower.

The cost varies from one corps type to the other, because of the number of units per type.

Paying part of the cost during different turns is allowed. In this case, the box is marked in a special way (circled for example). As long as the cost is not paid in full, no corps receives its additional weapons.

- When the cost is fully paid, the new firepower will be applied starting with the next Interphase. In the interim, the box is partly checked (one stroke only for example). During the Interphase, the box is fully checked (with the second stroke).

If a corps is converted to an assault corps (Assault Troop/Stosstruppen marker), this corps, although now an elite one, cannot raise its firepower



like other elite corps. Its maximum firepower is still the same.

Maximum firepower:

+3 Elite and Veteran
+2 Active, Reserve and Conscript

The reduced side firepower is lowered by -1 (when the unit is reduced, white stripe showing on counter).

19.8 Naval Construction

The major powers may build warships (already scheduled even from before the start of the war), in the form of new naval squadrons. For each squadron, the power will build the individual ships that are supposed to be part of it.

19.8.1 Shipyards

Up to four boxes exist on the right of the individual ships. They represent the extent of the building of the ship. The value printed in each box is the EP cost of the construction.

During each Interphase, the player may mark 1 box per unit and pay the printed build cost. The principle is that the more you spend, the faster you go with the shipbuilding, because the more construction steps you perform. Speeding up the construction is possible. This depends on the number of active naval shipyards (depending on the Civilian Production level).

You may build one additional step per active shipyard. Max 2 steps on any individual ship.

When all construction steps are executed, the unit is built.

The ship is added to the naval squadron as soon as it is complete.

Effects on NW: each BB or BC built adjusts NW by +1 when it enters play. The NW +1 gain occurs during the Interphase, if the unit is to arrive the next turn.

19.8.2 Naval Repair:

See naval rules, section 14.



19.8.3 German U-boats

Germany may build 1 to 3 U-Boats per Interphase (no more), the quantity depending on the number of active shipyards. These U-boats are abstracted and not physically present on the map. They are used for Strategic Warfare purposes. The cost per unit is:

- One U-Boat costs 15 EP,
- 2 U-Boats cost a total of 25 EP,
- and 3 U-Boats cost a total of 30 EP.

19.9 Assault Troops (Stosstruppen)

Most major powers may build these units. There are "Assault troops" (Entente) or "Stosstruppen" (Central Powers). Both are the same.

Germany may produce 1 Stosstruppen per turn, starting from the next Interphase when the "Stosstruppen" Technology is discovered.

A Stosstruppen is built in 4 turns.

Once created, the unit is placed with an intact corps that has not fought during the preceding turn. This corps becomes an "assault corps".

19.9.2 Stosstruppen for Austria-Hungary, Italy, Turkey (Central Powers)

Austria-Hungary and Italy may produce their own Stosstruppen.

19.9.3 Entente Assault Troops

The Entente powers may also produce their "Assault troops", if they already have the required technology or as soon as they discover their own "Assault troop" Technology.

They may produce 1 Stosstruppen per turn, starting from the next Interphase

19.9.4 Troop Limits (Central Powers and Entente)

The number of possible assault troops is limited by power.

19.9.5 End of the Stosstruppen Production (Central Powers, Entente)

When a power fails a War Weariness Test, it may neither receive nor produce Stosstruppen/Assault troops, until the end of the current year.

19.10 Other Construction and Production Expenses

The various powers may spend in other fields as well, in particular the ones below:

19.10.1 Ambassadors

Each power may build AMB for its diplomacy with neutral countries. Each



AMB costs 5 EP. There is a limit for each power (see the Diplomatic Appendices).

19.10.2 New Headquarters (HQs)

Germany and England may build new Armies. The corresponding HQ appears as soon as an Army corps belonging to the created Army comes into play. The Army appears in a national city of the power.

19.10.3 Technological Research

Each side may fund technological research to speed it up (see next section). The total cost for each side is maximum 40 EP. Each power may fund part of it. The total spending is this side's global research investment.

19.10.4 Mines

Each power (except Turkey) may build naval mines (1 EP each). These mines are available the next turn. They are deployed in coastal sea zones, during the Reinforcements phase, dragging the minefield counter from the Reinforcements box and dropping it over the map.

19.12 Various

Various rules exist on the following points:

19.12.1 American MUN Sites

The United States may lend from 1 to 5 MUN sites to the Entente, depending on the US diplomatic level. During each Interphase, these sites are assigned to the various Entente powers automatically, within the following limits : France (3), Great Britain (3), Italy (2), Russia (1, except Winter : 0). No power may use more MUN sites than printed on the Munitions table (last line).

Once at war, the United States may still lend up to 5 MUN sites to Entente.

19.12.2 EP and MUN Trade (Economic Aid)

Each power may give EP or MUN to another friendly Power in the same Alliance during the Interphase, provided they are linked by land (rail) or by sea. Key factors are:

- Such a MUN gift is not a MUN flow, the transfer is immediate.
- However, there is a limit for each giving power. Yet, the same power may give up this same limit to several different friendly powers.
- Turkey cannot give anything.

Entente: (gift capability)

- Great Britain, France: 30 EP and 20 MUN.
- Russia, Italy: 10 EP and 5 MUN.

NB: Russia may receive no more than 10 EP and 5 MUN through Vladivostok, or 20 EP and 10 MUN when Archangelsk may be reached by rail (starting in 1916). During Winter, Russia may not receive anything.

- United States: Nothing, the aid is already rendered by the lending of the Ammunition sites.

Central Powers: (gift capability)

- Germany: 30 EP and 20 MUN.
- Austria-Hungary, Italy: 10 EP and 5 MUN.

19.12.3 Case of Turkey

Turkey is a special case. It gets a 35 EP fixed income during each Interphase, for the whole war, whatever the EP value of her cities.

Turkey has only 1 Munitions site in Constantinople. It produces 2 MUN per Interphase, spending 2 EP per MUN point. If Constantinople is conquered by the enemy, the MUN production ends

20. Technologies

Technology advances occur through the drawing of Technology projects (later on called TECHS), and through both sides' investments into research. Technological research occurs each game turn.

Technological research is handled at the alliance level, for the same alliance (Entente vs. Central Powers). Each nation shall allocate a specific share of its budget to research and the aggregate is sent to a global pool.

The information window will give you all the details you need to know on technologies, their fields of application (naval, land, air or general), and the benefits they provide (new weapons or doctrines for instance), etc.

20.1 The Types of Technologies

Each side gets its own set of technology projects (some of them exist only on one side). Technologies are classified in the following main domains: land, air, naval and generic.

For historical, gameplay and chrome reasons, each project is assigned to one nation of the concerned alliance (for the Entente, projects are either Russian, French or British; and for the Central Powers they are either German or Austrian). This is important because the receiving nation will be the first able to use the said technology, even among friendly members of the same alliance.

Each project usually has a year attached to it (1914 to 1917) which is the earliest date during which it can be researched.

- Projects with a year greater than the current year are not put into the side's technology pool.
- During the Winter Interphase, the next year's technology projects are put into the technology pool (i.e. made available for research)

All technologies are identified and unique, but in some cases, the same technology has more than one application, as there are several variants (e.g. gas and mortars).

Also some technologies have a basic start chance to be discovered that is higher than the regular 16%, usually 33% instead. It is supposed to represent some kind of leadership by that side on that specific type of technology (e.g. Germany has an initial technological advantage in combat gas warfare, so her Chlorine Gas tech has 33% chance of success instead of 16%)

20.2 Procedure

Beginning in October 1914, each side automatically carries out some technological research, at the start of each game turn, during the planning phase.



Starting in 1915, each side may in addition invest up to 40 EP per Interphase, to enhance the research. That amount is for the whole side, and can be shared among its different members.

Sequence

Each side executes its research during each turn's Planning phase. The actions are executed simultaneously. The research process works as follows:

- Each Planning phase, both alliances each can choose up to five technological research projects (TECH). These are the TECHS that will be researched.
- An initial test is performed the first time at the end of the phase, in order to determine if the TECHS can be researched or not. In case of failure, the research is abandoned and can be started again in another turn.
- In case of success and in each subsequent turn, the currently researched projects are tested again during the planning phase.
- If the test is a failure, the project receives a slight improvement (i.e. its percentage of success increases for the next attempt).
- In case of success, the relevant TECH is discovered and one nation in your alliance receives its benefits immediately (other nations of the same alliance will receive them a bit later, and opposing alliances will "learn" about it even later).

Maximum Number of Projects in Progress

A side may have no more than 5 technology projects in research at the same time. No more than two projects may come from the same nation.



As soon as there are 5 technology projects in research, no more projects are researched. That side has to wait until successful research opens a space on the track.

20.2 Research Budgets

Each side may invest 40 EP per Interphase (starting in Winter 1914) to enhance their research. This is done simply by moving the slider at the bottom of the technological window. The higher the amount spent, the higher the chance to make a discovery.

No single power needs to spend the entire 40 EP by itself. The expense may be split between all the powers on the same side (Turkey excluded). The players freely decide how this expense is split, with a 5 EP minimum per spending power.

Note that Turkey may not spend, and Italy may spend no more than 10 EP.

20.3 Discoveries and Progression of Research

Each side executes a research check every turn on the technologies under research. The project is tested under its percentage of success chance, which is indicated on its description in the Technological window.

Note: +17% for Central Powers research test when “Deutsch Tech” technology is available

There are two possible outcomes for each test:

- If successful: The relevant technology is discovered, and the project is given to the researching Major Power of that side whose flag appears on the technology box. This power benefits from the technology effect, but without disclosing it yet!

Exceptions: Trench and Aviation related technologies are shown and applied immediately.

They cannot be kept secret.

- If the check fails, the technology is not discovered yet, but receives a slight boost in its chance of discovery for the next turn (so in the long run, it will ultimately succeed).

20.3.1 Technology Progression

At the end of the technology phase, each side has one of its projects that advances by 16% extra chance of success, chosen at random. This also includes those technologies which have been tested but failed.

If the side has invested 40 EP, a second project in the list will advance by 16%, or alternatively the initial one will advance 33% (choice is random).

20.4 Implementation and Use

When a Major Power holds a discovered but still secret technology project, it may disclose it at any moment to enjoy the benefits of this technology. All other friendly powers in the same Alliance also enjoy the benefits of the technology, but with a 1 turn delay.

However, some technologies require the existence and knowledge of another technology before being used (e.g. fire through the propeller disk, and light tanks). This does not apply to researching these technologies, just to using them. (See the list of technologies in Appendices.)

When a technology is first used, the existence and availability of the project is disclosed to the opponent. Each subsequent turn, that technology is tested, and at a maximum of three turns later (may be earlier if test is successful) it becomes Public, which means the opponent may now use it as if it had successfully researched it (see next paragraph).



20.5 Public Domain Effects

When a technology project reaches the “Public Domain”, it may be easily learned by the enemy. The enemy side just needs to select its own matching technology project (if it has one) and it's chance of success is almost 100% (but it still needs to be researched).

Reminder: Each side has its own technology pool, and some technologies may not become available, even if in the public domain.

A few technologies cannot be acquired by the enemy, even if “public”: tanks (heavy and light) and each side's specific technologies (see Appendices). Each side must develop them on its own.

20.6 Specific Cases

The technologies which enhance Trench combat and Chlorine Gas are automatically acquired by the enemy when reaching the “Public Domain”; there is not even a need to research the project.

The pertinent “Trench” technologies are Mortars and Land Mines. Their acquisition also translates into an immediate increase of the Trench level of units on the map.

21. Doctrines and Combat Tactics

In 1914, warfare is conducted according to the Movement Warfare Doctrine, which is mostly described in the above Warfare section.

If victory has not been achieved by one side by the end of 1914, the troops will start digging in: this is trench warfare and the military leadership adopts the Firepower Doctrine. When in combat, armies and units in defence now benefit from very strong protection from entrenchment, characterised by the Trench Level (from 0 to 3, a value added to the defence value of entrenched units!). This will change most attacks into pure slaughters, unless huge amounts of artillery bombardments are assigned. The Combat table is now changed, and the number of attacks per turn becomes limited. Each nation is now forced to plan annual Grand Offensives, or they lose National Will.

Through technological research (and the new weapons they bring) and results obtained during those Grand Offensives (as they are test beds for new combat tactics), doctrine will evolve and improve. Theoretically, by the end of the war in 1918 (or earlier), nations can adopt the Combined Doctrine that reintroduces movement and fluidity on the battlefield thanks to new infiltration tactics, assault troops, tanks, air support and various improvements that will reduce the efficiency of trench levels.

21.1. Generalities of Doctrines

Each country has a "Military Doctrine". The Military Doctrine determines which Combat Table is used. It represents the dominant mode of Military Thought and is used to discover new "Combat Tactics", the latter having direct impact on combat table modifiers and resolution.



21.1.1 Three Different Doctrines

For the scenarios in 1914, 2 primary doctrines exist, summarizing a state of mind of the militaries and the major states:

Movement Warfare: the Main maneuver.

Firepower: firepower dominates and trenches protect.

Each country starts with the Movement Warfare Doctrine, and may move on to Firepower at the earliest in October, and latest in Nov–December 14. In any case, during these 2 turns, the Firepower Doctrine (Trench Warfare) is only a transition stage (mixture of characteristics of the two doctrines).

A 3rd "Combined" doctrine exists that is available later in the war, around 1917–18, which is reintroducing movement and fluidity on the battlefield thanks to new infiltration tactics, assault troops, tanks, air support and various improvements that will reduce the efficiency of trench levels.

Beginning in certain dates, it is possible to pass to the next Doctrine (end 14 for Firepower, and usually sometimes during 1917 or at the beginning of 1918 for Combined). The development of certain Combat Tactics facilitates the development of Combined Doctrine.

During combat, the players will have advantages and disadvantages linked to each Doctrine and Combat Tactic they are tied to.

Each Doctrine is equivalent to a "basic" Combat Tactic. Other tactics proposed are additional option, after having been discovered (via technology, event or through testing during a Grand Offensive see below).

21.2 Movement Doctrine

This Doctrine recommends the spirit of maneuver and movement research, which brings the encircling and destruction of the Enemy. It also gives the following advantages and liabilities:

Advantages

- In Defense, when the player retreats at the end of a combat round, he may reduce the result by 1 loss (to his engaged unit). To do this, he must retreat 1 extra region.

Exception: "E" result (eliminated) cannot be reduced, and must be applied without compromise.

- During the opponent's turn, the player may intercept his moving units .
- In Defense, the player may reinforce with adjacent units following an attack.



- The Defender, if he comes out of a battle victorious in defense, may launch a counter-attack in the region from where the ex-Attacker came from.
- Retreat before combat possibility for the cavalry.
- France only, in Plains**: firepower of French corps is increased by +1 in value. In attack as in defense.*

** : a City/Town is not a full terrain. It is necessary to consider the surrounding terrain in the same region.

NB: This takes into consideration the very efficient direct fire of the French 75mm cannon at the beginning of the war, especially in Plain.

Disadvantages

- It is forbidden to entrench oneself as long as this doctrine is in effect.
- Heavy Artillery is worth 2 in support (instead of standard value of 3). Exception: artillery is not diminished in a siege firing against a besieged fortress.
- France only, in Forest**, Marsh, Mountain: French corps firepower is decreased by -1 in value, except if this firepower value is worth +1 (ex. 41-5-4, etc). This, in attack as well as in defense.*

** : a City/Town is not a full terrain. It is necessary to consider the surrounding terrain in the same region.

NB: this shows the difficulty of indirect fire by the French 75mm cannon at the beginning of the war while in difficult terrain.

21.1.1 Transition to Trench Warfare

In October 1914, then in Nov-December, the Movement Warfare will disappear progressively and will transform itself into Trench Warfare. In 1915 at the latest, the transformation is complete.

Test of Passage – end of September 1914

Uncertainty exists in October 1914. Each side has a 50% chance to change to Trench Warfare. This is tested at the end of September 1914. Entrenchment will be automatic for non-moving stacks, at level 0 for the start.

In October 1914

There is a partial evolution towards Trench Warfare (first step). If a side is applying Firepower doctrine (i.e. Trench Warfare) on a front, the following effects apply (for this front):

- The Trench Table becomes the new Combat Table when that side is the Defender in a battle.
- The Morale check Table stays the same one as used in the Movement Warfare (because it is in a transition stage towards trenches)
- Reaction: only 1 authorized voluntary attack.
- Breakthrough: any number of free attacks.
- Interception: the Defender only has a 50% chance to intercept at each attempt.
- (Only in October), if the Enemy is still in Movement Warfare, its attack receive a negative modifier of -1.

- All other rules of the Movement Warfare still apply normally (Reinforcement, Cavalry retreat, Counter-offensive).

In Nov–December 1914

The partial evolution towards Trench Warfare continues (second step).

- The passage to Trench Warfare becomes automatic and obligatory for all nations. Apply the same effects as in October, with in addition:
- Defender's ZOC (Zone of Control) becomes fixed (See below).
- Defender has a bonus of +1 to all his morale checks (trenches bonus, whatever the Trench level).

Fixed ZOC of the Trenches

A fixed ZOC does not cut supply, nor movement by rail, but it blocks movement in the following case:

- A friendly stack may not enter an empty region and then move directly towards another region, if these 2 regions are situated in an enemy ZOC (fixed). The friendly stack stays blocked in the 1st region (empty).
- Exception: except to go directly attack an enemy stack exercising the ZOC. If 2+ enemy stacks exercise ZOC, only the closest stack may be attacked directly.
- The following turn, the stack may progress into the second region, etc.

Remember: A stack besieging an enemy fortress doesn't exercise a ZOC. The presence of friendly units in a region (before their movement) neutralize enemy ZOC. There is no ZOC across a major river.

Example: 2 enemy units, separated by an empty region, exercise a fixed ZOC between themselves. The player sends 3 corps into the empty region, without being able to go further (because he doesn't intend to attack 1 of these stacks).

From 1915

Trench Warfare is now in full operation. Firepower doctrine is the prevalent one for every nation.



21.3 Firepower Doctrine

This Doctrine advocates that firepower, in particular that of artillery, is the King of the battlefield. It is the Doctrine of defense, artillery (heavy) and trenches.

Advantages

For the Attacker:

- The Attacker may carry out a preliminary bombardment before combat.
- Possibility of starting a yearly Grand Offensive on the French, Russian, and Italian fronts.

For the Defender:

- The Attacker must use the Trench Table for combat.
- The Defender is always entrenched with, as a bonus to its units combat defense values, the current trench level value (+0 to +3).
- The Defender has a bonus of +2 to all his Morale Checks (trench bonus).
- The Attacker has a -1 on the combat rolls if he is still in Movement Doctrine (1914 only).

Disadvantages

The Movement Doctrine is abandoned permanently (the same for the Shock Tactic).

The following rules become obsolete: Retreat before Combat, Interception, Reinforcement, Counter-Offensive.

Breakthrough in the event of victory becomes more difficult.

New possible Combat Tactics

They are to be developed (see below): Heavy Bombardments, Combat Gas, Rolling Barrage, Infiltration, Flash Bombardments, Combined Arms, Aerial Support, Defense In Depth.



21.4 Combined Doctrine

This doctrine is founded on the use of Arms and Combat Tactics together, to obtain a breakthrough on the battlefield. This doctrine is usually acquired around the middle or end of 1917, or (most certainly) at the latest early in 1918.

Advantages (this is a summary)

- The Attacker has +1 on the combat roll during a turn.
- Every attack obliges you to be "in movement"; which allows, in addition, interception as in Movement Doctrine.
- The player may attack and change region each turn to carry out his Main battle (during a Grand Offensive).
- The player has a +2 bonus to learn Combat Tactics.
- Flash bombardment becomes more efficient.
- Enemy reinforcements will arrive with more difficulty during battle.

Disadvantages

- In defense, units considered as being "in movement" have their trench level diminished by -1.

Moving from Firepower to Combined Doctrine

From 1916+, a nation may attempt a test to achieve Combined Doctrine or wait. Doing the attempt early is prone to yield little success. This Doctrine is founded on the use of all the arms and Combat Tactics, to obtain a breakthrough on the battlefield. Here are the basic requirements:

- It is obligatory to start (or continue) a Grand Offensive, with a major power of your side (except Turkey). But you may not start the Main battle with Armies of different nationalities.
- A D12 is rolled for the test, which succeeds on 12+.
 - +1 per turn in 1918+ (from Jan-Feb)
 - +1 for each Tactic obtained: Infiltration, Flash Bombardment, Combined Arms, Aerial Support (+1 to +4)
 - +1 Technology: Stosstruppen "C" (Centrals)
 - +3 per victorious battle (region taken) on the French Front (in 1916+)
 - 1 per Test failed
- A Combat Tactic acquired during the same turn does not count for the test to achieve Combined Doctrine, only Tactics acquired during the preceding turn(s) count.

In the event of success, the power passes to Combined Doctrine. In the following turn, all the other major powers and all the other minor countries from the 2 sides pass automatically to this Doctrine.

Example: in March-April 1918, Centrals attempt a test with Germany. The bonuses are: +2 (2nd turn of 1918) +3 (Infiltration, Flash Bombardment, Aerial Support) +1 (Stosstruppen C technology), for a bonus of +6. The D6 gives 6, modified to 12: it is a success !

The German immediately passes to this Doctrine and launches a Grand Offensive against the British on the Western Front.

During the following turn, in May 1918, this Doctrine is known by all.

Effect on Acquiring New Combat Tactics

Each power, in Combined Doctrine, has a +2 bonus on all its acquisition (i.e. learning) tests for Combat Tactics.

New Flexibility in the Grand Offensive(s)

Hereafter, it's still required to plan a Grand Offensive at the beginning of the year, but the primary objective is simply a "reminder", because every area can be targeted and every army takes part in the Offensive.

The Enemy is authorized to do a counter-attack starting in the attacked region, during its own game turn.

In the event of normal or heavy bombardment, there is no longer a lull at the end of the 4th round. The Main battle is carried out in 10 rounds (maximum) without interruption. The Attacker's Obstinatation begins starting in the 5th round.

Flash Bombardment

Flash bombardment becomes more efficient. It is now possible to carry out 2 firings by doing 2 artillery groups (max. 3 artillery per group). The Attacker only takes the best result of the 2 firings (his choice).

- For artillery superiority, take the total of all artillery.
- The MUN cost is based on the total number of artillery that fired.

The "Static/in Movement" Status

When a stack moves or attacks, it is marked and signaled as "in movement". If the stack attacks and loses the battle, it stays "in movement" (and returns to its departure region). A stack in movement may become "static" again (i.e. showing the entrenched look) if it does not move during its next game turn.

A stack in movement has 2 advantages and 2 disadvantages:

- it may intercept as in Movement Doctrine.
- the bonus/negative modifier of generals is again extended to +/-2, depending on the real difference in the generals' stars (and not limited to +/-1 as in standard Trench warfare).
- on the other hand, the stack "in movement" loses 1 trench level in defense (min. +0).
- In defense, the general does not roll for a star bonus.
- Infiltration: no -1 penalty for German trench (this is a minor disadvantage).

A static stack benefits nonetheless from all of the rules of Trench Doctrine, as usual.

Interception in Movement

During the opposing game turn, a friendly "in movement" may intercept any enemy stack that moves into an adjacent empty region.

The friendly stack "in movement" thus moves into the region where the interception will take place. The intercepted enemy stack's movement ends. The friendly stack "in movement" is considered in defense there (though the Interception came from him), with only a trench of +0. The adversary is obliged to attack, but he is forbidden to carry out a preliminary bombardment.

Exceptions: no interception is possible across a major river, a lake, or into a high-mountain region.

NB: this rule is particularly interesting after a breakthrough, because it is possible there may sometimes be empty regions behind.



Reinforcements Change

The Attackers' and the Defenders' reinforcements arrive normally from a distance of 3 regions from the battle, including those of the GHQ. From more than 3 regions, reinforcements may arrive only every other round of a battle.

If the GHQ is situated more than 3 regions away, its heavy artillery in reserve (if it has any) may arrive, but late, only during the 2nd round of battle.

Exception: If the Attacker uses a normal or heavy bombardment, there is no distance restriction on the arrival of reinforcements (nor for the arrival of the GHQ's heavy artillery).

Important Reminders – Western Front

If the Defender retreats and has at least 2 "combat ready" corps**, no breakthrough takes place (**or 3 corps if the Attacker benefits from the letter "E"). The Attacker conquers the battle region, without being able to progress further.

A unit is "combat ready" if it was neither shaken nor disorganized, during the last round played.

If the Defender has his HQ present, he may easily take units out of his reserve during the retreat (taken out anytime) (if any), and thus have 2 corps to benefit for this rule.

21.5 Trench Warfare and Combined Tactics

The main advantage of the new doctrines is to allow research into new Tactics. These Tactics allow real advantages to be obtained during an offensive. Possessing several different Tactics allows their advantages to be accumulated.



Reminder: the Tactic of Shock (Movement Warfare Doctrine) is available in 1914 for France only. It is lost as soon as France passes to Fire Doctrine.

Acquisition of a Combat Tactic

All the Tactics described after this may be acquired beginning in 1915, under Fire (or Combined) Doctrine, according to the same procedure.

A total of 2 Tactics will be discovered each year, for both sides together .

1. At the beginning of 1915, the two sides can research 1 Tactic each. The same occurs in 1916, in 1917, etc... When a new tactic is researched, this occurs during a Grand Offensive (only) and succeeds only when a Success Test is passed.

When the test is requested, a D12 is rolled. All the following modifiers are added up depending on the current year in play. If the result is 12+, the Combat Tactic is discovered.

- +1 per turn (Jan-Feb included), cumulative
- +1 if the power has sustained at least 20 losses (current year)
- +1 if the power has been beaten during a Grand Offensive
- +1 the 1st test of the year (both sides)
- +2 this 1st test was failed by the Enemy
- +1 per specific technology*** (in favor of certain tactics)
- +2 in Combined Doctrine
- 1 per Test failed
- 2 for the following 'difficult' Tactics: Flash Bombardment, Infiltration, Aerial Support, Defense in Depth, Combined Arms
- 4 for finding the 2nd Tactic (if the 1st was found already by the same player)

***Specific Technologies: (according to the Tactic demanded)

- Combat Gas: +1 per Gas known (Chlorine, Phosgene, Mustard)
- Flash Bombardment: +1 Flame-throwers, +1 Machine guns
- Infiltration: +1 Heavy tanks, +1 Stosstruppen (or Assault troops), +1 Flame-throwers
- Aerial Support: +1 Aerodynamic, +1 Maneuverability
- Defense in Depth: +1 Antitank (+2 for the Entente if it has its #7 and #31 counters).

When the 1st Tactic is found, the side may research a second Tactic.

When one Tactic is discovered, the other powers of the same side, as well as the Enemy side, will automatically "learn" this tactic, but with a delay (See below).

Important: at the beginning of each year, all the modifiers from the year before are cancelled, and you begin again with all values reset to zero.

The Limit of 2 Tactics per Year

Each year, only 2 Tactics may be discovered for both sides together. In total, for the whole war, only 8 Tactics exist: thus two may be found per year, from 1915 to 1918.

As soon as the 2 Tactics have been discovered, there are no more tests for the year in progress. It is necessary to wait for the next year.

Learning from other Countries

When a Tactic is discovered and used, it will be automatically 'discovered' by the other powers, between 1 and 3 turns later. This is automatic.

Entente:

- Western Powers (France, Britain, Italy, the United States, Belgium, Holland, Switzerland): difference of 1 turn between them, or 2 turns after a Russian discovery.
- Russia: 2 turns after the Western Powers.
- Turkey and Balkan minors: after 3 turns.

Central Powers:

- Germany, Austria-Hungary, Italy and non-Balkan minors (Belgium, Holland, Switzerland): after 1 turn.
- Turkey and Balkan minors: after 3 turns.

Opposite Side: all the countries of the opposite side 'discover' automatically the concerned Tactic 3 turns afterwards. If the same Tactic was being currently researched, another one must be selected as research.

21.6 Artillery Bombardments

There are four types of artillery bombardments, in addition to the standard one (i.e. normal, which is available in 1914).

21.6.1 Heavy bombardments

This type of bombardment increases the efficiency of preliminary bombardments by using a large amount of MUN.



Advantages

- During the preliminary bombardments, the Attacker may opt for a "heavy bombardment", with an intensity of 2, or a "massive bombardment" with an intensity of 3.
- The advantage is a positive shift difference in the columns on the Bombardment table:
intensity 2 → 1 column
intensity 3 → 2 columns

Disadvantages

- Each artillery uses 2 or 3 mun (depending on the intensity) instead of 1.
- Flash bombardments may not be used in conjunction. Nor Rolling barrage or an Infiltration attempt.

21.6.2 Flash bombardments

This bombardment is an alternative version to heavy bombardments. It consists of bringing about a brief and very violent bombardment, without giving the Defender time to send in reinforcements.



Conditions

It is necessary to have at least 2 or 3 artillery (heavy, siege or coastal), with a minimum of 6 support value total, to do a flash bombardment.

Impact on Tactics Learning

Flash Bombardment has a negative effect of -2 for its Learning Test, compensated by two +1 bonuses via the Flame-thrower and Machine Gun Technologies.

Advantages

- Only artillery from the enemy HQ may intervene right away in counter-battery, against a flash bombardment.
- Artillery sent in reinforcement from the GHQ by the Defender arrives after the flash bombardment (but before the beginning of the battle).
- The Defender has 50% chance to send 1 unit to reinforce (instead of 2 units) to the front lines, just before the preliminary bombardments.
- There is no Lull during the Main battle. The rounds of the battle are carried out without interruption.
- In Combined Doctrine, 2 firing tests are made (and MUN used accordingly) but only the best result of the two is applied.

Disadvantages

- Up to only 3 artillery maximum may participate in the flash bombardment (or double that in Combined Doctrine, for 2 firings).
- This bombardment uses 3 MUN per artillery.
- Heavy bombardments may not be used in conjunction.

21.6.3 Rolling barrage

This is a specific method of artillery bombardment, executed simultaneously and synchronized with the attacks during the battle. The Rolling barrage is not a preliminary bombardment.





Condition

The only preliminary bombardment authorized is flash bombardment. After flash bombardment, artillery may be reused.

It is necessary to have 4 artillery present (does not matter which ones) to do a Rolling Barrage: 1 artillery for the Rolling Barrage +1 artillery for support, for a total of 2 artilleries per sub-battle.

Advantages

- During the battle, artillery assigned to the Rolling Barrage will do one bombardment round per sub-battle against the “engaged” enemy unit each round just before resolving the combat. In the event of success, the Rolling Barrage increases losses and reduces the defense.

Disadvantages

- Rolling Barrage is delicate and its effectiveness is unforeseeable.
- The 4 artillery each use 1 MUN; for 4 MUN per round.
- It is forbidden in mountain.
- The Tactic of Infiltration may not be used in conjunction. It is nonetheless possible to use Stosstrupens or Tanks.

Rolling Barrage Procedure

Heavy artillery: the 4 artillery used for the Rolling Barrage are selected.

Firings: the 2 firings (one per sub-battle) are done on the Rolling Barrage Table, before each combat round, with the following modifiers:

- +1 if the Attacker has a siege artillery (in this sub-battle)
- +1 General Nivelle (France), for each of the 2 sub-battles, if he is at GHQ
- +1 if the Attacker benefits from the letter “R” (Order of Battle)
- +1 per victorious Offensive** with the Rolling Barrage (max. +2)
- 1 for each loss of firing cohesion (See below)
- 1 if the Enemy has a siege artillery present (in this sub-battle)
- 1 if the Defender benefits from the letter “I”(Order of Battle)
- 1 if the Defender has a fortress
- 1 if the Defender knows the Combat Tactic “Defense in Depth”

Victorious Grand Offensive**: Western Front (French or Italian) and East (Russian) only. If the Target region has been taken through the use of Rolling Barrage during the entire battle. The bonus is acquired as soon as the Grand Offensive is officially victorious.

Firing Cohesion: each time a firing gives no result, the Rolling Barrage loses its cohesion. The next firings in this sub-battle have a -1 penalty (cumulative). Each sub-battle has its own firing cohesion.

Firing Results

There are three possible outcome:

- If the result is ≤ 8 , it is a failure (cohesion loss for this sub-battle, a -1 penalty for the next firings, to be accumulated)
- If the result is from 9 to 12, it succeeds. The firing has 2 effects, before and after the round's combat result is rolled:
 - before: the enemy trench has a temporary result of “r2” (just for the combat that follows).
 - after: the combat result is aggravated by one level
- If the result is 13+, it succeeds with maximum effects:
 - before: the enemy trench has a temporary result of “r3” (just for the combat that follows).
 - after: the combat result is even more aggravated, by two levels

The battle continues thus from round to round. Note that the Attacker may stop his Rolling Barrage at an time in a sub-battle, and continue the battle without it.

21.7 Gas Warfare

The use of a Gas gives two bonuses: one for preliminary bombardments, the other (random) increases the attackers' combat value. In addition, the very first use of Chlorine gas provokes a terror effect.



21.7.1 Learning

Each Gas technology known provides a +1 bonus to the combat gas discovery test (Chlorine, Phosgene, and Mustard). Requirements for use are the following:

- You must have the Gas #1 Technology (Chlorine), an artillery, and have discovered this Tactic.
- The first gas to be used is Chlorine gas.
- Gases are used in the following order: Chlorine (#1), Phosgene (#2), then Mustard gas (#3). As soon as a gas is used, the next one may be used any following turn, with a minimum of 1 turn delay between them.
- It is possible to discover the gases in any order. A non-available gas is “in waiting”. It becomes available for usage #2, as soon as the preceding gas has been played.
- Important: the Gas #1 “Chlorine” is automatically available to the enemy as soon as the technology becomes ‘Public domain’.

21.7.2 Double Usage of a Gas

These two usages are applied together during a battle.

Usage #1: Preliminary bombardment (permanent usage)

This Tactic gives a bonus of +1 to preliminary bombardments.

Usage #2: Attack value (short-lived usage)

This second use is limited in time. A Gas may be used during 3 consecutive turns (usage turn + two others). Afterwards, this Gas becomes obsolete for this usage. Usage #2 of a Gas gives a random bonus to the Attacker's

combat value. In practice, the Attacker rolls a D6 on the Gas Table. The result indicates the attack bonus he obtains, in the 1st round of battle. Also, An aerial Recon (for preliminary bombardment) gives a bonus +1 to the Gas.

Bonus/Negative effects of firing Gas:

- +1 Gas Site Available - Civilian Production at level 4 (all powers but ITA, TUR, minor)
For Germany: Civ. Prod. level 6 +1 ; Prod. level 2 +3
- +1 Successful aerial Recon
- +1 the attacking general has the Gas combat ability
- +1 Colonel Brüchmüller is in play (Central Powers only)
- +1 mustard gas is used (gas #3)
- 1 the Entente has "Chemical" Technology (Central Powers only)
- ? -1 per gas possessed by the enemy (-1 to -3)

Each time a Gas becomes known by the Enemy, all Gases lose their effectiveness.

The bonus obtained is added to the Attacker's combat value, for the 1st round of battle (for both sub-battles). Then this bonus decreases by -1 for each following round (until it becomes nothing).

21.7.3 Gas Terror – the very 1st Use

The first time Chlorine Gas (gas #1) is used, the Enemy is taken completely by surprise and must undergo a "Terror Test". This Test's effect is additional to the 2 benefits previously described. As a player, when first using the gas, you have the choice between a "limited" use without risk to your units or a "massive" use with high risk to your units.

Limited use:

- 1 corps of the Defender's units is affected by the Gas (chosen at random). It alone does the "Terror Test" before the battle.
- This choice has no risk for the Attacker.



- This causes a negative diplomatic effect of -1 level on the United States against your side. The same with Britain if it is still neutral.

Massive use:

- The use of Chlorine Gas is massive and all the Defender's corps do a "Terror Test".
- A separate check for your own side is done with a D12: on 8+, your units also suffer from the Gas effect (badly controlled) and all your attacking corps must do a Terror Test.
- The HQ and units in reserve are never affected.
- Massive use cause a -2 levels negative diplomatic shift with the United States. The same with Britain if it is still neutral.

Terror Test

If the usage is limited, one Defender's corps does its Morale Check with a special bonus, instead of the +2 trench bonus. This special bonus is determined randomly with a D12: (2-5) +0 ; (6-7) +1 ; (8) +2 ; (9) +3 ; (10-12) +4

Then the corps does its Morale Check. All the other bonuses/negative modifiers count (NW, moral, etc).

- If the corps is just "Shaken", it remains combat ready for the first round.

If the use is massive, all the Defender's corps do a Morale Check with this special bonus.

If the Attacker suffers the Gas effect too, he does not benefit from the special bonus. He does all his Morale Checks normally.

21.8 Infiltration Tactic

This Tactic permits the use of Stosstruppen and Tanks. The goal is to reduce the enemy trenches at the beginning of the battle.



Learning

Infiltration tactic has a -2 penalty for its learning test, compensated by three +1 bonuses obtained through the acquisition of Heavy Tank, Stosstruppen (or Assault troops for the Allies) and Flamethrower Technologies.

Advantage

- Infiltration allows Stosstruppen (Assault troops for the Allies) or Tanks to be used to reduce enemy trenches if the player has the corresponding technologies.

Disadvantages

- Though this Tactic is used for both Stosstruppen and Tanks, each of these is separate. Infiltration is attempted by either one, but not by both at the same time (during the same battle).
- It is necessary to carry out a major battle (with 4+ corps).

- 2 Stosstruppen or 2 Tanks must be used in the 1st round (one unit distributed per sub-battle) to use Infiltration.
- The only authorized preliminary bombardment is Flash Bombardment.
- The Rolling Barrage Tactic may not be used with Infiltration.

Infiltration Procedure (per sub-battle)

The procedure is the same for the Stosstruppen and the Tanks, but each one is resolved in a different manner, according to its own offensive results.

Special units: either 2 Stosstruppen or 2 Tanks maximum to carry out the Infiltration in the 1st round (1 unit per sub-battle).

Not both at the same time (it is necessary to make a choice: Stosstruppen or Tank).

Lowering enemy Trenches: a modified D12 (one for each sub-battle) is rolled, also distinguishing the Tanks and the Assault troops.

- +1 if the general has the "assault troops" ability (for the Stosstruppen) or "tank" ability (for the tanks)
- +1 per previous victorious Offensive** (region taken) with Infiltration tactics (max. +2)
- +1 in 1918+
- 1 against German trenches (except while "in movement" in Combined doctrine)
- 1 secondary offensive

→ add for the Stosstruppen

- +1 Machine gun technology
- +1 per Stosstruppen technology (Germany)
- 2 the Defender has the "Defense in Depth" Tactic

→ add for the Tanks

- + ? the Tank values, to be determined (See Below)
- 1 the Defender has the "Defense in Depth" Tactic



Victorious Grand Offensive**: Western Front (French or Italian) and East (Russian) only. If the Target region has been taken by using Infiltration. The bonus is acquired as soon as the Grand Offensive is officially victorious.

Infiltration Results

If the result is ≤ 8 , nothing happens.

If the result is from 9 to 12, the enemy trench loses -1 level.

If the result is 13+, the enemy trench loses -2 levels.

NB: each sub-battle has its own result.

21.9 Air Support

This Tactic allows the Fighters and Bombers to use with more efficiency their "Tactical Support" aerial mission, in favor of units on the ground that are engaged in battle.



Learning

Aerial Support tactic has a -2 penalty for its learning test, compensated by two +1 bonuses through the acquisition of Aerodynamic and Maneuverability Technologies.

Advantages

- The Aerial support value increases by 1.
- It is possible henceforth to use 2 Fighters (or Bombers), instead of one, per sub-battle in a Tactical support mission.

Disadvantages

- None.

21.10 Defense in Depth

This Tactic weakens the preliminary bombardment and the combat effects and performance of certain new weapons or troops (i.e. Tanks and Stosstruppen).



Learning

This tactic is solely reserved for Defense.

Defense in Depth has a -2 penalty for its learning test, compensated by a +1 bonus through the acquisition of #7 Antitank Technology.

Constraints

This Tactic may not be used unless the Infiltration Tactic has already been used (with Tanks or Stosstruppen).

Advantages

- A "normal" or "heavy" bombardment has a -2 penalty.
- A "flash" bombardment only has a -1 penalty.





- A Rolling Barrage has a -1 penalty.
- A Stosstruppen has a -2 penalty to reduce enemy trenches in an Infiltration Tactic. Likewise, a Tank has a -1 penalty.

Disadvantages

- The first use only succeeds after a test is made with a D6, rolling a result inferior to the GHQ's Reaction value. If the test fails, the Tactic is ineffective. It is necessary to try again the next turn, during the next defensive battle (repeated as the GHQ fails the test).
- If the test succeeds, the Tactic is applied normally for both sides. No further test is necessary in the future.

21.11 Combined Arms

This Tactic allows Planes, Tanks and Assault troops (alias Stosstruppen) to be used together with maximum effects.



Learning

Combined Arms has a -2 penalty for its Learning Test.

Advantage

- If the player jointly employs, in the same battle, a Tank or a Stosstruppen (Allies: Assault troop) with a Fighter (in tactical support), he benefits from a supplementary bonus of 1 in combat value (attack or defense).
- This also applies, with a Tank and a Stosstruppen troop together in a battle.

Disadvantages

- None.

21.12 Stosstruppen

Stosstruppen (Assault troops for the Allies) are infantry units that are specially trained in Infiltration Techniques. They have several special combat rules.

21.12.1 Presentation

Stosstruppen may be created and used once the Stosstruppen technology is acquired. Stosstruppen are not corps units but troops trained for infiltration tactics. In this game, consider them as 'markers' that are attached to a particular infantry corps (cannot be attached to cavalry corps).

Marker and Attached Corps

When committed in battle, each Stosstruppen marker is attached to an intact infantry or mountain corps (it never counts in stacking limits).

- The concerned corps units thus acquire the status of an "assault corps" and its morale becomes elite.
- This intact corps must not have fought during the preceding turn.
- The marker stays linked to its corps and may neither move nor fight independently from this corps.

21.12.2 Stosstruppen and Trenches

Stosstruppen may benefit from the Infiltration Tactic. This Tactic has the effect of diminishing the enemy trenches at the beginning of the battle. To use the Infiltration Tactic, it is necessary to:

- carry out a major battle (4+ corps);
- have at least 2 assault corps engaged in the 1st round (one per sub-battle). Other units may then be used freely in subsequent rounds.

If there is only 1 assault corps, the Infiltration Tactic may not be used, but the assault corps keeps its normal abilities and may be used in battle (bonus in combat and elite morale).

Each time the "Main" battle of a Grand Offensive is won using Stosstruppen infiltration, (Target region taken), the Infiltration Tactic becomes more and more effective with the Stosstruppen: a permanent bonus of +1 to reduce the trenches is acquired (max. +2).

21.12.3 Stosstruppen and Envelopment (Flank Battles)

If, during combat, the player wins a sub-battle with an assault corps, this generates a Flank Battle (bonus +3) for the following rounds in the second sub-battle (instead of a Flank Battle).

If, in the event of a breakthrough, an assault corps advances and participates in a new battle, this automatically creates an Encirclement Battle (bonus +3).

Exception: if the new battle region contains a fortress or if the Defender has the Combat Tactic "Defense in Depth" this does not apply.

21.12.4 Stosstruppen and Losses Sustained

As a rule, such Assault corps are sensitive to loss and may lose their special abilities.

- For the 1st loss sustained, both the corps and its marker are reduced (white stripe shown). The Stosstruppen bonus becomes +1 in attack, and +0 in defense.
- With the 2nd loss or if the corps sustains a "M" result, the corps does a Morale Check (like normal) and loses its assault marker and the corps ceases to be an assault corps.

A reduced assault corps (having sustained 1 loss) may be brought back to full strength with 2 RP during the Reinforcement Phase. However, it costs double the normal cost of a reduced corps to flip an assault corps back to full strength.

21.12.5 End of the Stosstruppen (Central Powers, Entente)

When a power fails a War Weariness Test, it may neither receive nor produce Stosstruppen/Assault troops, until the end of the current year.

21.13 Tanks

Tanks are special support units. They have several special combat rules.

21.13.1 Presentation

Tanks are usable and may be created once the Heavy Tank technology is acquired. Just remember that production of Tanks is slow to occur.

Light Tanks also exist. This Technology is only accessible if Heavy Tank Technology is possessed first.

Tanks are support units and always follow all the rules concerning these units. The 2 Tank categories are distinguished by their silhouette: heavy and light. Their movement and support values are different (a Light Tank is weaker and faster). Other differences also exist (breakthrough, destruction, etc).

The value of Tanks is uncertain. It is necessary to test their value before each battle.

Tanks – Movement and Terrain

A Tank does not count in stacking limits.

A Tank is ineffective in mountain or in marsh (its support value becomes nil and no infiltration is possible, etc).

A lone Tank, without support corps, has no combat value.

Tank Values

Tanks are difficult to make use of effectively. Their support value in attack is uncertain. It must be "tested" during battles.

Initially their value is nil. It is necessary to engage a certain number of Tanks in a battle to have the right to test their new value. The number of Tanks necessary depends on the size of the battle:

- 2 Tanks during a Grand Offensive ;
- 4 Tanks during a limited offensive (it is more difficult).

All the Tanks must be engaged in a battle, as soon as possible. The offensive must nonetheless last 4 rounds minimum (except of course, if the Defender retreats before hand).

The test will give a new value.

There is only 1 roll for the Tank value per turn and by side. No matter how many battles occur with Tanks.

In defense, a Tank is always worth 1 (without a test), in every situation.

Tank Value Check

When a player uses 2 or 4 Tanks (depending on the offensive), a Test takes place for all the Tanks).

You may only do one test per turn. If other Tanks are engaged elsewhere, the same Tank value is used.

ATTENTION, if Tanks are engaged in a Grand Offensive, the Tank value stays the same from one turn to another. There is no additional test during the entire offensive.

Roll a D12 (in attack):

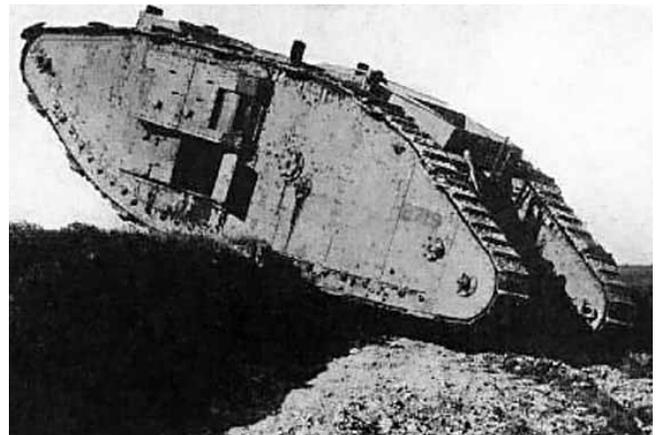
2–3 value 0	12–13 value 3
4–9 value 1	14+ value 5 or 6 → heavy Tank only
10–11	value 2 (according to its printed value)

modifiers:

- + ? last value obtained (+0 in the beginning)
- +1 Light Tank technology
- +1 event Estienne / Fuller (Entente)

The value obtained is used for heavy and light Tanks.

If the player doesn't engage the number of Tanks necessary (See above), there is no test. The Tank has the value obtained previously (or 0 as default).



If a friendly Grand Offensive is carried out using Tanks (anywhere), no test of Tank values takes place elsewhere.

In all instances, there may only be one Tank value test per turn (for one side).

Tank values may only increase from the test. Once a level is achieved, the tank may not drop below this level.

Tanks: Entente and Central Powers

Each side has its own Tank value, evolving during the offensives. Nonetheless a limit exists: the gap between the adversary's value may be no greater than 2. As a consequence, the side with the lowest value will always have its tanks increased by this method.

21.13.2 Tanks in Combat

Tanks as Support

A Tank adds its support value to an "engaged" friendly unit. But it is fragile and risks being destroyed during combat. Thus, it is better to have several Tanks present in order to benefit from support for several rounds.

A Tank may support any corps at all, with the condition that a national corps is in the stack at the beginning of the battle (whether he is engaged or not). This tank support is additional to artillery support. A Tank doesn't spend any MUN to be used.

Reminder: a Tank is always worth 1 in defense unless alone.

Tanks and Trenches

Tanks may benefit from the Infiltration Tactic. Infiltration has the goal of diminishing enemy trenches at the beginning of the battle.

To use Infiltration, it is necessary to carry out a major battle (4+ corps) and to have at least 2 Tanks to engage in the 1st round (one per sub-battle). Then, the player may commit additional tanks as he wishes.

Each time the "Main" battle of a Grand Offensive is won (Target region taken), the Infiltration Tactic becomes more and more effective with Tanks: permanent bonus of +1 to reduce the trenches (max. +2).

If there is only 1 Tank, the Infiltration Tactic may not be used, but the Tank keeps its normal bonus (support in combat).

Tanks and Battle

A Tank, once engaged in combat, must stay there the whole battle. It may not be disengaged until the battle is complete or the tanks is destroyed.

On the other hand, nothing obliges the player to engage a new Tank if one Tank is destroyed during a round (except to respect the minimum of Tanks engaged). But, if he does, this new Tank must stay engaged.

A HQ may send Tanks from his reserve to reinforce during a battle, as well as one corps. The same for the GHQ.

Tanks and Losses Sustained

If the unit engaged in combat has sustains a loss (even at which inflicts no damage), the supporting Tank may be destroyed. This is checked on the Tank Destruction Table:

Light Tanks

Tanks may be placed in the HQ or GHQ Reserve. A light Tank does not count in the reserve capacity. Light Tanks in reserve may be used during a flank or in depth breakthrough.

Heavy Tanks

Heavy tanks may be placed in a HQ's reserve, but they may not participate in an in depth breakthrough. Heavy tanks in reserve may only be used in a flank breakthrough (never in depth).

The GHQ may also have heavy Tanks in its reserve.

21.13.3 Production of Tanks (in short)

Germany, Austria, England, France and the United States may produce Tanks. Russia may build them too, but at the earliest 2 years after the other powers have produced their first tank unit. Requirements and constraints are:

- It is necessary to possess the "Heavy Tank" technology.
- In the beginning, the production rate is limited to 1 Tank per Interphase.
- A Tank is built in 4 turns.
- Tanks are support units. It is necessary to stagger their production over several turns (i.e. mixed with the other support units).

See 21.6.2 for more details.

22. Strategic Warfare

Strategic Warfare is resolved during each Interphase. It targets the economical muscle of the enemy countries, and their National Wills (NW). There are two kinds of strategic warfare, one per side.

1. Blockade (Entente)
2. Submarine Warfare (Central Powers)

22.1 The Blockade

Britain may declare the “Central Powers blockade”. The longer the blockade, the worse its effects on Central Powers’ economy and NW.

22.1.1 Presentation

Britain may declare the Central Powers Blockade as soon as she enters the war. In the current version of the game, this is done via an event, which automatically succeeds. In some rare cases, this decision may be delayed and will be then offered later to the Entente player in the British political options. Warning: do not confuse the “Central Powers Blockade” with the “Neutrals Blockade” (which is a stronger variant).

- The blockade declaration causes a diplomatic effect on the trading neutral countries and the USA.
- The blockade may be extended to the neutral countries, but this requires a specific Political Action for Britain, and the diplomatic effects worsen.

The blockade second immediate effect besides diplomacy is to deprive Central Powers from their maritime foreign trade and from the link with the German colonies. Central Powers’ incomes are therefore computed without their trades and colonies. However, in the first few months after the blockade is put into effect, the Central Powers still receive part of their trade (blockade “positive” effect), but it will not last.



As soon as the blockade is in effect, a check occurs every Interphase, starting in Winter 1914.

See 22.2 below for details.

22.1.2 Late Declaration

If Britain declares Central Powers Blockade late, after Winter 1914, the Winter 14 column will be used for the first Interphase and the effects will increase regularly each Interphase.

22.2 Blockade Effects

22.2.1 Diplomatic Effects

When the “Central Powers Blockade” is declared, some neutral countries react and their diplomatic levels shift towards Central Powers. If Britain decrees the “Neutrals Blockade”, the same happens, with even more drastic effects.

The diplomatic effects are immediate and the diplomatic levels are adjusted as follows:

Test # (Mod)	W1914	Sp1915	Su1915	W1915	Sp1916	Su1916	W1916	Sp1917	Su1917	W1917	Sp1918	Su1918
0	25 3	25 3	20 2	15 2	15 2	10 1	5 1	0 -1	0 -1	-5 -2	-10 -3	-10 -4
1	25 3	20 2	20 2	15 2	10 1	5 1	0 0	0 -1	-5 -2	-5 -3	-15 -4	-15 -4
2	25 3	20 2	20 2	10 1	10 1	0 0	-5 -1	-5 -2	-5 -3	-10 -3	-15 -4	-20 -5
3	25 3	20 2	20 2	10 1	5 1	0 0	-5 -1	-5 -2	-5 -3	-10 -3	-20 -4	-25 -5
4	25 3	20 2	15 2	5 1	5 1	0 0	-5 -1	-5 -2	-10 -3	-15 -3	-20 -4	-25 -5
5	20 2	20 2	15 2	5 1	0 0	-5 -1	-5 -2	-10 -2	-10 -3	-15 -3	-20 -4	-30 -5
6	20 2	15 2	15 2	5 1	0 0	-5 -1	-10 -2	-10 -2	-15 -3	-20 -4	-25 -5	-35 -6
7	20 2	15 2	10 1	5 1	-5 -1	-10 -1	-10 -2	-15 -3	-15 -3	-20 -4	-25 -5	-35 -6
8	15 2	15 2	10 1	5 1	-5 -1	-10 -1	-15 -2	-15 -3	-20 -3	-25 -4	-30 -5	-40 -6
9	15 2	10 1	10 1	0 0	-5 -1	-15 -2	-15 -2	-20 -3	-20 -4	-25 -4	-30 -5	-40 -6
10	15 2	10 1	10 1	0 0	-10 -1	-15 -2	-20 -2	-20 -3	-25 -4	-30 -5	-35 -5	-45 -6
11	10 1	10 1	5 1	-5 -1	-10 -1	-20 -2	-20 -3	-25 -4	-30 -4	-35 -5	-40 -6	-45 -7
12	10 1	10 1	5 1	-5 -1	-15 -2	-20 -2	-25 -3	-30 -4	-35 -5	-40 -5	-45 -6	-50 -7
13	10 1	10 1	0 0	-5 -1	-15 -2	-25 -3	-30 -4	-35 -5	-40 -5	-45 -6	-50 -7	-55 -8
14	10 1	10 1	0 0	-10 -1	-20 -2	-30 -3	-35 -4	-40 -5	-45 -6	-50 -6	-55 -7	-60 -8



- Netherlands, Denmark, Norway, Sweden:
 - Central Powers blockade: +1 or +2 (50% chance each).
 - Neutrals blockade: +1, +2 or +3 (33% chance each).
- United States: their level moves 1 up because of the Central Powers blockade, and another 2 up when the Neutrals blockade is decreed.

22.2.2 Blockade Economic Effects

During each Interphase, Germany and Austria-Hungary each make a separate check on the Blockade Chart. (see below).

Each power verifies the result in the proper Interphase column (Winter 1914, Summer 1915, etc). Each column represents the slowly increasing effects of the blockade. The result is the loss (or in some rare cases the gain) of EP and NW:

- 1st number: EP gain/loss.
- 2nd number: NW gain/loss.

- Austria-Hungary may neither gain more than 5 EP, nor increase her NW. Only Germany can gain NW. On the other hand, both EP and NW losses have no limits for either country.
- Austria-Hungary is more sensitive to the blockade. Her internal problems increase the blockade effects. She has a +2 penalty.
- If Italy is at war with Entente, she is also victim of the blockade, with a -1 bonus.
- There are many different modifiers, most notably the diplomatic situation of Netherlands and Sweden (Germany's main suppliers).
- Central Powers' "Ersatz" technology provides a -1 bonus.

- Germany and Austria-Hungary suffer no ill effects from the blockade if Germany gains control of the North Sea (during this turn). Ignore this Interphase when computing the blockade.
- Germany may also suffer from an agricultural shortage, which increases the effects of the blockade (See C. below).

22.2.3 Agricultural Shortage – Germany (only)

Germany needs to import a huge quantity of agricultural products, because her agricultural production is far below her needs. In 1914, it has a 7-point shortage (requirement 16 - internal production 9). Germany must acquire these missing 7 points. It may do so in two ways: either by trading with neutral countries (through the obtaining of a diplomatic agreement of Agricultural Aid), or by military conquest.

The following countries each provide 1 point, but only if their diplomatic levels are within certain limits (which is OK in 1914, and is rather easy to continue):

- level 0+: Netherlands, Denmark, Norway and Sweden.
- level 1+: Romania, Belgium and Italy.
- If a minor country's level is below the limit or if it is at war against Central Powers, it provides no agricultural points.
- When a minor country (from this list) is conquered militarily by Central Powers (all its cities are occupied) or if it is at war on the side of Central Powers, Germany gets 1 agricultural point.
- Germany may get 1 extra agricultural point when she conquers Russian Poland or Ukraine. She also gets these 2 points if peace is signed with Russia.
- If France is beaten and sues for peace, Germany's agricultural shortage ends completely.

23. Submarine Warfare

23.1 Definition and Start

Germany may declare Submarine Warfare. She uses "U-boat" for this purpose. Submarine warfare shocks the neutral trading nations, and the USA more than all others.

The U-boats set up automatically out of the game map to attack Britain's merchant ships. The Allies may defend their merchant ships with an "Escort" of warships sent on patrol in sea zones adjacent to Britain.

When U-boats are at sea, they are indicated in the Naval Transport Capacity (see above sketch)



There are two grades for submarine warfare: Restricted and All-Out (or Unrestricted).

Submarine warfare is resolved during the Interphase, with the following sequence:

1. U-Boats launch torpedo attacks
2. Great Britain: loss of EP and NW
3. Escorts sink U-Boats

Starting Submarine Warfare

Germany must attempt and succeed in the "Submarine Warfare" Political Action to start Restricted submarine warfare.

- Submarine warfare will be effective during the next Interphase. If the political action is played in Winter 1914, submarine warfare will take place in Spring 1915.
- Declaring submarine warfare has a negative political effect on neutral countries.
- Once submarine warfare is declared, the German player may escalate by declaring "All-Out" Submarine Warfare (it may even do so in the same Interphase). The effects are more destructive, but the neutral countries, especially the United States, will react more strongly.

23.2 Restricted Submarine Warfare

The very first Interphase with Submarine Warfare has increased losses due to surprise. During this Interphase the "All-Out" table modifier is used (see next). Otherwise, the subsequent Interphases use the standard Restricted Submarine Warfare rules.

U-boats Torpedoes

Germany rolls a D12 for the whole U-Boat submarine fleet. There are two different sets of modifiers, depending on which submarine warfare is in effect.

- During Restricted Submarine Warfare, the EP losses are halved, and the NW loss is reduced by 1.
- When Germany discovers the "U-boat" technology (a much improved version of the U-boats), it receives a permanent +1 bonus for Restricted warfare, and a permanent +2 bonus for All-Out warfare.
- Entente may have the "Asdic" technology, which provides a -1 penalty.

23.3 All-Out (Unrestricted) Submarine Warfare

When the "All-Out" warfare is in play, the table modifier is two columns to the right for subs (e.g. 1 U-boat will be shooting on the 3 column).

The new factor is that during All-Out warfare, the previous Interphase losses may provide a bonus for the next Interphase.

- During All-Out warfare, Britain may organize "Convoys", by choosing the corresponding Political Action. This gives a variable penalty to U-boats, depending on the number of escorting DDs, DEs and CLs (this is a function of the ship-to-U-boat ratio: 1-1, 3-2, 2-1, etc...)

23.4 Fighting the Submarine Warfare

It's handled in a generic way, there are no real physical handling and move on the map itself.

- The Central Powers build and assign U-boats to Strategic Warfare
- The Entente player may assign or reassign warships to "Escort" duty, to protect the merchant ships. This concerns only "light" warships: DD, DE and CL from Britain, France and the United States.

Building U-Boots

The Germans use their normal build procedure (shipyards section) in the production window to build U-boats.

Result/ U-Boats	1	2	3	4	5	6	7	8	9	10
0	-2 -1	-4 -1	-8 -1	-8 -1	-10 -1	-12 -1	-14 -1	-16 -2	-18 -2	-20 -2
1	-4 -1	-8 -1	-16 -2	-16 -2	-16 -2	-16 -2	-16 -2	-18 -2	-18 -2	-20 -2
2	-4 -1	-8 -1	-16 -2	-16 -2	-16 -2	-18 -2	-20 -2	-24 -2	-26 -2	-30 -2
3	-6 -1	-12 -1	-18 -2	-18 -2	-20 -2	-24 -2	-28 -2	-32 -2	-36 -2	-40 -3
4	-6 -1	-12 -1	-18 -2	-20 -2	-24 -2	-30 -2	-34 -2	-40 -3	-44 -3	-50 -4
5	-8 -1	-14 -1	-20 -2	-24 -2	-30 -2	-36 -2	-42 -3	-48 -4	-54 -4	-60 -5
6	-8 -1	-14 -1	-20 -2	-28 -2	-34 -2	-42 -3	-48 -4	-56 -4	-62 -5	-70 -6
7	-8 -1	-16 -2	-24 -2	-32 -2	-40 -3	-48 -4	-56 -4	-64 -5	-72 -6	-80 -7
8	-8 -1	-18 -2	-28 -2	-36 -2	-44 -3	-54 -4	-64 -5	-72 -6	-82 -7	-90 -8
9	-10 -1	-20 -2	-30 -2	-40 -3	-50 -4	-60 -5	-70 -6	-80 -7	-90 -8	-100 -9
10	-20 -2	-30 -2	-40 -3	-50 -4	-64 -5	-80 -7	-90 -8	-100 -9	-110 -9	-120 -10
11	-30 -2	-40 -3	-50 -4	-60 -5	-74 -6	-90 -8	-100 -9	-110 -10	-120 -10	-130 -11
12	-40 -3	-50 -4	-64 -5	-80 -7	-94 -8	-110 -9	-120 -10	-130 -11	-140 -11	-150 -12
13	-50 -4	-60 -5	-80 -7	-100 -9	-120 -10	-140 -11	-150 -12	-160 -13	-170 -13	-180 -14
14	-60 -5	-80 -7	-100 -9	-120 -10	-140 -11	-150 -12	-170 -13	-180 -14	-190 -14	-200 -15



Sinking U-boats

The Entente escorts shall attempt to sink U-boats each Interphase. Britain may only attempt to destroy one U-Boat per DD escort available. Excess U-Boats are unaffected. To do so, the DD or DE ships must be sent on patrol in a sea adjacent to Britain

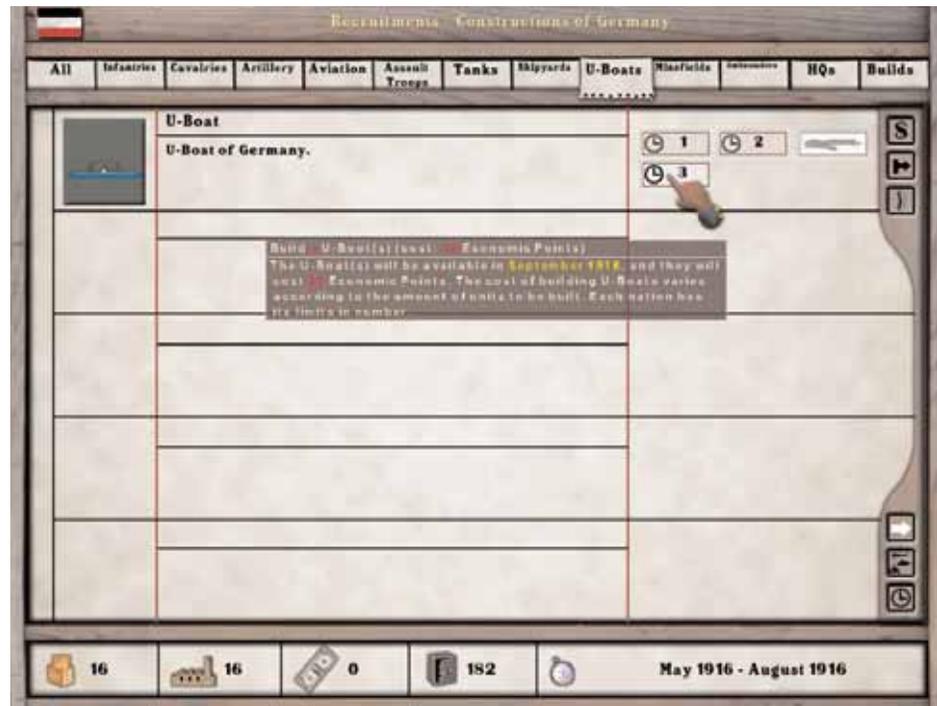
During Restricted Submarine Warfare, a score of 5+ sinks the U-boat.

- 1 U-boat Tech. (Central Powers)
- +2 Asdic Tech. (Entente)
- +1 1918+

During All-Out Submarine Warfare, a 6+ sinks the U-boat.

- +1 Asdic Tech. (Entente)
- +1 Convoys
- +1 1918+

Destroyed U-boats may be rebuilt.



"Asdic" (Entente)

The moment the "Asdic" Technology is disclosed, 1 U-boat is immediately and automatically sunk. On following Interphases, Asdic provides a permanent +1 bonus to sink U-boats (or +2 for Restricted Submarine Warfare) and a -1 penalty to the torpedoing attempts of U-boats.

Allied Convoys

Once All-Out warfare is declared, starting with the next Interphase, Britain may declare the use of "Convoys" by attempting and succeeding in the relevant political Action (Historically, it took the important losses suffered in 1917 to convince the British Admiralty to organize convoys).

If the Political Action is a success, convoys are organized to protect the merchant ships, starting with the next Interphase.

The use of convoys gives a variable penalty to the U-boats. This penalty is a function of the ratio "Escorts (DD, DE et CL) / U-boats". It's calculated by dividing the number of escorts by the number of U-boats, and rounding down. The net result is the value of the penalty.

Example: with 18 escorts against 7 U-boats ? $18 / 7 = 2,59$ (rounded down to 2), which gives a -2 penalty.

23.5 Submarine Warfare and Diplomatic Effects

When Restricted submarine warfare is declared, some neutral countries react in opposition to it, and shift towards the Entente. The same happens with All-Out submarine warfare, but the reactions are stronger.

The diplomatic effects are immediate, and the diplomatic markers are moved the following number of levels:

- Netherlands, Denmark, Norway, Sweden:
 - Restricted: -1 level
 - All-Out: -1; -2 or -3 levels (33% chance each).
- Greece, Portugal: -1 level each time.
- United States: their level goes down -2 levels each time.

Case of Spain

If Spain reaches diplomatic level 21, the German U-boats are supplied and extend their range for Submarine Warfare. This gives Germany a 50% chance each Interphase to obtain a +1 bonus on the Submarine warfare table. Cancel this bonus rule if France surrenders.



24. Offmap and Colonial Warfare

War spreads out of Europe into other countries, to the colonies and to the far seas. A number of "Off-map boxes" are included each represents a colony, a territory or a foreign country.

24.1 Offmap Boxes Description

Each box has the following information:



Size/Battles: This value is the number of battles that must be fought and won to conquer the box.

Supply: An offmap box is a source of supply only to the units belonging to the same side. Enemy units must have an HQ in the same box (or adjacent).

Exception: colonial African units are in supply anywhere in Africa Off-map boxes.

Links: they link a box to its neighbors, either another box or the map.

Arrows: normal ground movement (roads, tracks). When a unit enters a box, it stops there, no matter how many MP remain (unless moving by train). To leave the box, the unit spends only 1 MP.

Line With Railroad: A line with a railroad aspect has a connection via railroad. An Off-map box equates 20 regions for railroad movement.

Entry Regions: several boxes are adjacent to Europe, and are linked to the main map through entry regions. These entry regions are marked with the name of the concerned box.

24.2 Colonial Warfare Specifics

When an Off-map box is attacked, the involved units are set up in several stacks, and there will be one battle per defending stack.

Each Off-map box has a Conquest Value: This is the number of battles that must be fought and won to conquer the box.

The Attacker attacks 1 Defender stack at random (if the Attacker did no Recon, or spying event). This, for each attack.

- The very last Defender stack to be attacked is the city of the Off-map box if the conquest value is below or equal to (\leq) 4.
- The benefits of terrain, cities, towns and weather always apply to the Defender. They apply to every stack if there are more than one.
- In the African Off-map boxes, the Movement Warfare Combat Table (1914) is always used (units will not entrench over there, at least not in the scope of European trench warfare).

24.2.1 Partial Conquest

Each victorious battle brings 1 "Battle Won Point" respective to the box conquest value. To conquer the box, the Attacker has to stay in it and continue to fight. Therefore, at the end of a turn, an Off-map box may contain units from opposite sides.

If the box is empty, the Attacker reaps 1 Battle Won point in a single turn (a quick advance into the box), i.e. 1 point for each of the Attacker's unit.

Example: Germany invades the British colonies in Africa. Germany has 2 African units, Britain has no defending units. The German player does not conquer the whole box, but 2 points worth of it. The box value is 9, so there are still 7 points to conquer (that is, theoretically 4 turns, provided the German brings no reinforcement, and the British player does not defend).



24.2.2 Total Conquest

When the last defending stack is vanquished or the conquest value is met, the box is considered fully conquered.

- When the box is conquered, there is no need to garrison the box. The occupier receives half the box's EP (round up).
- Remember: if Germany conquers an African Off-map box, it only gets the income if there is no Blockade.
- The occupier gains NW +1 per completely conquered box in Asia or Africa (the gain occurs at the end of the turn). The Defender loses no NW.

24.2.3 Combat Withdrawal

The Defender may refuse to fight before the battle, but in doing so he grants victory in the battle to the Attacker.

- In Africa, the Defender may also (and in addition) withdraw to an adjacent Off-map box (if there is one). The box may be friendly or enemy.
- In Africa, the Defender may leave up to 4 units in the box to wage a guerilla war (See below).

24.2.4 Colonial Guerilla – Africa

If the Defender opts to wage a guerilla war, he resolves the guerilla by rolling a test (one D12) at the end of each Interphase.

Success: If the result is 9+, the guerilla is still active, and continuing to fight.

- +? Box guerilla bonus (if any)
- +1 per German African unit
- 1 per 2 Allied African units
- +2 German general Von Lettow
- 1 per British or French corps in the box.

In case of success, the occupier suffers 1 loss: one unit is flipped or destroyed if already flipped.

Failure: If the result is < 9, the Guerilla incurs 1 loss: one defending unit is flipped or destroyed if already flipped.

- If the Defender wages a guerilla war, the Attacker does not immediately gain control of the box. He only gets the number of control points equal to the number of attacking stacks.
- The conquest will be complete when the number of control points is equal to the box value.
- As long as the box is not fully conquered, the Defender may switch from regular war to guerilla or vice-versa.



- The guerilla bonus may only apply to the rightful owner of the box.

24.2.5 African Colonial Units

As long as any African box is controlled by a colonial power (Britain, France, Germany and Italy), this power may turn 1 reduced African unit per Reinforcement Phase to its front side for free.

Exception: an African unit cannot be repaired if it is in an unconnected Off-map box (one not connected to its original one).

- African units are in supply anywhere in African Off-map boxes.
- This unit cannot be brought back to full strength if the region it occupied is not connected to the controlled African box.

During combat, the African units ignore:

- RP spendings
- NW bonuses/penalties for their morale checks.

This applies only to battles in an African box (no matter the nationality).

The African units may not leave Africa, except for the French player, who may bring 1 unit from French Africa, starting in 1915.

An African unit costs 0 RP to rebuild. There is no effect on the power's RP flow, nor its limit to create new corps.

The African Belgian or Portuguese units may move and attack in Africa if they are at war. If one of these units is destroyed, it will come back for free 2 Interphases later in its original African Off-map box.

25. Great War Victory

25.1 The Victory in 1914?

Historically, the first months were a stalemate on both the Eastern and Western fronts... but what can you achieve?

25.1.1 Home before the leaves Fall

In 1914, victory is achieved by military means on the field of battle, by the capture of the opponent's capital (in practice the most symbolic of each side, Paris and Berlin). Trench warfare has not yet started and battles, moves and countermoves are raging all over Europe. You can win and thus obtain partial victory by end of 1914, or you can decide to pursue the war in the hope of a more decisive victory later.

- Entente victory: Berlin is captured
- Central Powers victory: Paris is captured

25.1.2 Victory in 1915 onwards

Trench warfare has settled in and may last for years. Therefore, from 1915 onwards, victory becomes a political one: you must force capitulation of the opposing side.

As the war drags on, war weariness and human losses will bear a heavier and heavier toll on the National Will (NW) of each country, until they reach a critical threshold. Serious social troubles will erupt, and the more the NW drops, the more they will become dangerous (Strikes, then Mutinies, Revolution and finally Capitulation).

To avoid the worst and limit the risks, each country must react and try to improve its NW, through Political Actions and military victory on the battlefield (including conquest of enemy capital, important but no longer decisive).

But all the above, and the length of the war, will weaken the national government, which in turns affects NW . Therefore the goal is to force the opponent to become politically fragile in order to decrease its NW and send him beyond the critical thresholds before the same occurs to you!

To win:

- Central Powers: France and Russia must surrender
- Entente: Germany must surrender

You may even surrender by yourself to avoid an even more infamous defeat (under the worst terms).

At the end of the war, the "quality" of your victory will be evaluated.

25.2 Voluntary Capitulation

It is possible to engage in peace proposals with the enemy during a Winter Interphase, either to conclude a Separate peace, or to bluff the enemy. A

real peace proposal has few prospects of success, with all this hatred accumulated in the years of the war and with such complicated diplomatic maneuvers. You may conclude a Separate peace only with Russia or Austria-Hungary (depending on your side).

25.2.1 General Principle

The peace rules are very specific. There are four kinds of peace: unconditional surrender (for everybody), voluntary surrender (France and Germany), separate peace (Austria-Hungary, Russia) and general peace.

Any power may be forced into an unconditional surrender, if its NW falls low enough on the NW track. The unconditional surrender test appears in the lowest boxes of this track. If the test "succeeds", the power immediately surrenders unconditionally to the enemy side.

France and Germany have the possibility to voluntarily surrender (with no surrender test). The player may choose this solution if the war is very



likely lost. This option gives conditions a little better than an unconditional surrender test.

Also, a Separate peace may be proposed to Russia (for Entente) and to Austria-Hungary (for Central Powers). These two powers are the only ones that may “accept” such a settlement, against the will of their controlling player.

General Peace occurs when Germany surrenders, or when both France and Russia sue for peace. If that happens, all other powers follow suit.

27.2.2 Negotiations Principle

By playing Political Action “Negotiate Peace”, you may propose peace negotiations to the opposite side. More precisely, you attempt to negotiate with Russia (if you are Central Powers) or with Austria-Hungary (if you are Entente), to conclude a Separate peace.

All the powers on your side must choose this action simultaneously (except Turkey). But only one common test is resolved. There is a “Leader” to negotiate:

- Central Powers: Germany
- Entente: France or Russia

Only this power gains or loses NW, depending on the result of the action (See the chart below).

Your proposal may be sincere or it may be a bluff. This choice is secret.

Your opponent replies yes or no. This will have consequences on the negotiations. If Entente replies yes, it means that France and Britain take part in the negotiations. Likewise, if Central Powers reply yes, it means that Germany takes part in the negotiations. If the answer is no, it means that only Russia or Austria-Hungary negotiate alone (depending on your side).

If your proposal is sincere, a Peace Test is rolled. The peace will be accepted or rejected irrespective of what your opponent thinks or wants (yet, he may influence this decision).

If your proposal is a bluff, no Peace Test is executed. The real purpose was to “trap” the enemy, and make him lose NW.

NB: On the Western Front, no Separate peace is possible, only an unconditional surrender.

27.2.3 Diplomatic Goals

Being “sincere” enables you to get a Separate Peace Test, with a penalty if your opponent answered yes, but with no penalty if he answered no. Yet, getting peace is difficult, and you lose NW if you fail.

If your opponent answers no, the United States level goes up by 1 (if you are Central Powers) or down by 1 (if you are Entente).

A “bluff” allows you to decrease your opponent’s NW, if he has accepted to negotiate (he fell into your “trap”).

If you bluff and your opponent answers no, nothing happens.

Therefore, the Enemy usually should reject any negotiations, to prevent a bluff (and a loss of NW).

On the other hand, accepting the negotiations gives a better chance to prevent a Separate peace, because the more people around the negotiating table, the less probable the prospects for a Separate peace.

If France and Britain help Russia, by launching offensives or giving an Economical Aid, chances of a Separate peace are reduced. Same thing if Germany helps Austria-Hungary.

If Russia or Austria-Hungary accepts the peace (successful test), the treaty is a White peace or a Victorious peace (in your favor). This is not an unconditional surrender. The peace brings you fewer VPs.

**Note: there are penalties and bonuses during the check.

25.2.4 Separate Peace

If your peace offer is a sincere one, a Peace Test occurs.

If the peace is accepted (successful test), the National Will receives a random bonus/penalty, both for the winning side (bonus) and the losing side (penalty). In case of failure, the penalty values is worse.



Separate Peace with Russia

A Separate peace is possible only if a Russian city (any, e.g. a Polish city) has been conquered by Central Powers.

Bids: Germany/Russia

Test is on one D12. On a 9+, Russia accepts to sign a separate peace with the Central Powers.

Modifiers: consider the current year only

- 2 the opponent answered "yes" (France and Britain take part in the negotiations)
- 1 if 2+ Russian cities are occupied.
- 2 Allied Grand Offensive on the French Front, at least 2 rounds
- 1 per additional turn, starting with the 4th turn of the Allied Offensive
- 1 the Western Powers have given 40 EP to Russia (current year)
- 1 city or former fortress (German or Austrian) controlled by Russia
- +/-? Russian Parliament (reverse the value: -1 becomes +1, etc)
- +1 Russian defeat during a German Grand Offensive on the Eastern Front
- +1 Petrograd or Paris controlled by the German player (+2 both)
- +1 Russia's regime is M or -2 if Kornilov leads Russia
- +1 Sixte de Bourbon-Parme event has occurred

If the test fails, Germany loses NW -1 (in addition to her bid). Peace is not signed yet.

If the test succeeds, Russia signs the peace agreement. The effects below apply.

Separate Peace effects in Russia

Germany must leave 13 corps garrisoning the Russian border.

A Victorious Peace requested and obtained adds the following effects:

Russia yields the whole Russian Poland and Finland to Germany; Lublin, Dubno and Lutsk go to Austria-Hungary. The Ottoman Empire, if at war, receives Georgia. Rumania, if at war on the side of Central Powers, receives Bessarabia.

Germany gets 1 points for her "agricultural shortage", a 2 points flow of MUNs, 10 EPs as war indemnities, and 2 VPs bonus.

Germany receives one additional AMB during each Winter Interphase.

Separate Peace with Austria-Hungary

A Separate peace is possible only if an Austro-Hungarian city has been conquered by the Allies.

Bids: Russia or France/Austria-Hungary

Test is on 1D12. On 9+, Austria-Hungary signs a separate peace with Entente.

Modifiers: respective to the current year only



- 2 the opponent answered "yes" (Germany is part of the negotiations)
- 1 if 2+ Austrian cities are occupied.
- 1 Entente made promises to Italy (Trentin and Istria) or to Romania (Transylvania) (-2 for both)
- 1 Masaryk Czech Committee is recognized by Entente (event #46) or the Wilson proposal is in effect (-2 for both)
- 2 German or Austrian victory on the Russian Front, or on the Italian Front (if Italy in Entente)
- 1 Germany has given 60 EP to Austria-Hungary (current year)
- +/-? Austrian Parliament (reverse the value: -1 becomes +1, etc)
- +1 Austrian defeat during a Russian or Italian Grand Offensive
- +1 Russia has signed the peace (ignore this modifier if the Masaryk Committee has been recognized)
- +1 Italy is not hostile to Central Powers (either at peace or on Central Powers' side)
- +2 Budapest or Vienna occupied by Russia (+4 both)
- +3 Sixte de Bourbon-Parme event (#57)

If the test fails, Russia or France (leader) loses NW -1 (in addition to its bid). The peace is not signed.

If the check succeeds, Austria-Hungary signs the peace agreement with the effects below.

Separate Peace – Austria-Hungary
Italy must leave 10 corps garrisoning the Austrian border.

A Victorious Peace requested and obtained adds the following effects:

Austria-Hungary cedes Gorizia, Trieste, Pola, Trento, Bozen, Cima Presanella, Cima Vetrana and Col Brenner to Italy. Russia, if still at war, receives Galicia. Rumania, if at war on the side of the Entente, receives Transylvania. Serbia receives Croatia and Bosnia.

Italy gets 10 EPs as war indemnities and 2 VPs bonus.
Italy receives one additional AMB during each Winter Interphase.

25.3 Unconditional Surrender

A power may surrender unconditionally, if its NW is very low, especially after a Surrender Test (see National Will and Instability Zone above) which has unfortunately “succeeded”.

- The power surrenders, and signs a disastrous peace. The list of clauses is printed below (it depends on the surrendering power).
- If a power is completely occupied (all cities), it surrenders in the same way.
- Germany and France may surrender “voluntarily” (they are the only powers able to do so)

25.3.1 Surrender of Russia

If Russia surrenders unconditionally, apply the effects of the victorious Separate peace above.

25.3.2 Surrender of Austria-Hungary

If Austria-Hungary unconditionally surrenders, apply the victorious Separate peace effects above.

25.3.3 Surrender of Germany

If Germany surrenders unconditionally, it signs a very harsh peace treaty, with the following effects.

This surrender ends the war. All other Central Powers will sign the peace too.

Germany cedes all her colonial dominions to Great Britain; Alsace-Lorraine to France and the Danzig Corridor to Russia.

France gets 50 EPs as war indemnities and 10 VPs bonus.

Also, the German navy is sunk!

25.3.4 Surrender of France

The game may not be over even if France surrenders, because Russia is may be still at war (she may be victorious if Britain helps her).

If France signs an unconditional surrender, she accepts very harsh conditions, with the following effects.

Germany must leave 12 corps garrisoning the French border.

France does not cede any region to Central Powers, but Germany gets 50 EPs as war indemnities, 1 points for her “agricultural shortage”, a 2 points flow of MUNs, and 10 VPs bonus. Also, the whole French navy is ceded to Germany!

Germany receives one additional AMB during each Winter Interphase.

25.3.5 Surrender of Britain

The trade blockade is immediately cancelled. Freedom of the seas is reinstalled.

Great Britain cedes Nigeria and South Africa to Germany. In addition, Germany gets 40 EPs as war indemnities, a 1 point flow of MUNs, and 5 VPs bonus. Also, the whole French navy is ceded to Germany!

Germany receives one additional AMB during each Winter Interphase.

25.3.6 Surrender of Italy

Austria-Hungary must leave 5 corps garrisoning the Italian border.

Italy cedes Lybia and Rhodes to the Ottoman Empire, provide it's at war. Austria-Hungary gets 10 EPs as war indemnities, 1 points for her “agricultural shortage”, and 3 VPs bonus.

Austria-Hungary receives one additional AMB during each Winter Interphase.

27.3.8 Surrender of Turkey

Austria-Hungary must leave 5 corps garrisoning the Italian border.

Turkey cedes Palestina and Mesopotamia to Great Britain (if at war), Syria to France, Erevan to Russia (if still at war), Smyrne to Greece (if at war),



and Armenia to Persia (if at war). Great Britain gets 10 EPs as war indemnities and 1 VP bonus.

Great Britain receives one additional AMB during each Winter Interphase.

25.3.9 Surrender of USA

No region is ceded by the USA, but Germany gets 30 EPs as war indemnities and 1 point flow of MUNs.

Germany receives one additional AMB during each Winter Interphase.

25.3.10 Total Conquest

If a major power loses all its national cities (in Europe) (not towns), is must surrender unconditionally.

- For Russia, all Off-map boxes must be conquered also.
- For France and Germany, apply the effects of involuntary surrender (the harshest).

Voluntary Surrender France/Germany

The Surrender Test

If either one (or both) of France or Germany thinks the outcome of the war is hopeless, it may sue for peace and surrender unconditionally.

Voluntarily asking for peace lightens the magnitude of the defeat.

Voluntary Surrender of Germany (Historical Result)

In such a case, the conditions of Germany's unconditional surrender above apply, but the amount of VPs gained by the enemy amounts to 7 VPs only.

Voluntary Surrender of France

In such a case, the conditions of France's unconditional surrender above apply, but the amount of VPs gained by the enemy amounts to 7 VPs only.

25.4 General Peace

If Germany surrenders, or if both France and Russia sue for peace, the general peace is concluded with all powers still at war.

25.4.1 End of the War – Surrender of the Central Powers

If Germany concludes a peace with the Allies, the other Central Powers nations automatically sign the peace too.

25.4.2 End of the War – Surrender of the Entente

If both France and Russia sign the peace with Central Powers, all the other Entente powers automatically sign the peace too.

Assessing Victory in the Great War after 1914

Victory Points Table

The "victory magnitude" is assessed by the victorious side, depending on the types of peace it received in the East (Austria/Russia) and West (Germany/France).

The victorious side adds the East VPs and West VPs:

- Central Powers victorious: West (France), East (Russia)
- Entente victorious: West (Germany), East (Austria-Hungary)

- If another enemy power has surrendered before the peace, the winning side gets a VPs bonus.
- Each power, friendly or enemy, which turned Communist, gives a cumulative -3 VPs penalty.
- There are several victory degrees: from the decisive victory (the best) to the impending Bolshevik Revolution (the worst).
- The other enemy powers (Britain, United States, Italy and Turkey) accept to sign the peace, under acceptable conditions.

25.4.2 The Consequences of War

Here are prophesies of what might happen in the following years in Europe.

Decisive Victory: your side obtains a complete success. Your main two opponents have surrendered with the worst possible conditions. Your side obtains supremacy in Europe until the end of the century, and is the de facto leader of the Society of Nations. The risks of a Second World War are averted for a long time.

Major Victory: your side has won the war, but maybe not the peace. Your major enemies have surrendered, averting total defeat. Peace has been signed, but there are still hard feelings on both sides. Risks of a Second World War exist, but your side is the favorite.

Minor Victory: your side got a lukewarm success. Your main enemy is out of action for some time. Peace, between the victors, is not a viable one. The Second World War will erupt soon, and your side is not united.

Revenge! the military victory is incomplete. The enemy side hopes it will get its revenge. The Second World War will erupt within 20 years, and your victory, dearly bought, will again be jeopardized. The enemy side will have the possibility to prevail again...

World Revolution?: the Great War ends with a bad peace, but more important, with the emergence of Communism in Europe, in one or several nations. The risk of a Bolshevik Revolution spreading over the world is very strong, since there is no other power able to install its world order. The Peace of the Peoples will spread, you just have to wait.

Historical Example: Germany surrendered voluntarily to the West (7 VPs) and Austria-Hungary surrendered (7 VPs) = 14 VPs. You have to subtract 3 VPs because of Bolshevik Revolution in Russia. The result is 11 VPs: it is a Minor Victory. The Great War did not install a long peace in Europe.



26. Special Rules Per Country

Special rules may exist that will alter the general flow of the game and give unusual and sometimes surprising results or effects during the course of a scenario. Here are some of the key rules that apply differently for some of the key nations in that game.



26.1 Germany

August 1914 Pre-Turn

The I (von Kluck), II (von Bülow) and III (von Hausen) Armies may get a pre-turn with most plans, just before the real August turn.

- After the August pre-turn, German Armies which have been engaged in a battle can receive extra RP (from the German RP stock).
- Half of the corps, per Army, may be restored to full strength (rounded up).

Schlieffen Plan: the German I Army (von Kluck) is authorized to pass through Maastricht (in Holland), without penalty, to attack Belgium. Supply and command may pass through Maastricht during the entire Pre-turn.

Second Army's Automatic Reaction

During the August 1914 turn, the II Army (von Bülow) may get an automatic Reaction during the French turn of attempted right after the French I Army. This Reaction requires no check.

The same applies on the Eastern Front, if the Moltke Plan has been chosen (played after the Russian I Army).

The German player may choose to ignore this automatic Reaction, and roll for a normal Reaction, with any German Army during the French turn (between 2 activations).

Schlieffen Plan: the German II Army (von Bülow) may neither enter, nor activate units in Belgian Flanders, or in the Northern region of France, during its free Reaction in August 14 (during the Allies turn).

Russian Uncoded Wireless Transmissions

On the Eastern Front, the Russians did not encrypt their radio messages in August 1914 (only).

If a battle occurs, the Russian engaged and committed units are always visible.

The Kaiser's Navy

Kaiser Wilhelm II was especially fond of his war fleet, especially his battleships, and was opposed to any unnecessary risks.

When planning naval moves, Germany checks with a D12 if a fleet sortie is allowed. On a result of 9+, the Kaiser agrees to a HochSee fleet sortie in the North Sea.

In 1916, Admiral Scheer automatically assumes the command of the HochSee fleet (Ingenohl is removed from the game) He adds a +2 to the Kaiser check.

The HochSee fleet may sortie to the Baltic Sea with no restriction. No check is required.

If Germany has chosen Option "Fleet Sortie" in its Warplans options, the HochSee fleet may put to sea as soon as Britain enters the war (no check required).

Kiel channel: the German Navy may freely cross from the Baltic to the North Sea through this channel.

Armies XI, XII and XIII's 6³-7-4

In August 1914, some 6³-7-4 are in play, although they belong to three Armies not created yet. These Army corps belong to the XI, XII and XIII Armies.

In October, and then in Nov-December, these Armies appear as reinforcements. Their 6³-7-4 corps are removed from the map, wherever they are, and they are placed with their newly created Army HQs.

XIII Army (October): if this Army is placed in a French or Belgian city, it will not be able to intercept if the Allies play first.

Austrian Siege Artillery x⁶-1-2

Austria lends its siege artillery to Germany in August 1914.

This artillery uses German Mun points as long as it is assigned to a German Army.

Hindenburg and The Russian Danger

This rule is cancelled if the Moltke Plan has been chosen.

In August 1914, after the Russian I Army has been activated, Germany reacts to the Russian danger.

General Hindenburg is placed on the VIII HQ and gets an automatic Reaction before any other Russian Army is activated.

2 German 6³-7-4 corps (intact or reduced) are removed from the Western Front at the end of the August turn. These corps are from the XI, XII, or XIII Armies (and are normally assigned to the I, II, or III Armies). They reappear on the Eastern Front during the Reinforcement Phase in September.

In addition, Hindenburg receives 2 RP which he may use to bring back two corps from the VIII Army to full strength.

German Garrisons

German garrison corps may leave their setup region, or be added into a German Army when that Army is activated.

The German player may use his fortress garrisons beginning in August 14 (but not during the Pre-turn).

German High Command

There are 2 German GHQs, "OHL" for the Western Front, and "Ober Ost" for the Eastern Front. They cannot be assigned to the other front.

Moltke: he leaves his command at the beginning of October 1914. He is replaced by Falkenhayn at the Western GHQ.

Falkenhayn: if he is sacked later, he is replaced by Hindenburg.

Hindenburg: he is assigned to the Eastern Front GHQ at the beginning of October 1914. He assists the supreme commander on this front.

Falkenhayn (West) and Hindenburg (East) may not exchange places (except if France surrenders).

If Hindenburg becomes Commander-in-Chief (instead of Falkenhayn), he is moved to GHQ West.

Austrian Rivalry: as long as Hindenburg is present in the Eastern Front GHQ, the relations with the Austrian GHQ (commanded by Conrad) are bad.

The initiative value is 2 (instead of 4) on the Eastern Front.

The German and Austrian Armies have a -3 penalty to their coordination checks on the Russian Front.

German Generals

General Pool: neither Ludendorff nor Hoffman are put in the pool at the beginning of the game.

Moltke (GHQ): He moves at the beginning of the German turn only, before any German Army is activated. He is replaced by Falkenhayn at the beginning of October 1914.

Bülow and Kluck: if the war plan fails, they may be sacked in Nov-December 1914 (by event).

Hindenburg: He is assigned to GHQ Oberost in October 1914. Then, he may be promoted to supreme commander (West GHQ). In this case, the rivalry with Conrad on the Eastern Front ends (See above).

Falkenhayn: If he leaves the GHQ, he assumes the command of a HQ on the Eastern Front.

Kronprinz: He may not be dismissed (except by event). He may launch a Grand Offensive in 1915+, with 1 star in attack, and gives a NW +3 benefit (once per game).

Rupprecht: he may not be dismissed (except by event). He may launch a Grand Offensive in 1915+, with 1 star in attack, and gives a NW +3 benefit (once per game).

Armies XIV, XV and XVI

Starting in the Winter 1914 Interphase, Germany may build her three missing Armies (XIV, XV and XVI).

Building an HQ costs nothing. It appears in the game as soon as one corps from its Army (with the same Army number) is built and brought in play.

The XI "Süd" Army

The XI "Süd" Army is the only Army that may be sent anywhere, to the Italian Front, or to the Balkan Front, or to the Near-East Front, or to the Armenian Front.

The German player must have chosen and succeeded the political action "Expeditionary Corps".

The XI Süd Army may command foreign corps, with no distinction of nationality.

- If a foreign corps is placed "out of combat", it may return directly to the XI Süd Army during the following turn (this is an exception).
- During the Reinforcement Phase, the XI Süd Army may only rebuild 2 corps, no matter what their nationality may be.

Italian and Balkan Fronts

Germany may send 1 Army to the Italian Front, in addition to the XI Süd Army (for a total of 2 Armies).

Same thing for the Balkan Front: 1 Army + Süd Army.

Bavaria and Saxony

The German Second Reich was a federation of several German states, including the kingdom of Saxony and the kingdom of Bavaria. Their units are different from other German units (they bear their own coat-of-arms), with a few specificities.

Bavaria: There are 2 armies mostly composed by Bavarian corps: VI (Rupprecht) and XVI (to be created) plus independent corps. The Bavarian units (in blue) have a -1 morale penalty when fighting on the Russian Front, and a +1 morale bonus when fighting within Bavaria (if it ever happens).

Saxony: There is one Saxon Army: X (it arrives in October on the Russian Front) plus independent corps. The (yellow) Saxon units have a +1 morale bonus when attacking on the Eastern Front, except in rain or snow weather.

When a Saxon 63-7-4 becomes a Stosstruppen, it no longer benefits from its +1 morale bonus.

Mountain Units

The German mountain corps have an elite morale only in a mountain region. Elsewhere, their morale is only veteran. When a mountain unit is



involved in a combat taking place in a mountain region, the enemy's fire value is ignored. The mountain unit gets a bonus to its value (+3 when defending, +2 when attacking).

Polish Legion

The German corps designated 6²-6-4 "Polska" (Polish coat-of-arms on the unit, specific uniform) represents the Polish Legion.

If the German player has created the Poland General Government (political action), the Polish Legion appears for free. If the German corps 6²-6-4 "Polska" is reduced, it returns to full strength during the next reinforcement phase, without spending any RP.

German Zeppelins

The German player possesses Zeppelins. They are special Bombers. A Zeppelin is invulnerable to Fighters as long as the "High Altitude" technology is not known by Entente.

On the other hand (because of its altitude), a Zeppelin has a penalty of +1 when checking for mission success.

In 1918+, a German Zeppelin has 50% chance to be destroyed as soon as it attempts a Strategic bombing

Colonel Brüchmüller

Germany may benefit from the "Brüchmüller" event. He is an artillery genius. He provides a +1 bonus to the all preliminary bombardments, gas attacks or siege bombardments.

German Railroads

In 1917, the railroad capability is lowered by 1.

Germany:

1914-1916 (20)

1917+ (19)

German Raiders (CL)

Germany has its Far East fleet (Admiral von Spee) + 2 independent Raiders in the faraway seas.



- 2 Raiders (CL Koenigsberg, Koenigsberg).
- Spee's Fleet (AC Scharnhorst, CL Raider Dresden, Emden] (+ Admiral Spee).

Britain will chase after them beginning in September 14, and destroy them sooner or later.

Each raider at sea on raid mission makes 1 hit, and Spee's fleet 2 hits, on Britain's commerce (for 2 EP per hit during the Interphase) at the beginning of each turn. This, from August 14.

If, at the end of 1914, a Raider or Spee's fleet has survived, Germany gains NW +2 (at the beginning of the Winter Interphase).

German Tactical Submarines (SS)

The German has 2 Submarines (SS) in 1914, not to be confused with U-boats. A 3rd SS may be constructed afterwards.

All the SS carry out naval reconnaissance. They are not assigned to a war fleet.

The German may use 1 sole SS to carry out one torpedoing at sea per turn (cost is free). This is not a mission at sea, a simple announcement will suffice. The SS is not obliged to go to sea (in this case, it risks nothing).

The SS attack is resolved before any naval battle.

Torpedoing Table:

- 2-4 the SS has 1 hit (it is flipped over) or sunk (if it has 2 hits)
- 5-6 nothing
- 7 CL Bristol (1914-15)
- 8 AC Achilles (1914-15) or Proserpine (1916+) or Abukir (1916+)
- 9 AC Black Prince (1914-15)
- 10 B Triumph (1914-15) or Proserpine (1916+) or Ducan (1916+)
- 11 B Edouard VII (1914-15)
- 12 BB Bellerophon (1914-15) or BB Bellerophon (1916+) or Iron Duke (1916+)

with: +1 in 1914

+1 TEC U-boat

-1 in 1918+

-1 TEC Asdic

- Then the ship counter rolls its Critical Hit (D6):

→ [1-3]: damage (or 3 hits) ; [4-6] one ship counter unit is sunk.

A BB only sinks on a 6 (otherwise it is damaged).

Germany earns NW +1 (and Britain NW -1), if a B or BB unit sinks.

Notice: these torpedoings also integrate the drifting mines, which sunk several British ships during the war.

Recon at sea: an SS may also act as a Recon unit (without risk). This may give a bonus in order to achieve surprise in the event of a German Fleet going out to sea.

Also, in the event of a “Trap”, an SS has a 1-in-2 chance to be present during a naval battle, to carry out a devastating torpedo attack.

Relations With The United States

United States pro-Entente:

When the American level reaches 13, the United States switches from Isolationism to Pro-Entente (and cannot switch back).

German Minority:

At the beginning of each Interphase, the American checks the effects of the USA' German minority: on 6+ the American level goes up 1 box.

- +1 Neutrals Blockade and no Submarine Warfare
- +1 Hugues is elected President in Winter 1916

Modern Battleships

The BC Mackensen and the BB Yorck are modern ships and must wait until some of the less modern ships are built. They may not be “launched” until the BB Bayern is in the game (even with 1 unit).

Remember: each of a BB or BC built unit earns NW +1.

This gain occurs during the NW adjustment during the Interphase, although production will be played afterwards (this is retroactive, exception).



26.2 Austria-Hungary

The Austrian Offensive in August 14

Most Austrian War plans have an offensive obligation. Certain Armies must attack at full strength. This means that all the stacks of the Austrian Armies must seek to attack the enemy, to encircle him, to besiege him, or to progress towards the enemy in order to satisfy this obligation (even if it is unattainable).

Remember: only units in reserve are exempt from attacking.

Once the battle is engaged, the Austrian must carry out the number of rounds equal to the Obstinacy of his general

Nationalities

The different Austro-Hungarian units are labeled with coat-of-arms indicating their nationalities within the empire.

Austria-Hungary is made up of two main states: the Austrian Empire and the Kingdom of Hungary. Other nationalities within the empire are: Czech, Slavic, Polish and Italian.

Penalties on morale checks:

Before the death of Franz-Joseph:

- Slavic and Czech corps have a penalty of -1 against their “sister” Slavic nationalities → Russia and Serbia.
- Italian corps have a penalty of -1 against Italians.

After the death of Franz-Joseph:

- All minorities now have a penalty of -1, against any opponent, except Slavs on the Italian front.

The Austrian Garrisons

Corps in the fortresses of Galicia (Krakow and Presmzyl) are not garrisons. They may leave and be combined with Austro-Hungarian Armies in September 1914 or later (but not in August).

The Austro-Hungarian Capitals

Austria-Hungary has 2 capitals: Vienna for Austria, and Budapest for Hungary.

The Fifth “Alpine” Army

Only the Alpine V Army can be moved to the French Front or to Turkey, or may attempt an amphibious invasion.

First, Political Action “Expeditionary Corps” must be played and succeed. The Alpine Army may command any foreign corps, without restrictions. If a foreign corps is placed “out of combat”, it may return directly to the Alpine Army the next turn (this is an exception).

During the Reinforcement Phase, the Alpine Army may only remake 2 corps, no matter what their nationality may be.

General Headquarters (GHQ)

The supreme general Conrad (von Hötzendorf) commands the Austrian GHQ in 1914.

After Hindenburg is placed in the German Eastern GHQ (in October 1914), the misunderstanding between the two leaders gives a penalty of -2 to the Central Powers' initiative rolls on the Eastern Front.

German and Austrian Armies on the Russian Front have a -3 modifier when attempting to coordinate together.

Both of these penalties cease to apply if Hindenburg becomes GHQ on the Western front or Austria is defeated in a Grand Offensive by Russia or Italy.

The Austrian GHQ may be used on either the Eastern front or the Western Front:

- the Italian Front is on the Western Front
- the Russian and Serbian Fronts are on the Eastern Front. On these fronts, the GHQ can send reinforcements no more than 6 regions away (and can most easily send them only 3 regions away)
- If the Austrian GHQ is in Vienna, it may serve both fronts, but it risks being too far away (more than 6 regions) for efficiency on the Eastern Front, or to modify a Reaction move roll (a distance penalty may apply).
- If Italy is hostile, the Austrian GHQ at Innsbruck may be used on the French Front and the Italian Front at the same time.

The 7-6-4 Mountain Unit

The 7-6-4 Austrian Mountain Corps has "elite" morale only in mountains. Its morale is only veteran elsewhere.

The Austrian Generals

The pool of generals does not include General Below (German) and Eugen (1916).

Conrad (GHQ): Misunderstands Hindenburg: When Hindenburg is at the Eastern GHQ, he does not get along well with Conrad. The Austrians' initiative is 2 (rather than 4) on the Eastern Front. German and Austrian Armies have an additional penalty of -3 for coordination rolls. (Both of these penalties are the same ones covered above, not in addition to them.)

Boroevitch: A Croatian general. Slavic units under his command do not suffer the usual morale penalty when facing Russians or Serbs, even after the death of Franz-Joseph.

Below: A general who can be "loaned" to Austria by Germany, and command an Austrian Army. He can then integrate 2 German corps into his command. Below has both a German and Austrian general counter (with different values).

Eugen: Added to the pool in 1916. He can also appear as a general at the beginning of the game (by Option). He is attached to the I Army.

The Slavic Desertions

Beginning in 1917, the Austro-Hungarian Army suffers chronic desertions. Austria-Hungary rolls a D6 at the end of each Reinforcement Phase. The result is the total number of losses suffered from her forces:

+0 in 1917	+1 if the Czech Committee is in place
+1 in 1918	+1 if Istria has been ceded to Italy

Divided freely, without restriction, regardless of nationalities.

- Intact units are chosen first.
- Reduced units are then chosen, and roll a special morale test. The test is done with a negative effect of -1, ignoring all other modifiers. This, without loss of RP.
- Losses from desertion have no effect on the Austrian NW.



Slavic desertion ceases if the Empire is successfully Reformed into a Triple Monarchy. If that happens, this rule is nullified.

Promises to Italy

In 1915, Italy is divided into two sides, but favors Entente, though it had been officially allied with Central Powers.

- Austria-Hungary can promise to cede territory to Italy in return for its support.
- Austria-Hungary has the choice between:
 - to give up nothing
 - to promise Trentin

Promise: Austria-Hungary loses -2 to NW (immediately, no matter which territory is promised). A promise has two positive effects:

- Trentin: only a -1 Central Powers penalty for "D'Annunzio test", and gain of a +1 diplomatic bonus with Italy.

Cession: if a promise is made and Italy declares war on Entente, then Austria-Hungary gives Italy the promised territories. The cession has these additional (or worsened) negative effects:

→ Trentin (only):

- suffers -4 to NW and the Parliament moves 1 level to the left
- suffers a -1 penalty on all social tests (strike, mutiny, revolt, etc) for the next 1 year (9 turns).

Italy at Peace

Italy is versatile from one turn to the next.

Alignment: Italy is pro-Entente 50% of the time IF Entente AMB ≥ Central Powers AMB.

Higher Bids: Effectiveness of the AMB in 1914: column +2 or -2 maximum.

D'Annunzio: Beginning in 1915, if Central Powers player makes a Diplomatic Action in Italy, a "D'Annunzio" roll is checked first: [Cancel this rule if Austria chooses Option "Concessions to Italy" (at war start) or if France surrenders.]

Success on 8+ (only once per side). The following modifiers reflect relations among Central Powers

- | | |
|--|-----------------|
| -1 Jan-Feb 1915 | +0 Mar-Apr 1915 |
| +1 May-Dec 1915 | +2 1916+ |
| -2 for Central Powers (or -1 Trentin promise) (or -0 Trentin + Istria) | |
| -1 if Turkey is at war against Entente | |
| +1 if Italy is pro-Central Powers this turn | |
| +1 if this is the first D'Annunzio roll | |
| +4 if Entente has previously attempted and failed D'Annunzio | |

NB: If Entente is first to play D'Annunzio, See the French Game Aide for modifiers affecting the Allies.

Success:

Italy becomes pro-Central Powers this turn (if it was not already).

- get an extra +1 diplomatic bonus with Italy (this turn).
- Entente's AMB are ignored (and lost), along with all their D12 modifiers (for this turn).

Failure:

Too bad. The Central Powers diplomatic Action is canceled. The AMB in Italy are still unchanged.

Entente must roll D'Annunzio at first when the next Action occurs in Italy (never mind who tries).

Objectives of War: if Entente recognizes Italy's war objectives against Austria-Hungary, she obtains a diplomatic bonus. On the other hand, Entente will have problems negotiating peace together.

French Promise: France may promise Tunisia to Italy if Austria-Hungary has already promised Trentin and/or Istria to Italy.

The Czech Independence Movement – Masaryk

Beginning in 1917, the Czech leader Masaryk, in exile, begins to influence the Entente powers. The Entente player may play Event "Masaryk", to officially recognize the Czech Committee in exile. These are the negative effects for Austria-Hungary:

- suffers -4 to NW
- peace negotiations are hindered
- a penalty of -1 on all social tests (strike, mutiny, etc), except surrender tests (this effect is permanent)
- Czech units have a -2 penalty on their morale checks

The effect of Masaryk ceases if the Empire is successfully Reformed into a Triple Monarchy. If that happens, this rule is nullified.

Albania and Serbia

All countries can intervene militarily in Albania, without declaring war. Units of Montenegro are considered Serbian in all respects.

Skopje, Cetinje, Belgrad are sources of supply for the Entente, even if not connected to another town. This is an exception to normal supply rules.



The Austro-Hungarian Railway

Beginning in 1917, rail transport capacity drops by 1 per year.

Austria-Hungary:

1914–1916 (11)
1917 (10)
1918+ (9)

Reformation of the Empire

The new emperor, Charles, favors reforming the Dual Monarchy into a Triple Monarchy, by uniting with the Slavs (but he prefers to await peacetime first.) Hungary is profoundly hostile to the whole idea (because it would threaten their territorial integrity). This could cause a major crisis and the end of the monarchy.

Austria-Hungary may take a special Political Action to put in place Reformation of the royal and imperial institutions. The goal is to nullify all of the long-term negative effects of the problems of minorities in the Empire. This Action may be selected only once per Interphase.

Vote: 9+ (roll D12)

- +/-? Parliament
- +1 in 1918+
- 1 Strike or Revolt is in progress
- 1 Austrian or German Grand Offensive is in progress (no matter where)
- 1 Wilson's Fourteen Points are in effect

Result: the Triple Monarchy is created, but a Hungarian Crisis test must be made first.

Effect on National Will:

- Success: special
- Failure: -5 to NW

The Hungarian Crisis

If a Reformation of the Empire is attempted and succeeds, Hungary can provoke a major crisis with Austria.

The Crisis takes place after having done all NW variations from Political Actions of Austria.

A D6 is then rolled:

- if even, nothing happens, and the Triple Monarchy is created.
- if odd, Hungary reacts and a riot breaks out in Budapest. Continue with these effects, in this order:

Austria-Hungary immediately loses a D12 from its NW.

An instability test is rolled, with an extra penalty of -1, even if the NW marker is not in the Unstable Zone.

If the result is negative, a 2nd test is rolled with a penalty of -2 (additional). If the second result is negative, a 3rd test is rolled with a penalty of -3 (additional).



All social tests are rolled at an extra penalty of -1.

- If a revolt occurs, place the rebel unit in Budapest.
- If a Revolution occurs, Hungary secedes and the Empire is dissolved. Austria and Hungary surrender.
- If no Revolution occurs, Hungary remains in the Empire (its leaders are arrested). A new Hungarian Parliament is elected, by universal suffrage this time (as in Austria), and approves the Emperor's policies. The Triple Monarchy is created.

The Triple Monarchy

If the Reformation succeeds, and Hungary does not secede, the Slavs form a 3rd state in the Empire. It is the Triple Monarchy: "Austria-Hungary-Slavia".

NW increases to 27 and the Parliament moves one level to the right. The Hungarians have not really accepted the new politics. All Hungarian corps have a negative effect of -1 to their morale checks for the next 1 year (9 turns).

On the other hand, Slavs and Czechs no longer have a negative effect on their morale checks. Instead, they receive a bonus of +1 on their checks for the next 1 year (9 turns).

- The effects of Masaryk (See above), if any, are nullified.
- Slavic desertions (See above) cease.
- Prague becomes the third capital of the empire (for Slavia).

The Central Powers/Neutrals Blockade

When it enters the war, Britain may immediately decree the Central Powers Blockade. Germany and Austria-Hungary must do a test, each Interphase, to determine its effects (slow at first, but still positive the first time).

Austria-Hungary can never gain more than 5 EP, nor gain any NW.

Sea Transport Capability

Austria-Hungary has a naval transport capability which amounts to 3 units per turn, or 2 units when attempting an amphibious invasion.



26.3 Russia

Russian mobilization in August 1914

In August 1914, Russian infantry corps have these disadvantages:

- -1 to the combat value, whether in attack or in defense.
- -1 to the fire value (min. +0).

The cavalry corps have no disadvantage.

In addition, the Russian rail network was fully stretched in August. No rail movement is permitted.

The Russian Player may not change his Principal Army in September (it remains the 1st Army). A change can only be made starting in October.

The Russian Offensive in August 1914

Most of the Russian War plans have an offensive obligation. Certain Armies must attack at full strength. This means that all the stacks of these Armies must seek to attack the enemy, to encircle him, to besiege him, or to progress towards the enemy in order to satisfy this obligation (even if it is unattainable).

Remember: only units in reserve are exempt from attacking.

Once the battle is engaged, the Russian must carry out the number of rounds equal to the Obstinacy of his general (classic case of the rules).

The Russian must respect stacking limits in the attacked region. If he attacks with 2 stacks and if he has too many units, he must divide each stack in excess of two. Each new stack must go attack elsewhere.

The August 1914 Pre-turn

After the August pre-turn, Russian Armies which have been engaged in a battle can receive extra RP (from the Russian RP stock).

Half of the corps, per Army, may be restored to full strength (rounded up).

Russian Uncoded Wireless Transmissions

On the Eastern Front, the Russians did not encrypt their radio messages in August 1914 (only).

If a battle occurs, the Russian engaged and committed units are always visible.

The Russian Railway

Each year, the Russian rail capacity decreases by 1.

This reduction is suspended while Polivanov is Minister of War (event #51).

As soon as Polivanov is removed, the reduction reverts to that shown below:

Russia:
1914 (10)
1915 (9)
1916 (8)
1917 (7)
1918+ (6)

The Russian NW and the Instability Test

Russia is much more at risk than the other powers in the Zone of an Instability Test from its NW (Zone ≤ 20).

From 1915+, Russia suffers a -1 on its Instability Test, if:

- the Russian Front is calm: no Central Powers attack this turn and no Russian Grand Offensive is in progress
- Russia has already lost 2 or more cities (including Polish cities)

The Arms Shortage

Russia had a chronic problem supplying arms and munitions to its Armies. This is responsible for the low fire values of Russian corps.

Russia may improve its armaments in three ways:

- spending EP in “improvements” to improve the fire value of its corps, but this is very expensive
- “Polivanov becomes the Minister of War” Event: this permits 5 Russian corps to be considered better equipped (+1 to their fire value, without exceeding their maximum). Russia may choose these units at any stage of a turn (a choice that may be freely made each turn). Once Polivanov is sacked, this halts.
- If the Turkish Straits and/or the Baltic are open to commerce, Russia may then be supplied with EP (with which to finance its armament improvements).

The cost of building Russian MUN is much higher than elsewhere (this represents the lack of standardization in Russian calibers).

Russia has no siege artillery, but does have two mobile coastal artillery units (one of which must be built) which have the same effect as siege artillery for firing against fortresses.

The Russian Bear

Russia may ignore its losses in 1 attack per turn on the Russian Front when adjusting its NW as above. This attack must be a “secondary” battle.

Russia may also ignore all losses on the Armenian Front (Turkish border), whether attacking or defending, when adjusting its NW.

The Caucasus

Only 2 Russian Armies, the X (Kavkaz) Army and eventually the XII (Zentr) Army, may operate in the Caucasus or in Russian Armenia.

The “Armenian” Front extends in front of the Russian X Army (Kavkaz), and the XII Army (Zentr). To the north of the Don, it is the Russian Front.

- Kars: the railway has a capacity of 2 up to Kars; and 1 from there to Sankamish (in Turkish Armenia)
- Erzerum: if this Armenian city is conquered by the Russians, it may act as a supply source for one Russian Army. It also serves as a terminal for the Russian railway.

Reminder: On the Armenian Front, the maximum entrenchment is limited to +1 (whereas the entrenchment level, in the West, may reach +3).

The Siberians

The three Russian 5¹-6-4 [E] (Siberian) corps have elite morale in the Winter only (in Snow weather).

The Czech Legion

The Russian corps identified as 6¹-6-4 “Czech” represents the Czech Legion (with its elite morale).

This unit can be built by Russia starting in Winter 1915.

Austria-Hungary loses NW -3 the first time that this corps is created and is put in play.

The Polish Legion

The Russian corps identified as 4¹-5-4 “Polska” (NATO cadre with blue figures) represents the Polish Legion.

This unit can be built by Russia starting in 1915.

The Polish Legion must fight on the Russian Front. It may never serve elsewhere.

The Russian Garrisons

The garrison corps in the fortresses may be “released” to join the Russian Armies, by playing Political Action “Free Fortress Garrisons”.

Russian Generals

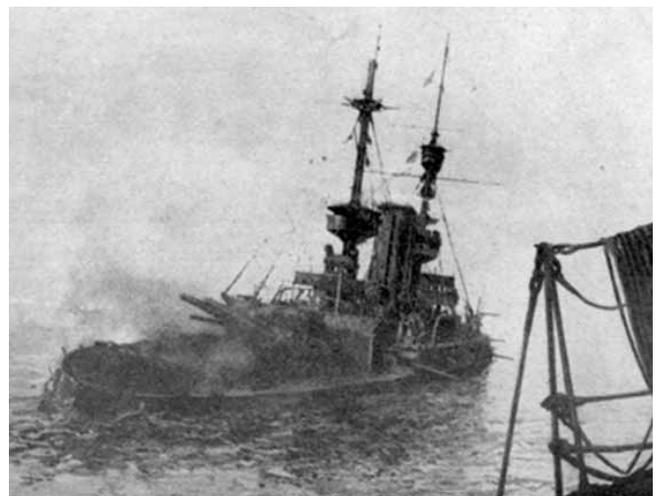
General Pool: do not include the Grand Duke (he is at GHQ in 1914).

- Samsonov: He is removed from the game if he loses 3+ corps in one turn in 1914 (eliminated).
- Kornilov: If a mutiny occurs, he receives a number of advantages. If the Revolution occurs, he may launch a military coup by playing the “Politics” Event.
- Yudenitch: He is placed facedown on the HQ of the X (Kavkaz) Army on the Armenian front, fighting the Turks. Each time that the X Army is engaged in a defensive battle, General Yudenitch has a 50% chance of “appearing” on the X Army HQ (permanently). Only one die-roll is allowed each turn. Yudenitch cannot command elsewhere, except if Turkey is fighting on the side of Entente. In this case, X Army is free to move elsewhere.

The Secondary Fronts

The Balkan Front: Russia may send one Army + the XII (Zentr) Army (that is to say two Armies in total) into the Balkans.

The Armenian Front: Russia has the X (Kavkaz) Army in the Caucasus or in Armenia (on one side or the other). It may also add the XII (Zentr) Army.



Warning for supply: Supply out of Sankamish is limited to 1 Army. Otherwise, supply must be taken from a port (for example, Batum or Trapzon).

XII "Zentr" Army

Only XII "Zentr" Army may be moved to a neighboring front (of any distance), or may attempt a landing.

It must succeed in Political Action "Expeditionary Corps".

The Zentr Army has the ability to include within its units a non-Russian corps, without limitation.

If a foreign corps is placed "out of combat", it may return directly into the Zentr Army during the following turn (this is an exception).

During the Reinforcement Phase, the Zentr Army may remake only 2 corps, no matter what their nationality may be.

Polivanov – Minister of War

Polivanov was Minister of Munitions and allows the historical Russian improvements in 1915 and 1916.

Polivanov appears by Event, if it is drawn and succeeds for Russia. Polivanov permits the Russian Player to benefit from a number of advantages:

- Civil Production immediately lowers by 1 level (min. 0), and Russia has a +1 bonus to succeed with the Action "War Economy".
- Russia receives an increase of 20 EP each Interphase.
- Each turn, the Russian player may choose 5 corps at any time, during his or his opponent's turn. These corps are temporarily improved by +1 in fire value (this does not apply to Guard unit). This must be done within the limits of the maximum improvements of Russian corps (if some have already been improved). For example, a 5²-6-4 veteran can choose to have +3 in fire (this turn only), but not if he has already been improved to a +3 (and become a 5³-6-4).
- Russia benefits by one extra (and non-existent) MUN site to produce MUN (better productivity).
- The Russian railway does not deteriorate and maintains its current level.

Polivanov may lose his ministry at the end of each Interphase. He rolls D12: on a roll of 10+, he is no longer Minister.

- +1 Rasputin is in Petrograd
- 1 Russia is regime M
- 1 an Austro-Hungarian or German city is under Russian control
- 1 Central Powers control a Russian city in Mother Russia (not a town) (for example, Minsk, Kiev, Rewal)

In this event, all the above is cancelled.

Rasputin – the Czarina's adviser

Rasputin is represented by an Event. When Rasputin is present, Russia loses NW -1 per Interphase.

In addition, public event "The Czar Takes Command" has increased chance of success. And if a Revolution erupts, Nicholas II has a reduced chance of abdicating.

Assassination of Rasputin: the Russian Player may, at the beginning of each Winter Interphase, attempt to assassinate Rasputin (if he is in play). A D12 is thrown: if the result is 9+, Rasputin is killed.

- +2 in 1916+
- 1 The Czar is in Petrograd (Event #9 has not been played)

- If Rasputin survives alive, Russia loses NW -2
- If Rasputin is killed, the Russia NW improves by NW +2

Important, the Russian NW Instability Test and all the Social Tests for Russia (strike, mutiny, revolt, revolution) have a supplementary disadvantage of -1 during the 3 turns which follow the death of Rasputin. However, this does not apply to the Capitulation Test.

Once Rasputin is dead, Event becomes its alternate "Politics" Event (#49).

Czar Nicholas II – in command at GHQ

When public event "The Czar Takes Command" has succeeded, Nicholas II replaces the Grand Duke at GHQ. This event can only occur after a Russian defeat by a Central Powers Major Offensive (on the Russian Front, the most recent one), starting in 1915.

If the event succeeds, Nicholas II is placed at GHQ. The Czar cannot be removed from this position, except by the start of the Revolution.

The Grand Duke is placed in the General pool (use his second counter, HQ general).

The Russian NW is immediately increased by NW +5.

All the Social Tests (strike, mutiny, revolt, revolution) are made with a penalty of -1 while Nicholas II is at GHQ (except for a Surrender Test).

At each Interphase, the Russian NW is changed as follows:

- a loss of NW -1 if a Russian city (not a town) is controlled by the Central Powers
- a gain of NW +2 if Russia controls a German or Austro-Hungarian city and if no Russian city is occupied by the enemy

NB: the frontiers of 1914 apply in these two Zones.

Entente Economic Aide

The commercial relations between Russia and the other Entente members (France, Britain, and later the United States) were difficult. The Baltic is closed by Germany, and the Black Sea is usually inaccessible.

There remains only Archangelsk in the far North and Vladivostok on the far end of Siberia. These two routes each have a very limited capacity. So the Allies may provide 10 EP each Interphase.

These supplies are provided by Britain and France (each of which may give part of their EP or their MUN). The United States, when it joins the war, may also supply this aid.

These supplies increased to 20 EP per Interphase, if the Bosphorus and Dardanelles are open to the Entente.

Sea Transport Capacity

Russia has a naval transport capacity of 3 units each turn in the Black Sea, or 1 unit when making a landing.

This capacity is 2/1 in the Baltic Sea.

Rail Conversion

The Russian railways did not use the same gauge as others. Russia must spend 2 MP (instead of 1) to convert a railway region (with an infantry unit).

Russian Off-Map Boxes

Russia has several Off-Map Boxes: Finland, Archangelsk, Ural, Azerbaïdjan, Kazakhstan, Western Siberia, Eastern Siberia.

Reminder: Each Zone has "Conquest Value" (the value on the left), this is the number of battles required to conquer the Zone.

Mother Russia

Russia is split into a number of regions:

Mother Russia: this is the land which is considered the true Russia. It includes Russia, Byelorussia (the Minsk region), Estonia (the Baltic province close to Petrograd), the Ukraine (the great southern region around Kiev), and certain Off-map boxes: Ural, Archangelsk, both Siberias (Western and Eastern).

Mother Russia is an important concept for the Patriotic Test, Russian Winter and the Great Retreat: the cities of Poland, Lithuania and Latvia are not included (and Finland, Georgia, Armenia, Caucasus, Azerbaijan).

Russian Poland: the western region of the Empire. The Polish cities are: Varsovie (Warsaw), Lublin, Brest-Litovsk, and Lodz.

Lithuania: Kowno, Wilna (Vilno).

Latvia: Riga.

Finland: Helsinki.

Moldavia: Kichinev (town).

Georgia (+ Russian Armenia): Tiflis, Kars and Yerevan.

Capital Cities

Russia has 2 capitals: Petrograd (official) and Moscow (historical).

If Russia loses 1 capital (effects): War Weariness Test **none**; Patriotic Test **yes** (negative effect -2); National Resurgence nullified (loss of city: nothing in NW); Mutiny Test **yes**.

If Russia loses its 2 capitals (effect): War Weariness Test **yes**.

Improvements in Armaments

Russia may improve the firepower value of the corps by providing additional weapons (guns, machine-guns, etc) and paying EP during the Interphase.

The completed improvement is effective after the next Interphase.

Russian Moujiks

From October 1914, Russia receives free units each turn during the Reinforcement Phase.

- Russia receives two 2.3.3 infantry for free (mobilized).
- It may also convert them directly to supplementary RP (2 RP for one, or 4 RP for both).



26.4 France

The French Offensive in August 14

Most French War Plans have an offensive obligation. Certain Armies must attack at full strength. It means that all the stacks of certain French Armies must seek to attack, to encircle, to besiege, or to progress towards the enemy to satisfy this obligation (even if out of supply range).

Remember: only units in reserve are exempt from attacking.

Once the battle is engaged, the French must carry out a number of rounds equal to the Obstinatness of his general (classic case of the rules).

"Shock" Tactic in 1914

France uses the Combat Tactic called "Shock".

Shock: the French Armies must normally attack in Alsace-Lorraine in 1914 (see War Plans).

All the French morale checks are done with a +1 bonus.

The French cavalry has a +1 bonus in attack value. It also defends with its attack value (with this +1 bonus in value).

However all French corps defend with their attack value.

This Tactic must be abandoned if French losses rise to 25 losses at the end of the turn (since the beginning of the game). Abandoning the Tactic is done at the end of the turn.

The +1 bonus to the morale check lasts one more turn, only in defense, after the abandonment of this Tactic.

The Blue/Red Uniform of the French

The French, because of their too beautiful uniform (dashing style of the 2nd

empire, blue/red), no helmet, suffered significant losses during the first battles in August 1914.

In Attack, French losses are aggravated. This doesn't apply in Defense.

The result of French losses in Attack are looked at twice: the 1st result is read normally, the 2nd result is read on the line just above (of the same column). Take the worse of the two results for the French:

$E > 2 > M > 1 > \frac{1}{2} > 0$

This rule does not apply when the French launches a counter-attack after a failed German attack.

This rule ceases to be applied the turn after:

- either French losses rise to 30 losses at the end of the turn (to be accumulated from the beginning of the game). This Level is diminished by -5 if the French besieges or controls Strasbourg; same for Metz (max. -10 for both of them).
- or if the French changes over to Fire Doctrine (October or Nov–December 1914).

75 mm Cannon

In 1914, the fire value of French corps is worth +1 in plain (with or without city/fortress), and -1 in other terrain (during attack or defense). French corps with a fire value of 0 are worth +1/0 in Plain (front/back).

Exception: French corps with a +1 in fire cannot be reduced.

Beginning in 1915, the fire value of French corps becomes normal again (equal to its counter value).



The Pre-Turn of August 1914

After the August pre-turn, French Armies which have been engaged in a battle can receive extra RP (from the French RP stock).

Half of the corps, per Army, may be restored to full strength (rounded up).

German Invasion of Belgium

If Germany invades Belgium, no French Army is authorized to enter there until the German August turn.

On the other hand, French Armies are authorized to intercept any German Army on Belgian soil.

This ban is lifted during the German game turn of August 1914 (if a French Army reacts and plays during this turn).

Automatic Reaction of the V Army

During the August 1914 turn, the V Army (Lanrezac) may obtain an Automatic Reaction during the German turn, to be played before the last German Army is activated on the Western Front. This Reaction is carried out without a test. It allows this exposed Army to be played before a possible double German turn (if Germany obtains the Initiative in the West in September).

The French may choose to ignore this Automatic Reaction, to attempt a Normal Reaction (with a test) with any French Army during the German turn (between 2 activations).

Strasbourg and Metz

When France "recaptures" Strasbourg or Metz for the first time, she earns NW +5 at the end of the turn (instead of NW +2 for a taken city).

This is only valid one time. The conquest of the second city of Alsace-Lorraine does not give this bonus (only NW +2 for the city, normal case).

Strasbourg and Metz are considered "French" once conquered by the Allies (example: for supply). France benefits from the revenue of these cities. It receives 1 extra RP, in flow, if it controls the two cities.

Lanrezac, Foch and Franchet

Conflict with Joffre: in September 14, a test is carried out during the Reinforcement Phase (D6): on a 4+, a conflict breaks out.

Lanrezac is dismissed and replaced by Franchet. In addition, Foch is appointed to an available HQ.

The French may disregard this and keep Lanrezac in exchange for an immediate loss of NW -4.

The same in October, a new test is carried out.

Beginning in Nov-December 14, the conflict of the two leaders finally ceases (if Lanrezac is still in play). Franchet and Foch are available in the French generals pool.

Coordination between Allies

Entente Armies of different nationality have a -2 penalty to the Coordination D12. This does not apply on the Western Front (French and Italian sectors) as soon as the InterAllied GHQ is created, or if Nivelle is at the GHQ.

French Generals

- Joffre (GHQ): Individual rail section capacity in France increases to 6 (instead of 5)
- Gallieni: Removed at the end of Nov-December 1914, he is replaced by Maunoury
- Petain: In the event of a mutiny, he benefits from several advantages.
- Nivelle: Gives a +1 bonus to the Rolling Barrage tactic, to 1 sub-battle only if he leads the HQ, or to 2 sub-battles if he is in the GHQ. When he is appointed to the GHQ, the French and the British may coordinate without penalty. The French and the British may send each other reinforcements, without carrying out a Reaction test. On the other hand, any Anglo-French Great Offensive is commanded by Nivelle (thus by France), even if Britain engages more corps than France

Alps Garrison

The 5-6-4 [mountain] and the 3-4-3 can be moved freely, if Italy's level changes to 0 (or lower), no matter whether or not it rises later.

French Railroads

Beginning in 1917, the rail capacity lowers by 1.

France:

1914-1916 (14)
1917 (13)
1918+ (12).

Joffre at the GHQ increases the transport capacity per rail to 6 units for French sections (instead of 5).

Sea Transport Capacity

France has a naval transport capacity of 6 units per turn, or 3 units (half) to attempt a landing.

The "Orient" VIII Army

Only the "Orient" VIII Army may be sent away from the French or Italian front (if Italy is hostile), or be used to attempt a landing.

First, it is necessary for the Political Action "Expeditionary Corps" to be successful.

The Orient Army has the power to be able to integrate foreign corps under its command, without distinction.

If a foreign corps is placed "out of combat", it may return directly to the Orient Army during the next turn (this is an exception).

During the Reinforcement Phase, the Orient Army may only bring 2 corps back to full strength, no matter what their nationality may be.

If the Orient Army is sent into the Balkans, and the Serbian Army is no longer in play for Entente, the Orient Army acquires a capacity of 12 corps in this particular instance (this is an exception).

The Blue Line of the Vosges

France is looking towards Alsace-Lorraine and, more generally, towards the entire French front. Victory must be born there.

All French corps, leaving the Western Front to rejoin the Orient Army* far away, makes France lose NW -1

(*or any other Allied Army).

This does not concern the 3 corps belonging to the Orient Army (with #VIII), nor the support units (artillery, tanks, etc).

This rule is canceled as soon as the InterAllied GHQ is in place or if Clemenceau attains power or if Option (Gallieni) has been chosen.

French Garrisons

Garrison corps in fortresses may be "liberated" to be integrated into French Armies, by playing Political Action XXX.

Clemenceau

Clemenceau, nicknamed "the tiger", may be named President of the Counsel by the French, beginning in 1917, by playing the "Clemenceau" event. It offers the following advantages:

- France obtains a bonus of +1 to all its Social Tests (Strike, etc...).
- The French Parliament moves 2 boxes towards Union Sacree (to the right).
- France has a -2 bonus for the Parliament Test (instead of -1).
- France has a +1 for the Patriotic Test and -1 for the War Weariness Test.
- Clemenceau stays in power until the end of the war, except in the following cases → a Political Test takes place (D12):
 - Paris, Verdun, Strasbourg**, Metz** have just been taken by Central Powers (**if they were conquered)
 - or if Parliament has shifted to the left (no matter what the cause)



This test is immediate, as soon as one of these events takes place. If the result is 9+, Clemenceau loses power.

- +2 Paris is German
- +1 Allies Grand Offensive defeat (Att or Def), French Front (or +3 for a Major defeat)
- 3 Allies Grand Offensive victory (Att or Def), French Front
- 1 per 6 American corps present in France

Clemenceau automatically loses power if a French Revolution occurs. If Clemenceau loses power, the Parliament moves 2 boxes towards Defeatism (to the left) if it is in Union Sacree, or only 1 box otherwise.

United States at War

When the United States is at war, France has 2 advantages:

- NW +1 per 2 new US corps landed in Europe: immediate effect.
- France has a -1 bonus for the War Weariness Test.

Italian Front

If an Entente GHQ is in Lyon, this GHQ may be used on the French Front and on the Italian Front at the same time (for example: for the sending of reinforcements).



26.5 Great Britain

“British Expeditionary Forces” (BEF)

Britain has 2 elite corps at its disposal in 1914: 8³-9-4, identified as “BEF”. The British BEF enters the game at the end of the August Entente turn at Arras.

The British 3-4-3 Marine also appears at the end of the August Entente turn via event (either Antwerp, Egypt or in Belgian Army).

Britain – RP in August

Britain only has its stock of 6 RP at its disposal in August 1914.

It may not reduce its corps to obtain more RP (in August 14).

Sea Control

The North Sea and the Adriatic are the two seas that are “Contested” between the two sides (with a variable if Italy is with Central Powers). If Germany takes control of a sea (Channel or North Sea), this does not affect British commerce (but it interrupts the blockade).

The Royal Navy

Britain has the most powerful Fleet in the world. It dominates all the seas. The Royal Navy has, however, a formidable rival. The German Fleet, although inferior in number, is of very good quality.

The Grand Fleet and the Scouting Fleet are based at Scapa Flow.

The Royal Navy has a penalty during combat due to poor shell quality (they often ricochet on the enemy armor-plating). Before each firing, a D6 is rolled: if the result is odd, the firing is carried out with a -1 penalty to the D12. This effect is cancelled by allied technology #26 (Navy Shells). Obtainable beginning in 1916.

The German high seas Fleet rarely may sortie in full force because of Kaiser Wilhelm II (he does not like to risk his armored ships).

Nonetheless, the German scouting Fleet (with its excellent battle cruisers) is authorized to go out to sea, each turn, notably to carry out raids on the British coast. This inflicts a loss of NW -2 on Britain each time a raid is successful.

Elsewhere, the Royal Navy must guard against the 4 German Raiders, as well as the Far East flotilla, and protect its trade.

All the British ports are considered to be adjacent to the British Channel and the North Sea (except Scotland/Scapa Flow).

- The Harwich fleet is worth 1 recon unit at sea (even when in port).
- The Furious CV is worth 1 recon unit (like a naval plane), once built.

Modern BB

These modern armored ships, running on petroleum and not on coal, sailed at 24 knots in battle.

The BB Queen Elizabeth, when it enters into play, may be placed in the “Scouting Fleet” (British Scouting Fleet), even if its speed is not marked 4+ on its counter.

On the other hand, this naval counter enters into battle only beginning from the 2nd round (keep the unit off the map for the 1st round). The naval counter is placed directly with those of the Scouting Fleet in the 2nd round, but it fires at long range (L) in arriving.

The BC Hood may not be completed until these naval counters have been built. It may be “launched” as soon as BC Renown and BC Courageous are in the game (even with 1 unit).

Remember: each unit of a built BB or BC gives you NW +1.

This increase is applied during the NW adjustment during the Interphase, although the production is played afterwards (this is retroactive, exception).

Naval Battle

- After a naval battle, units that have sustained damage may not voluntarily go out to sea the next turn.
- Nonetheless they may go out in reaction to an enemy fleet going out to sea.

The British Army

Britain has 6 Armies in all at its disposal. It starts with 3 Armies: one in India (the VI), one in Egypt (the V), and the famous elite “BEF” (the I Army, with two 8³-9-4 super corps) intended to go to the French front.

Britain receives its II Army fairly rapidly. The 8³-9-4 BEF corps will then disappear to give rise to this II Army.

Beginning in 1915, Britain may build its 2 missing Armies (IIIrd and IVth).

Each HQ costs nothing to build. It enters into play as soon as a corps from its Army (with its number) is built and comes into the game.

Britain does not have to use the "Expeditionary corps" Action to move its Armies where it wants.

Britain has varied nationality corps at its disposal: British, South African, Canadian, Indian and Australian/New Zealand corps. This has no particular importance in terms of the game.

Reminder: Britain may only create 2 corps per Interphase (British or Commonwealth), as long as Compulsory military service is not established (through Political Action).

Each British Army may integrate and command 2 Allied corps, of any nationality, wherever it is.

If a foreign corps is placed "out of combat", it may return directly to its British Army during the next turn (this is an exception).

During the Reinforcement Phase, each British Army may only rebuild 2 corps, no matter what their nationality may be.

Britain, like France, has no siege artillery at its disposal at the beginning of the war. To produce it, it must discover the Allied technology "Siege artillery".

Volunteers

Britain has not yet established Conscriptio. It has voluntary military service for its armies.

Its RP flow is limited to 6 RP.

It may only create 2 corps per Interphase (British or Commonwealth).

Military service: Britain may establish Compulsory military service, through Political action A-12, to increase the RP flow to 10 RP, and allow construction of up to 5 corps per Interphase.



Egypt

Britain has the British V Army based in Egypt.

Suez Canal: the British Fleet, based in Alexandria, may participate in a land battle all along the Suez canal. It equals the support equivalent of an artillery (per sub-battle as needed), without spending any MUN.

If the Enemy succeeds in taking Port Said and thus blocks access to the canal, the British loses NW -5 at the end of the turn.

Britain may only have 1 active Army beyond the Suez canal (towards Palestine), as long as it does not control 2 rail linked minor ports. (through Gaza, Haifa, Aqaba, etc).

Sinai Railroad

The Port Said railroad to Gaza (in Palestine) does not exist in 1914.

It becomes operational, beginning in 1916, as soon as Britain controls El Kantara. It extends up to Gaza when an British Army arrives there. The rail capacity is limited to 1.

The British V Army may then move towards Palestine, without a supply problem.

Railroad used by the British

The British may use the railroad network of the Allies powers, deducting from the welcoming country's capacity (e.g.: French network in France).

In Egypt, the rail capacity is limited to 1 corps.

In Britain, the rail capacity is 14 corps.

United States at War

When the United States enters into war, Britain benefits from the following 2 advantages:

- NW +1 per 2 new US corps landed in Europe: immediate effect
- Britain has a -1 bonus to its Weariness Test

Sea Transport Capacity

Britain has a naval transport capacity of 9 units per turn, or 5 units (half) to attempt a landing.

France can help it, with its naval transport capacity of 6 units per turn, or 3 units (half) to attempt a landing.

Britain at Peace

If Britain is at peace, this is not necessarily negative. Britain stays Pro-Entente. It supplies France, and also Russia (through the Baltic). Its diplomacy is very active (with Entente).

It constructs its Fleet and its Army (little by little).

Its level decreases by 1 box at the beginning of each Interphase.





26.6 Italy

The Italian Front

The Italian Front runs from the sea to Switzerland (exclusive), facing Austria-Hungary or France (depending on the situation).

Hostile Italy: an enemy GHQ may act in the West, on both sectors (French/Italian) at one time if the French GHQ is in Lyon (Italy is Central Powers side) or if the Austrian GHQ is at Innsbruck (Italy is Entente side).

The Italian Army

No Italian Army may leave the Italian Front, except to attempt a landing in the Adriatic.

If Italy is at war against Entente, it may send one Army to Libya, and attack Egypt from there.

The Blockade – Italy

If Italy joins the Central Powers, Italy will suffer from the Entente Blockade. Upon its entry into the war, Britain may immediately declare a Central Powers Blockade. Italy, like Germany and Austria-Hungary, does a test, each Interphase, to find the effects of blockade (slowly as the effects begin to apply, and even with positive effects during the early period).

- Italy has a bonus of -1 to the D12 for this test
- Italy may never gain EP, nor obtain an increase in NW, in the event of a favorable result

United States at War

When the United States is in the war, Italy receives the following 2 advantages:

- NW +1 per 2 new US corps in Europe: immediate application
- Italy receives a -1 bonus for the War Weariness Test

Peace with the Enemy

If Austria-Hungary makes a separate peace, Italy has no front with Germany. In this case, 1 Italian Army may leave Italy to fight elsewhere. The Italian GHQ may follow it. The other Italian Armies remain in Italy, on the new Austro-Hungarian frontier.

If Austria-Hungary surrenders, Italy may cross its territory to open a front against Bavaria. This front is always “the Italian Front”.

If Italy is Central Powers side and France surrenders, Italy may send 3 Italian corps to the German Army. This is a maximum. The Italian Armies may occupy France or remain in Italy.

The MTB – Rapid Motorboats

Italy may construct a flotilla of “MTB” rapid motorboats.

- The MTB may act as a German Submarine only in the Adriatic, with a more limited attack capability.
- The MTB may only carry out 1 single attack between two Interphases (making 1 attack for every 3 turns).
- The MTB also counts as 1 naval reconnaissance unit in the Adriatic (only).
- The MTB may also act as a DD for a torpedo attack during a naval battle (anywhere).
- The MTB may not be destroyed (the same as a DD).

Sea Transport Capability

Italy has a naval ferry capability which amounts to 4 units per turn, or 2 units when attempting an amphibious invasion.



26.7 Ottoman Empire

The Bosphorus and the Dardanelles

When the diplomatic level is ≥ 3 , Turkey closes commerce between the Western Powers and Russia. If the level is ≤ 2 , Turkey allows limited trade of up to 10 EP with Russia (and no more) per Interphase.

If Turkey goes to war against Entente, the straits are closed.

If Turkey is with Entente, the straits are open and commerce with Russia becomes free.

The Sea of Marmara is part of the Eastern Mediterranean. Enemy fleets may enter it (to conduct missions), but the entrance to the straits is protected by mines and coastal forts.

The Turkish port of Constantinople is adjacent to the Black Sea and to the Eastern Mediterranean.

The Ottoman Empire

Turkey is divided politically into two entities: Anatolia and the eastern Ottoman regions.

Anatolia: is the Turkish homeland @ Turkyie, Trakya, Azya, Kapadokya, Trapzon.

Ottoman Regions: Armenia, and the Arab zone (Mesopotamia, Syria, Palestine, Hedjaz).

The Front Zones

Four of the five Turkish Armies are assigned to specific sectors:

- Armenian Front: III Army (guarding the Caucasus).
- Eastern Front: IV Army in Syria / Palestine (against Egypt); V Army in Mesopotamia.
- Balkan Front: I Army; however, the I Army is required to remain in Anatolia (See above), and defend the coasts and straits.

If Turkey joins Entente, I Army may act in the Balkans.

The Turkish II Army is free to act on any of the above fronts. It may also attempt a landing in Southern Russia (via a naval mission), outside of the Azov Sea (if Kertch is Russian). It can never be associated with a second front (for example, Russian, Italian, etc).

All Turkish Armies may rebase to Anatolia (See above) and fight there.

Western/Armenian Front: there is no border for this front. The Armenian Front extends in front of the Russian X Army (Kavkaz), and possibly the XII Army (if it is on this front).

The "German" Generals

The generals Von Sanders and Von der Goltz are lent by Germany, if Turkey declares war on Entente.

General Von der Goltz commands the Turkish II Army, and general Von Sanders the Turkish I Army.

The Turkish Armies that they command may contain 1 German corps and 1 artillery (by permission of the commander of German forces in Turkey).

- Von der Goltz (II Army): beginning in 1916, a D6 is rolled at the end of each turn. On a 6, he dies and is removed from play.
- Von Sanders (I Army): may change his command, each Interphase, to any other Turkish Army without a general.

If Turkey goes to war against Central Powers, these two generals will not be available.

Mustapha Kemal

Kemal begins the war as a corps general. 3 turns after Turkey enters the war, he appears in the game with one 4-5-4 [V] (mountain) corps. He stays with that corps and gives it (and it alone) his attack and defense bonuses, in place of those of the general who commands the HQ.

Beginning in 1917, Kemal may command a Turkish Army, via event. This nullifies the preceding paragraph.

Chronic Desertions

The Turkish Army suffers chronic desertions of manpower. Its corps are often reduced in strength.

Turkey rolls automatically a D12 at the end of each Reinforcement Phase:

-3	in 1914	-1	in 1916	+1	in 1918+
-2	in 1915	+0	in 1917		
-2	per battle in defense (at the last turn)				

A limit exists: max. 7 losses.

These losses have no effect on the Turkish NW. Do not count them.

If Turkey goes to war against Central Powers, all the losses must come from the Balkan front (I and II Armies).

Intact units are chosen first.

Reduced units are chosen afterwards, and roll a special morale check. The test is done with a negative effect of -1 (uniquely), ignoring all the other modifiers. This, without loss of RP.

Losses from desertion have no consequence on Turkish NW.

Armenia

Enver Pasha's Turkish III Army may operate in Armenia (and beyond).

- Erzerum: The railroad line from Kayseri to Erzerum has a capacity of 1.
- Yudenitch: The Russian general of the X Army (Kavkaz) begins the game face down (unavailable). Each time that the X Army fights a defensive battle, General Yudenitch has a 50% chance to enter the game.

If Russia makes peace, the Turkish III Army must stay on the Armenian Front (it can never be redeployed elsewhere).

The Young Turks and Pan-Turkism

The Young Turk movement, led by Enver Pasha, heads the Ottoman Empire. Its goal is the creation of a strong, homogeneous, Turkish empire, which would reunite all Turkish-speaking peoples, including those of the Caucasus and Central Asia.

Armenians: Turkey loses NW -5 during the Summer 1915 Interphase (by default, the second Interphase following its entry into the war). This is the result of genocide against the Armenian population, which killed 1 million people (men, women, and children).

Caucasus: As soon as Turkey goes to war against Entente, Enver's III Army must attack Russians on the Armenian Front in the next 3 turns, in at least 2 consecutive turns. It must attack with all the units available (except those in Reserves). If it does not, Turkey loses NW -5.

Turkey must repeat this attack each year, as long as Enver is at GHQ.

The Little Napoleon: Enver commands the Turkish III Army and officially leads the Ottoman GHQ. The counter for General Enver is always at the III Army HQ.



If Enver loses at least half his units (rounded up, eliminated or forced out of combat) in a Turkish offensive:

- Enver is retired from command of the III Army HQ, and serves only at the Ottoman GHQ (with his counter as a General).

Young Turks: Enver cannot be dismissed from GHQ, except by an event (Dismissal or Politics).

The Turkish Railroads

Beginning in 1916, rail transport capacity begins decreasing by 1.

Turkey:

1914-1915 (6)

1916 (5)

1917 (4)

1918+ (3)

The capacity to Armenia and in the Arab zone is limited (See below).

The Eastern Railroads

The railroads in Arabia are archaic.

Their capacity is low: 3 between Damascus and Aleppo, 2 towards Jaffa and Jerusalem, 1 in the Hedjaz, 1 to Mosul (then 1 disconnected section toward Baghdad).

Sea Transport Capacity

Turkey has a naval transport capacity of 2 units in the Black Sea, or 1 unit (half) when attempting an amphibious invasion.

Each military unit (corps, support) counts as 1 unit; a HQ is 0.

Egypt

Turkey cannot have more than 1 Army operating in Egypt because of the difficulty of resupplying by rail. Only Nur-Ud-Din's IV Turkish Army is allowed.

Mesopotamia

Turkey cannot have more than 1 Army operating in Mesopotamia because of the difficulty of resupplying by rail. It is the Turkish V Army.

Amphibious Invasion in Russia

Turkey may carry out an amphibious invasion in southern Russia with the Turkish II Army (capacity: 1 unit per turn).

In this case only, the II Army is authorized to fight on the Russian Front, and with the condition that it always stays at a distance of 1 region from the coast.

Persian Expeditionary Corps

If the Persian has a diplomatic result of 22+, Turkey receives a military force of 3 Persian corps: (1) 3'-4-3 [V] and (2) cav 2-2-6 [V].

This expeditionary corps is to be integrated then into a Turkish Army.

It receives 2 Persian RP per turn, non-cumulative from one turn to the other (RP not used are lost at the end of the turn).

An eliminated Persian unit is permanently destroyed.

Turkey also receives 5 EP each Interphase.

Turkish Artillery

Turkey may construct the missing Turkish artillery. Once in the game, they are placed directly on a Turkish HQ (or in the GHQ).

Turkish Mines

Only mines in the Sea of Marmara have an effect inside the Turkish straits. Turkish mines in the Sea of Marmara have an effect limited to 1 region outside the Turkish straits.

Political Action, Revenue and Shells

Turkey carries out only 1 Political Action per Interphase.

Turkey has no Civil Production. It produces 2 MUN per Interphase.



26.8 USA

NB: All the dates below are given here in relation to Mar-April 17 (historic entry into war). If the United States enters the war much before or after this date, then shift the Interphases accordingly (in relation to Summer 17).

Diplomatic Level

The Diplomatic US Level begins at level 23 then decreases as the actions of the players and the war go along.

- The United States is Isolationist as long as its level is above 13.
- It becomes pro-Entente when level 13 is reached.

Once this level is reached, it may never go above 13 again. This is the new maximum.

When the level reaches -5, the United States declares war on the Central Powers.

American Tension

The entry level of the United States drops by 1 square at the beginning of each Interphase (before Britain, if both are at peace).

The entry level drops by 1 square per turn when the US becomes pro-Entente (or -2 if Russia is no longer in regime A) → at the start of the Diplomatic Phase.

The diplomatic level of the United States is modified by actions taken during the war, events, the American elections of 1916, and other special rules.

Isolationist United States

The United States is initially Isolationist, from level 23 (initial) to level 14.

The US diplomatic level lowers by 1 level per Interphase (start).

Diplomacy with the United States is fairly ineffective, because any attempt has a 2-column penalty towards the 0 column (on the Diplomatic Table). It does give the Entente the use of several MUN Sites.

The Panama Canal is closed to the two sides.

Pro-Entente United States

The United States becomes pro-Entente as soon as its level reaches 13. This level can never later rise above 13.

American diplomacy becomes active and provides 1 American AMB to Entente each Interphase (and even more afterwards).

The diplomatic level lowers by 1 level per turn. It will lower by 2 levels per turn, if Russia is no longer in regime A (or has made peace).

The US now supplies Economic aide to the Entente (except Russia). The Panama Canal is open to Entente.

Entrance into War

At level -5, the United States declares war on the Central Powers. All the powers of Entente gain NW +3.

The American Army is quasi-non-existent. It will require time to produce and instruct the American units (see below).

MUN Sites: during each Interphase, 2 to 5 US MUN Sites may still be given to other Entente powers for production. Nonetheless, certain may be used by the United States for their own production.

Economic Aide: the United States gives aid to the Allies (this depends on the Interphases). Russia may now be financed.

The Effect on the Allies

When the United States is at war, Britain, France and Italy each benefit from the following 2 advantages (not Russia):

+ NW +1 per 2 new US corps landed in Europe (ignore the corps that were destroyed, then rebuilt). - immediate effect

+ The War Weariness Test is carried out with a -1 bonus.

The Acting German Minority

At the beginning of each Interphase, a test is carried out to determine the effect of the German minority on the diplomatic level of the United States (D6): on a 6+, the American level rises by 1 square.

- +1 Neutrals Blockade and no Submarine War
- +1 Hughes elected president in Winter 1916

The Commercial Submarine "Deutschland"

In May 1916, Germany may receive an event, at the beginning of the Diplomatic Phase, about the arrival of the Deutschland submarine to Baltimore. This may happen once per game.

A test takes place to represent the diplomatic impact on the USA (D6):

- | | | |
|-----|-------------------------|----------------------------------|
| 0-1 | -1 US diplomatic square | |
| 2-3 | nothing | modifiers: |
| 3-5 | +5 EP and +1 square | -1 Submarine War (-2 if All-Out) |
| 6+ | +5 EP and +2 squares | +1 Neutrals Blockade |
- + EP: gain for Germany
+ US diplomacy: the US diplomatic marker goes up (+)/goes down (-)

The American Elections of 1916

In Nov-December 1916, the American elections take place at the end of the turn. Wilson runs again against Hughes.

A test takes place to determine the ballot result (D12): on 7+ Wilson is reelected (democrat).

- +1 pro-Entente United States
- +1 Submarine War (+3 if All-Out)
- +2 if a Torpedoing took place in Fall (September to December)
- 1 Central Powers blockade (-2 Neutrals blockade)
- 1 if a Seizure of Neutral Ships occurred in Fall
- 1 war with Mexico

Wilson reelected (democrat): the US level goes up by +2 levels.

Hughes elected (republican): the level goes up by +5 levels. The German minority is more influential (+1 bonus to the D6).

NB: The two candidates had campaigned against the war, which explains the rise of the American Level, no matter which president is elected.

Wilson's Fourteen Points

At the beginning of the Interphase that follows the entrance into war of the United States and if Wilson is president, Wilson addresses his famous "Fourteen Points" to all the powers, stating the principles of future peace, as seen by the Americans.



The United States earns NW +3.
Austria-Hungary loses NW -3, except if it has successfully installed Institutional Reform.

This declaration has an effect on the Separated Peace Test with Austria-Hungary.

NB: If Hughes is elected president of the United States in Winter 1916, the Fourteen Points are ignored.

US MUN Sites

The United States gives use of up to 5 MUN Sites to the Entente, according to the diplomatic level:

- (22-21) 1
- (20-19) 2
- (18-16) 3
- (15-14) 4
- (< 13) 5

These sites are freely used and shared between the Allied powers, during each Interphase, within the following limits: France (3), Britain (3), Italy (2), Russia (2, except in winter).

When they are in the war: Summer 17 2 US Sites; Fall 17 4 US Sites; Winter 17 5 US Sites; Summer 18 5 US Sites; Fall 18 + 3 US Sites.

Economic Aid

When the United States becomes pro-Entente, it provides aid to the Entente nations (except Russia). Its aid grows according to the diplomatic level:

France: (level 13–10) 10 EP; (< 9) 20 EP

Britain: (level 13–10) 10 EP; (< 9) 20 EP

Italy: (<13) 5 EP

Aid is provided to each power (each one receives the amount indicated). Once at war, the United States also finances Russia.

Maximum: Fra (30 EP) Gb (30), Ita (10), Rus (20) (0 in winter).

Conflicting Relations with Mexico

Mexico has a chaotic political situation and sometimes conflicts with the United States, according to the Mexican diplomatic level.

If Mexico reaches level 13 (its lowest level, excellent for Entente), it is no longer possible to conduct diplomacy with Mexico. Its diplomatic marker is removed.

If Mexico reaches level 20–21, Pancho Villa conducts raids into Texas. The United States must keep 1 corps in its country.

If Mexico reaches level 22–23, War is lurking beneath the surface between Mexico and the United States. The United States must keep 1 HQ + 2 corps in its country.

War with Mexico: Mexico declares war at level 24+:

Economic Aid is half, and American RP flow is half too.

- an Expeditionary corps composed of 1 HQ and 3 corps is sent to Mexico.
- half of the US Navy is not available (per naval counter type); everything is rounded up.

The conflict cannot end except with an American victory. A test (D12) is carried out at the end of each turn. Victory is obtained on a 12+, each additional corps sent gives +1 (maximum +3), and Pershing also gives +1 (if he commands the expedition's HQ).

At the end of the war, a D12 is rolled: the result is the American losses, to be shared out freely on the units (max. 2 losses per corps).

Mexico, once defeated, ceases all diplomacy for good (remove its marker).

Railroad used by the Americans

The American may use the rail network of the host allied powers, deducting from the host country's capacity.

The Creation of the US Army

The United States has 2 Armies in all. It begins with the I Army (very weak).

- Each American Army may command 8 corps (like Germany).
- American corps are very strong. Their composition in regiments, brigades, etc... is intact (like the European corps in 1914). They are worth almost double in size of European corps which are worn out from 1917–18.
- The United States has no siege artillery.
- Each American Army must be transported to Europe. Very slow in the beginning, the organization of transports will improve during each Interphase.



- Until June 18, no American Army may be placed on the front.
- The 2 American Armies are free to go where they want.

Political Actions and US Production

The US does not make Political Actions. Production and reinforcements are automatic.

US Reinforcements

Reinforcements are indicated here according to a calendar that is conformed to the historical American entry into war (Mar–April 1917).

If the US declares war earlier or later, a shift is made with all the reinforcements in relation to the Summer 1917 Interphase.

September 17:	(1) artillery (I)
October 17:	(1) artillery
Nov–December 17:	(2) 3-4-3; (1) 4 ¹ -5-4 (I); (1) tank
Jan–February 18	(1) 7 ³ -8-4 (I); (1) 4 ¹ -5-4 (I); (1) plane (1916); (1) artillery
March 18	(1) 6 ² -7-4; (1) plane (1917); (1) tank
May 18	(2) 3-4-3; (1) artillery (II)
June 18	(2) 6 ² -7-4 (I)
July 18	(2) 7 ³ -8-4 (II); (1) assault; HQ II + General Bullard
August 18	(2) 3-4-3; (1) 4 ¹ -5-4 (II);
September 18	(2) 6 ² -7-4 (II); (1) 4 ¹ -5-4 (II); 2 assaults (if available)

NB: the Assault markers are to be placed on American corps that were brought back to full strength.

Interphases

American NW is adjusted upwards each Interphase.

If the US declares war earlier or later, it is necessary to shift all the reinforcements in relation to the Summer 1917 Interphase, except for the battleships.

Summer 17

BB [Pennsylvania] (+2 battleships): Arizona, Pennsylvania

Fall 17

(1) DE (destroyers)

US Aide (50 EP) distributed automatically to Entente Powers

Winter 17

(5) DE (destroyers);

BB [Pennsylvania] (+3): New Mexico, Mississippi, Idaho

BB [New York] (+1): Maryland

Summer 18

BB [Tennessee] (+2): California, Tennessee

10 RP (Calling a new class)

Fall 18

BB [Tennessee] (+3): Colorado, Washington, W. Virginia

10 RP (Calling a new class)

US RP Flow

The USA will mobilizes heavily when it enters the war. They have no RP flow available during the first 3 Interphases (Summer 17 to Winter 17).

The US also receives 10 RP each Interphase in 1918 (new classes).

Beginning in June 18 (after the 4th Interphase, Summer 18), the US has now a flow of 3 American RP (per turn).

The flow becomes 12 RP in 1919, and then 17 RP in June 19.

The limit of US stock is up to 34 RP.

US MUN Flow

The US produces MUN from the 1st Interphase (Summer 17).

1917: flow 12 MUN (Summer 17); flow 7 MUN (Fall and Winter 17).

1918: flow 13 MUN (Summer 18); flow 20 MUN (Fall); flow 25 MUN (afterwards).

US Transport Capacity

The American transport capacity to Europe evolves in time.

- 1917: 1 unit per turn (from Summer and Fall 17).
- Jan to May 18: 2 units per turn (from Winter 17).
- June to August 18: 3 units per turn (from Summer 18).
- September 18 +: 4 units per turn (from Fall 18).

Remember: until June 18, no American Army may be placed at the front (because no American corps is face up until July 18).

26.9 Other Nations

Belgium

The Belgian Army has a total capacity of 7 corps. It may integrate Allied corps beginning in August 1914. It is commanded by King Albert I.



The Belgian NW modifier is +2 in 1914, then becomes +1 beginning in 1915.

The Belgian Army may incorporate Allied corps.

Belgium, if it is invaded and Brussels taken, carries out a Surrender Test at the end of the invasion turn. If it fights on then it only surrenders in the future if France makes peace.

If Antwerp surrenders, its garrison counter may not be evacuated by sea.

The Belgian Army automatically cooperates with the Allies, beginning in the turn that follows its entry into war. It is supplied by Allied sources.

As long as a Belgian region is under Allied control, the Belgian Army stays in Belgium. Otherwise, it fights first in the "North" region of France.

The Belgian receives 4 RP per turn, maximum 10 RP in stock.

Surrender Test

If Belgian cities are all enemy controlled, Belgium must undergo a Capitulation test: Belgium capitulates upon a 4- dice roll (6- if also all small towns are captured). The dice roll is modified according to what listed in Capitulation checks (see 18.7).

The Balkan Minor Countries (Bulgaria, Romania, etc)

This rule concerns all the minor countries in the war, on the Central Powers side.

The minor country's Army cannot be merged into a foreign power's Army.

If the minor refuses, it will not surrender until all its cities and towns are captured by the enemy and there are no German or Austrian Armies in the minor country at the end of the turn.

If a minor country surrenders, all units of that country surrender.

Each Entente power gains +2 to NW, while each Central Powers power loses -1 to NW.

While at war, the minor regains 3 to 5 RP** per turn, to a maximum of 10 RP in stock.

Serbia

Serbia receives 5 RP per turn, maximum of 10 RP in stock. If the 2 Serbian cities and Cetinje are conquered, its flow becomes 2 RP per turn.

The units of Montenegro are considered to be Serbian units for all cases.

The Serbian Army cooperates with all the other allied Armies in Serbia. They may send each other reinforcements in battle.

Serbia never surrenders.

Albania

All nations may intervene militarily in Albania, without declaration of war.

Other Minor Countries

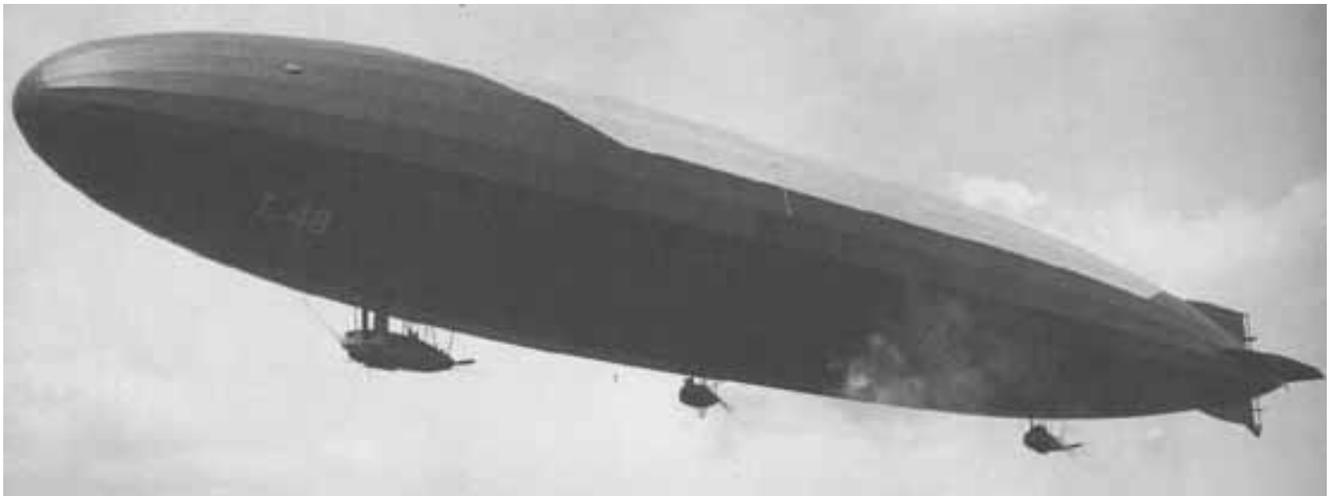
This rule concerns all the minor countries in the war, on the Entente side. Serbia and Belgium are treated separately (See France Game Aide).

A minor's Army cannot incorporate Allied corps, with the exception of the Holland Army. They are always supplied by Allied sources.

If all cities are all enemy controlled, the minor country must undergo a Capitulation test: the minor country capitulates upon a 4- dice roll (6- if also all small towns are captured). The dice roll is modified according to what listed in Capitulation checks (see 18.7).

Switzerland never surrenders.

The minor receives 3 to 5 RP per turn, maximum 10 RP in stock.



27. Events and Stratagems

Historical Events and Stratagems

Many events occur during the game. When they occur, a window will open to display your choices. To see what the consequences to the event will be, hold the mouse over the central answer button, and a summary will pop up. Once you have made your choice, click on the button, then on the OK button at the bottom right-hand side of the window to confirm your choice.

Stratagems are secret “cards” that you can play at different crucial moments in the game (combat, diplomacy, politics, economics, etc). The cards are displayed at the bottom left-hand side of the interface, right under the region and units panel. Click on the card to see a pop-up window with the stratagem description. Confirm the proposed choice (OK button) in order to “play” the stratagem. This is usually effective as soon as played. If you refuse, the stratagem remains in your inventory.

28. Game Statistics

To enter the statistics section of the game, click on the nation's flag on the top left-hand side of the Interface.

29. Various

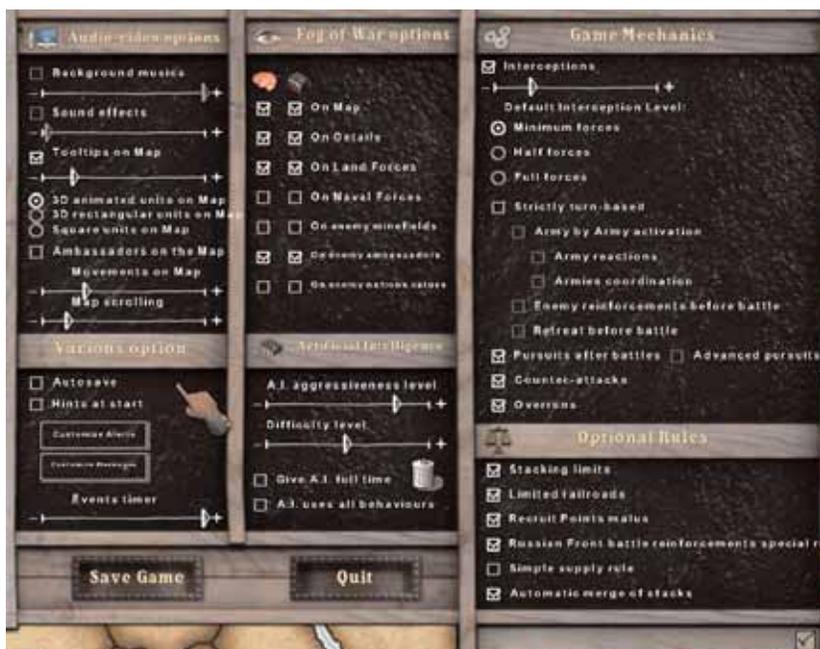
Note on Messages Customisation

This option is available in the main menu (Esc key). You may change the

default display. Many messages are confined to the log to avoid swamping players with information.

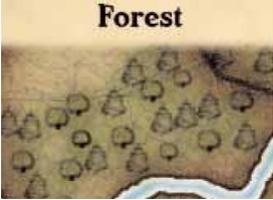
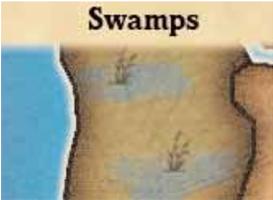
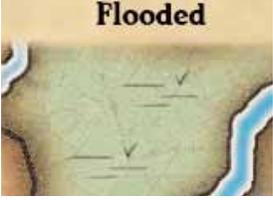
30. Options

The Options window is opened by hitting the Esc key (or the appropriate button on the bottom right-hand side of the interface). It allows you to check or uncheck a great number of game options, such as the on-map display of the units sprites (3D, 2D, wargame style), AI parameters, the various turn-by-turn game modes, or even to modify some game rules by choosing which will apply in your game and which shall not. Tooltips are present to give information on all the various option' effects.

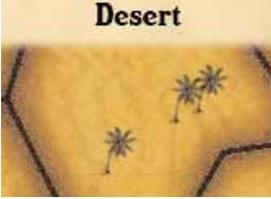
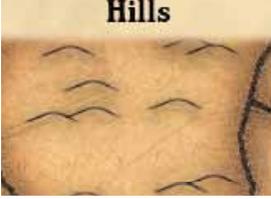
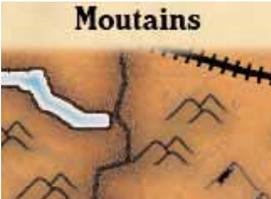
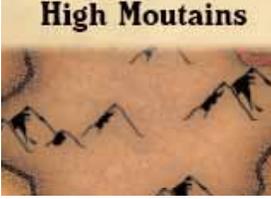


31. Appendices

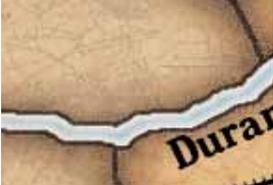
A. Terrain Summary

Terrain	Description	Movement Cost	Combat Effects
 <p>Clear</p>	<p>Plain (Light tan). Plains terrain represents open and cultivated areas, usually around cities and settled areas.</p>	<p>No impact on standard movement (except in Rain, where the MP cost increases by +1 MP).</p>	<p>No effect on combat.</p>
 <p>Forest</p>	<p>Forest (green). Forest is a terrain covered with trees where open ranges are almost nonexistent or very limited.</p>	<p>Slows down movement (2 MP, 3 MP for cavalry).</p>	<p>Defender: +1 defense value all combat rounds.</p>
 <p>Jungle</p>	<p>Jungle (same as forest, in Offmap Boxes only) Jungle is a terrain covered with exotic trees where open ranges are almost nonexistent or very limited.</p>	<p>Slows down movement (2 MP, 3 MP for cavalry).</p>	<p>Defender: +1 defense value all combat rounds.</p>
 <p>Swamps</p>	<p>Swamp (bluish with a marsh symbol). Swamp terrain represent those soft ground, water covered marshy areas.</p>	<p>Movement is very difficult (2 MP, 3 MP for cavalry).</p>	<p>Defender: +1 defense value all combat rounds.</p>
 <p>Flooded</p>	<p>Flooded Plain (bluish with a marsh symbol). Flooded plain is a normal plain until flooded, in which case it acts like swamps. This happens in the game either via event or when the weather is rain.</p>	<p>Plain or Swamp movement effect according to situation.</p>	<p>Defender: +1 defense value all combat rounds when flooded.</p>

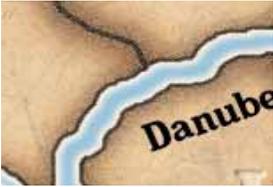
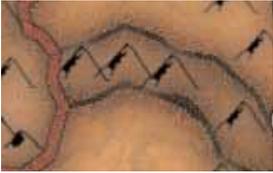


Terrain	Description	Movement Cost	Combat Effects
 <p>Desert</p>	<p>Desert (yellow, with dunes). Desert terrain represents arid areas. It does not slow down movement (cost is 1 Pm) nor affect combat, but the worst effect is on supply, which is strongly reduced.</p>	<p>No effect on movement.</p>	<p>No effect on combat.</p>
 <p>Hills</p>	<p>Hills (light brown with a hill symbol) Hills terrain represents slightly broken terrain areas usually not far from higher mountain ranges.</p>	<p>Slows down movement (+1 MP every three regions).</p>	<p>No effect on combat.</p>
 <p>Moutains</p>	<p>Mountain (brown with a mountain symbol). Mountain is the terrain of dense forests and mountain ranges.</p>	<p>Slows down movement (2 MP, 3 MP for Cavalry).</p>	<p>Defenders: a +2 defense value bonus modifier on first battle round, and a +1 on all subsequent ones. Mountain Troops are more at ease there, as they have a permanent +3 defense value bonus, and even receive a +2 bonus when attacking in mountains.</p>
 <p>High Moutains</p>	<p>High Mountain (dark brown with a mountain symbol). High Mountain is the terrain of very high mountain ranges.</p>	<p>No unit except Mountain Troops may enter these (cost is 3 MP).</p>	<p>Combat there is handled as in mountains.</p>
 <p>Beach</p>	<p>Landing Beach (yellow edge on shoreline). A beach indicates that a naval landing (invasion) is possible. A beach does not indicate terrain. The other terrain of the region is used.</p>	<p>As per other terrain in region, but landing units use up all their movement potential upon the initial landing.</p>	<p>As per the other terrain in the region.</p>
	<p>Roads / Passes</p>	<p>Terrain is considered as clear for movement.</p>	<p>As per the other terrain in the region.</p>



Terrain	Description	Movement Cost	Combat Effects
	Town	No effect on movement.	No effect on combat.
	Major City	No effect on movement.	Defender: +1 defense value all combat rounds.
	<p>Harbor (minor port) A minor port allows safe haven for naval units as well as limited repair facilities.</p>	It also speeds up embarking or debarking of ship-transported land units.	No effect on combat.
	<p>Beachhead (beach only) A beachhead functions as a minor port (on beaches) if an HQ is present there.</p>	It also speeds up embarking or debarking of ship-transported land units.	No effect on combat.
	<p>Major Port A major port allows safe haven for naval units as well as repair facilities, greatly enhanced if shipyards (right picture) are present.</p>	It also speeds up embarking or debarking of ship-transported land units.	No effect on combat.
	<p>Minor River, Canals A minor river is not an obstacle to movement given the game scale. Canals (like Suez) are treated as minor rivers.</p>	No obstacle to movement (given the game scale), except during rain (+1 MP except at friendly cities).	Defender: +1 bonus modifier to defense value on the first round of battle (only).
	<p>Major River A major river is a serious obstacle to movement outside bridges.</p>	Movement: +1 MP except at friendly cities.	Good defensive position when attacked from across: +2 bonus to defense value on first battle round, +1 on all subsequent ones.



Terrain	Description	Movement Cost	Combat Effects
	<p>Large River A large river is the same as a major river, but riskier to cross.</p>	<p>Risk of losing troops when crossing it (50% chance of losing 1 step on 2 lowest morale units) outside friendly city location.</p>	<p>Good defensive position when attacked from across: +2 bonus to defense value on first battle round, +1 on all subsequent ones.</p>
	<p>Impassable (Mountain Crests) Crests are the highest sections of mountain ranges.</p>	<p>In this game, they cannot be crossed or entered.</p>	<p>No combat there.</p>
	<p>Impassable (Lake) Lakes are shallow waters.</p>	<p>In this game, they cannot be crossed or entered.</p>	<p>No combat there.</p>
	<p>Coastal Sea Zone Sea represents those coastal waters bordering the coastlines.</p>	<p>They are the same as open ocean waters, but count much less for fleet movement costs.</p>	<p>May hold naval minefields.</p>
	<p>Ocean Ocean terrain is present in all large non-coastal sea areas.</p>	<p>Movement by land units is forbidden except through naval transport.</p>	<p>No effect on combat.</p>

B. Diplomacy

Major Nations Base Diplomatic Values

Base value (modified as follows) is the number of new diplomats the nation will draw each Interphase. Among these, there are some "decoy" diplomats (i.e. diplomats with a 0 zero value)



Great Britain

Base: 3

+1 per 5 EP spent in diplomacy (max. +2)

Geopolitical:

- +1 Brussels is Entente (if Belgium was invaded by Central Powers)
- +1 if Damascus and Jerusalem (for both cities together), or Baghdad, occupied by the British Army (not cumulative)
- +1 if an enemy capital in the Balkans is conquered by the British Army
- +1 Constantinople or Rome conquered by the British Army
- +1 if Great Britain has launched and won a Grand Offensive on the French Front (the most recent, beginning in 1915)
- +1 major naval victory (valid 1 year)
- 2 major naval defeat (valid 1 year)
- 1 Suez conquered by Central Powers
- 1 if a British city is occupied by Germany
- 1 if the British Parliament is Defeatist or loss of London





France

Base: 3

+1 per 5 EP spent in diplomacy (max. +2)

Geopolitical:

- +1 if Metz or Strasbourg is French (not cumulative)
- +1 if an enemy capital in the Balkans is conquered by the French Army
- +1 Constantinople or Rome conquered by the French Army
- +/-1 if France launched and won / lost a Grand Offensive on the French Front (the most recent, beginning in 1915)
- +/-1 major naval victory/defeat (valid 1 year)
- 1 Alger conquered by Central Powers
- 1 if Lille or Nancy or Lyon is occupied by Central Powers
- 1 if the French Parliament is Defeatist or loss of Paris



Russia

Base: 2

+1 per 5 EP spent in diplomacy (max. +2)

Geopolitical:

- +1 if Constantinople or Budapest is occupied by the Russian Army
- +1 if Koenigsberg or Presmyzl or Erzerum is occupied by the Russian Army (not cumulative)
- +1 if an enemy capital in the Balkans is conquered by the Russian Army
- +/-1 if Russia launched and won/lost a Grand Offensive on the Russian Front (the most recent, beginning in 1915)
- 1 if Minsk or Kiev or Riga is occupied by Central Powers (not cumulative)
- 1 if the Russian Parliament is Defeatist or loss of Petrograd



United States

Base: 3

+1 per 5 EP spent in diplomacy (max. +3)

Geopolitical:

- +/-1 major naval victory/defeat (valid 1 year)
- 1 if the United States is at war with Mexico
- 1 if the American Parliament is Defeatist



Italy

Base: 1

+1 if 5 EP spent in diplomacy (max. +1)

Geopolitical:

- +1 if Trieste or Trent is Italian (not cumulative)
- +1 if an enemy capital in the Balkans is conquered by the Italian Army
- +1 if Italy won a Grand Offensive on the Italian Front (the most recent, beginning in 1915)
- +/-1 major naval victory/defeat (valid 1 year)
- 1 if an Italian city is occupied by Central Powers
- 1 if the Italian Parliament is Defeatist or loss of Rome

Italy has joined the Central Powers: replace Central Powers by Entente. Replace Trieste and Trent by: +1 if Nice is Italian



Germany

Base: 4

+1 per 5 EP spent in diplomacy (max. +3)

Geopolitical:

- +1 if Paris is German
- +1 if Brussels or Warsaw or Petrograd is German (each, +3 max)
- +1 if an enemy capital in the Balkans is conquered by the German Army
- +1 Constantinople or Rome conquered by the German Army
- +1 if Submarine Warfare is "victorious" (British losses \geq 100 EP during the last Interphase)
- +/-1 if Germany has launched and won/lost a Grand Offensive on the French Front or the Russian Front (the most recent, beginning in 1915)
- +/-1 major naval victory/defeat (valid 1 year)
- 1 if 3 German cities are occupied by Entente
- 1 if the German Parliament is Defeatist or loss of Berlin



Austria-Hungary

Base: 2

+1 per 5 EP spent in diplomacy (max. +2)

Geopolitical:

- +1 if Kiev or Venice is Austrian (each, +2 max)
- +1 if an enemy capital in the Balkans is conquered by the Austrian Army
- +1 Constantinople or Rome conquered by the Austrian Army (if Entente)
- +1 if Austria launched and won a Grand Offensive on the Russian Front or the Italian Front (the most recent, beginning in 1915)
- +/-1 major naval victory / defeat (valid 1 year)
- 1 if Trieste or Sarajevo or Krakow is occupied by Entente (not cumulative)
- 1 if the Austrian Parliament is Defeatist or loss of Vienna or Budapest



Turkey

Base: 1

- +1 if 5 EP spent in diplomacy (max. +1)

Geopolitical:

- +1 if Cairo is Turkish
- +1 if an enemy capital in the Balkans is conquered by the Turkish Army
- 1 if Erzerum or Baghdad or Izmir is occupied by Entente
- 1 if the Turkish Parliament is Defeatist or loss of Constantinople

If Turkey has joined the Entente: replace Entente by Central Powers. Ignore Cairo.

Diplomatic Levels of Nations – 1914 Base

II – Major Powers



Great Britain

- Secret Start Level (1 to 5, randomly determined before the start of the game in August 1914)
- Pro-Entente

Modifiers to Status changes:

- 1 if Belgium ceded to an ultimatum from Central Powers (right of passage accepted) (See Belgium, result 8+) or by an event
- +/-1 if Italy or Turkey has declared war on Central Powers/on Entente (-2 if it is both of them against Entente)
- 2 if Central Powers have declared war on Belgium in 1914 (+1 if it is Entente) (+/-1 in 1915+)
- 1 each time Central Powers declare war on a minor country (other than Belgium, Luxemburg, Serbia) (+1 if it is Entente)

- 1 if the differential in “objective” cities between Central Powers – Entente is ≥ 3 (the same +1 in reverse for Entente) (only applicable to major powers’ Objective cities)
- +1 if Germany has chosen the War Plan “Moltke” or “Kronprinz” (nullified if Belgium is invaded by Central Powers)
- +1 if Constantinople is occupied by Russia

Diplomatic level (result): status ranges from 0 to 8 (or 10^{***})

0 Great Britain declares war on Central Powers.

1–2 Only if Belgium is invaded by Central Powers (otherwise, the same result as 3–4 below).

Great Britain declares a “Limited Intervention” in Belgium against Central Powers. War is not yet officially declared:

- The BEF debarks in a Belgium port at the end of Entente’s Military Phase, in priority at Antwerp. The BEF units may move 1 region from any Belgium port (without attacking, nor intercepting). Any attack on the BEF units or if the Central Powers besiege Antwerp is considered an immediate declaration of war against Great Britain.
- British Diplomacy is activated: Entente receives 2 British AMB each Interphase, plus 3 base AMB during the Winter Interphase.
- Great Britain places 1 MUN Site at the disposal of France.

3–4 Great Britain is “pro-Entente”, without entering the war. Entente receives 2 British AMB per Interphase, plus 3 base AMB during the Winter Interphase. Beginning in Winter 1914, the Political Level of Great Britain drops by -1 level at the start of each Interphase. France receives use of: 1 MUN site.

5–6 same as result 3–4, except that Great Britain is politically indecisive and prudent. Entente receives 2 British AMB each Interphase (purchase), plus only 2 base AMB during the Winter Interphase. France receives use of: 1 MUN site.

7–8 same result as 5–6, and Great Britain remains politically indecisive and prudent. Entente receives 2 British AMB per Interphase (purchase), plus 1 base AMB during the Winter Interphase. France receives use of: 1 MUN site.

- The level may rise above 8 only in the case of an Entente invasion of Belgium

9+ Great Britain ceases to be pro-Entente and becomes “Neutral”. Entente does not receive any British AMB (remove those already in the game). Its Political Level does not diminish during each Interphase. British controlled seas are considered open access to both sides. France: no MUN site.

Notes:

- If Great Britain declares war in 1915+: all the 1914 reinforcements are received as soon as they enter the war (the BEF is changed into I and II Armies).

Great Britain at Peace:

- German overseas naval units: Germany may bring back the BC Goeben and its Raiders, as well as his Far East squadron to Germany.
- Anti-German tendency: Great Britain's Level lowers by 1 at the beginning of each Interphase, beginning in Winter 1914. Ignored if France has invaded Belgium or if Great Britain is no longer pro-Entente (Level 9+).
- German U-boat: each completed U-boat lowers the British diplomatic level by 1.
- German battleships : if a YORCK-class battleship is "launched" before or during the Summer 1916 Interphase, the British Level lowers by 1. This, per unit launched. Same for the MACKENSEN-class battlecruisers.
- British commerce: Great Britain aids Entente economically. France and Russia each receive 30 EP + a flow of 1 MUN per Interphase, beginning in Winter 1914. The MUN flow increases by +1 per Interphase, until it attains a flow of 5 MUN. France also has 1 British MUN site at its disposal. This is reduced to 15 EP + flow 2 MUN if Belgium is invaded by France and Level is ≤ 8 (No aid is received if the British level is 9+).

If Russia loses Petrograd or surrenders, British aide is directed towards Italy or Turkey (if one of them is at war against Central Powers).

- Central Powers commerce: Germany receives its commerce, as well as the revenue from its Colonies, which is 32 EP. Austria-Hungary gains 10 EP for its commerce in the Mediterranean.

The Event about the commercial submarine "Deutschland" in Baltimore is to be ignored.

- British Civilian Production: lowered by 1 level each Interphase.
 - mark off 6 naval unit squares per Interphase, as long as it is at peace.
 - in 1916: the British III Army is created + 3 Commonwealth corps + 1 artillery (II) + 1 artillery (without Army number) + 1 heavy tank + 1 fighter.
 - in 1917: the British IV Army is created + all the Commonwealth corps + 1 siege artillery + 2 heavy tanks + 2 fighters. Tank production is at slow industrial speed (1 heavy tank per turn).

All the other units (other than reinforcements) are yet to be produced.

- Control of the Seas : Great Britain, as long as it is at peace, imposes neutrality on the following seas: North Sea and the Channel. No war ship from either of the two sides carry out a naval mission there(including the German Raider). Entente always respects this ban, but it is authorized to carry out transports through the Channel. Central Powers may ignore it, which equals an immediate declaration of war against Great Britain. In this case, the Grand Fleet and the Scouting Fleet enter the North Sea in a "Control" mission.

The German Raiders may operate against the North Atlantic French commerce, but in this event, the British level lowers by 1 (each time).

- Events: the "Torpedoing", "Lusitania", "Seizure of Neutrals" and "Lawrence of Arabia" events may not be applied as long as Great Britain is at peace (ignored). Also ignore all events affecting Great Britain.
 - Gas: -1 diplomatic level during the 1st use of Chlorine Gas by Central Powers, or -2 if gas use is massive for the 1st usage (+1/+2 if done by the Entente).
 - United States: their diplomatic level may not drop below 14 as long as Great Britain is at peace.



United States

- Special Level 23
- Isolationist (Level 23 to 14), then Pro-Entente (Level 13 and below)

Modifiers to Status changes:

- 1 if Central Powers control Paris or London
- 1 Germany orders Restricted Submarine Warfare (-2 if All-Out)
- +/-1 each time Entente/Central Powers declares war on a minor country (other than Serbia, Luxemburg) (-1 Central Powers +1 Entente)
- 1 if the Lusitania has been torpedoed or the Zimmerman Telegram has been intercepted (events) (-2 for both)
- +1 Great Britain orders the Central Powers Blockade (+2 if Neutrals Blockade)
- +1 if Great Britain is not pro-Entente (France has invaded Belgium)
- +1 as long as Russia is czarist (regime A)
- +2 if Mexico and the US are at war

Special Diplomatic Level: from -5 to 23

The Diplomatic Level begins to lower by -1 per Interphase towards Entente beginning in Winter 1914.

23 The US is Isolationist and remains strictly neutral. The Panama Canal is closed to all countries.

22–21 The US is officially Isolationist. Its private-sector economy however puts 1 MUN site at the disposal of Entente. Attributed randomly among Entente powers (See notes).

20–19 same result as 22. Entente: 2 MUN sites at their disposal.

18–16 same result as 21–20. Entente: 3 MUN sites.

15–14 same result as 18–16. Entente: 4 MUN sites.

13–10 same result as 15–14. The US becomes pro-Entente. France and Great Britain each receive 10 EP per Economic Phase, and Italy gets 5 EP.

The US Level decreases by 1 each turn (and no longer per Interphase), at the Diplomatic Phase start.

The Panama Canal is open to Entente countries.

American Diplomacy becomes active: 1 American AMB is available to the Entente each Interphase.

Entente: 5 MUN sites.

9–6 same result as 13-10. France, Great Britain each receive 20 EP per Economic Phase (instead of 10 EP).

5–1 same result as 9-6. American Diplomacy becomes active: 2 American AMB are available to the Entente each Interphase.

0–4 same result as 5-1. If All-Out Submarine Warfare is in effect, the US may send warships (DD, DE and CL) to fight against the U-boats (even without being at war).

-5 The US declares war on Central Powers. France, Great Britain may each receive up to 30 EP per Economic Phase, Russia 20 EP (0 in Winter), and Italy 10 EP.

Note:

- US MUN sites: depending on the diplomatic level, the US offers up to 5 MUN sites to the Entente. These sites are freely used and shared between the Allies Powers each Interphase, within the following limits: France (3), Great Britain (3), Italy (2), Russia (1 in 1915, 2 in 1916+; except in Winter). This sharing may be changed each Interphase.
- The US Level automatically decreases by -1 at the beginning of each Interphase, beginning in Winter 1914.
- Then -1 per turn (diplomatic phase start) as soon as Level 13 is reached, when the US becomes pro-Entente.



Italy

- Starts at Level 2
- Pro-Central Powers and Pro-Entente at the same time! (50% chance)

NB: Italy is officially a member of the Triplice (Central Powers) and has signed a secret accord with France (Entente). Each side may benefit from this diplomatic bonus. Turkish AMB are not allowed in Italy.

Modifiers to Status changes:

- +/-1 if Turkey or Greece is in the war on the side of: +1 Entente/-1 Central Powers (+/-2 for both)
- 1 if Serbia became Central Powers (See Serbia, result 7+)
- 1 if Austrian AMB is present
- 1 if an Austrian warfleet carried out a naval mission during the last 6 turns (only one bonus)
- 2 if Vienna or Budapest is occupied by Russia
- 1 if Entente promises and recognizes Italy's war plans for Austria-Hungary (See Note) ***1915+
- 1 if France promises Tunisia to Italy (to counter the Austrian promises, See Note) *** 1915+

- +1/-2 call to "D'Annunzio" successful (+1 Central Powers, -2 Entente) *** only once
- +/-1 successful Grand Offensive on the Western Front, +1 Central Powers/-1 Entente, the most recent (1915+)
- +/-1 per conquered capital in the Balkans, +1 Entente/-1 Central Powers (Belgrade, Sofia, Bucharest, Athens) Italy does not like that
- +1 if Entente has imposed the Neutrals blockade (not Central Powers)
- +1 if the differential between "objective" cities of Central Powers – Entente is ≥ 5 (the same -1 in the reverse for Entente) (only major power Objective cities, with a star in the middle)
- +2 if Paris is occupied by Central Powers or if Submarine Warfare is a success (British losses ≥ 100 EP during the last Interphase)
- +1 if Great Britain is not at war
- +1 if Austria-Hungary promises Trentin to Italy (+2 with Istria) (See Note below) *** 1915+

Diplomatic level (result): from -4 to 11

-4 Italy declares war on Central Powers. Turkey, Greece and Bulgaria immediately move 2 levels up towards Central Powers if not already at war.

-3–0 Italy is pro-Entente if the Entente AMB are \geq Central Powers' AMB. The 5-6-4 [mountain] and 3-4-3 corps from the French VII Army are liberated and may be reassigned elsewhere. Italy also opens the Adriatic to Entente's war fleets (without a diplomatic penalty).

1–6 Italy continues its "Sacred Egoism" politics, without effect. It grants agricultural aid to Germany.

7–10 same result as "1–6" above. Italy is pro-Central Powers if Central Powers' AMB are \geq Entente's AMB. Austria-Hungary receives its commercial revenue of 10 EP from the Mediterranean (even if Great Britain is at war and has installed the blockade).

11+ Italy declares war on Entente. Austria-Hungary no longer receives its commerce (if Great Britain has ordered the blockade). Greece and Bulgaria immediately move 2 levels down towards Entente if not already at war. Turkey moves 3 levels down and ceases to be pro-Central Powers at level (3–6); it supplies no more AMB to Central Powers.

Notes:

- Alignment: Italy is divided and versatile; its attitude is determined by a random roll: even Entente, odd Central Powers. It is pro-Entente if the level is 0- and if Entente has at least as many AMB as Central Powers.
- Higher bidder Rule: Italy is constantly looking for the best offer. This limits the effectiveness of ALL AMB in 1914. This no longer applies in 1915.
- D'Annunzio: beginning in 1915, if a Diplomatic Action is played on Italy, the "D'Annunzio" test automatically takes place as part of the Action. D'Annunzio, cantor of Italian Nationalism, stimulates the warlike enthusiasm of the Italians! The test is rolled by the player who originated the Diplomatic Action (NB: If Austria chooses to cede Trentin to Italy or if France surrendered to Central Powers, nullify D'Annunzio.)

One D12 is rolled and succeeds on an 8+.

- 1 Jan-Feb 1915
- +0 Mar-Apr 1915
- +1 May+ 1915
- +2 1916+

- 2 for Central Powers (or -1 Trentin promise) (or -0 Trentin + Istria)
- 1 if Turkey is at war (its side only)
- +1 if Italy is "Pro-" on it's the rolling side this turn
- +1 if this is the first D'Annunzio roll
- +4 if the other side failed its attempt

D'Annunzio may only be attempted once per side. Also if one side succeeds in its attempt, the opponent loses his chance to try.

- Success: the mood of the Italian Parliament immediately becomes Union Sacree if D'Annunzio acted against Central Powers. Italy automatically becomes Pro- on the side of the player this turn (if it was not before). In addition all of the opponent's AMB are ignored, as well as his modifiers.
- Failure: too bad. The diplomatic Action is canceled. The AMB in Italy are not removed. The opponent must roll D'Annunzio when the next Action occurs in Italy (even for an opponent's diplomatic action).

- War Goals: if Entente recognizes Italy's War Goals on Austria-Hungary, it receives a diplomatic bonus. On the other hand, having recognized Italy's goals, the Entente will have problems proposing a separate peace for Austria-Hungary (See 107.A).
- Austrian Promises: if Austria-Hungary "promises" Trentin, Central Powers obtain a diplomatic bonus. The transfer is obligatory and immediate if Italy declares war on Entente, following a Diplomatic Action. If Italy does not declare war then the transfer does not occur. Nonetheless, in the event of a failure, the transfer promise continues to effect future Diplomatic Actions.

- Beware: the simple promise of transfer has internal effects on Austria-Hungary, aggravated if the transfer actually takes place

- French Promises: if Austria-Hungary promises to cede Trentin to Italy, France may overbid and promise to cede Tunisia. France suffers no negative effects for such a promise, nor for ceding Tunisia (if then Italy comes to the side of Entente). France only loses Tunisia's revenue.
- Turkish Diplomacy: Turkish AMB are inoperable and are worth nothing in Italy (no matter to which side they belong).

***If a side declares war to Italy, the Italian Parliament becomes immediately Sacred Union.



Turkey

- Starts at Level 6
- Pro-Central Powers (initially)

Modifiers to Status changes:

- +/-1 if Italy or Greece is in the war on the side of: +1 Entente/-1 Central Powers (+/-2 for both)
- +/-1 if Bulgaria or Persia is in the war on the side of: +1 Entente/-1 Central Powers
- +/-1 if Great Britain delivers its battleships (BB Reshadieh) to Turkey (-1 yes, +1 no) **1914
- +/-1 if an Italian AMB is present (negative modifier for Italian side): +1 Entente/-1 Central Powers
- 2 if Vienna or Budapest is occupied by Russia
- +/-1 successful Grand Offensive on the Eastern Front, +1 Central Powers/-1 Entente, the most recent (1915+)
- +/-1 per conquered capital in the Balkans, +1 Central Powers/-1 Entente (Belgrade, Sofia, Bucharest, Athens)
- +2 if Paris or Kiew is occupied by Central Powers
- +1 if the differential between "objective" cities of Central Powers – Entente is ≥ 3 (the same -1 in reverse for Entente) (only major power Objective cities, with a star in the middle)
- +1 if there is a Muslim revolt in North Africa (Egypt, Libya, Tunisia, Algeria and Morocco)
- +1 if 20 EP given by Germany in August 14 **1914 - No effect if Italy declares war on Entente.
- +1 if Germany has ceded BC Goeben to Turkey ** 1914 – No effect if Italy declares war on Entente.

- the ** bonus are only valid in 1914.

Diplomatic Level (result): from -4 to 10

-4 Turkey declares war on Central Powers. Italy, Greece and Bulgaria immediately move 2 levels up towards Central Powers, Romania 1 level.

-3 0 same result as 1-2. Turkey becomes "pro-Entente", remaining passive diplomatically (no AMB available).

1–2 Turkey becomes "Neutral". It authorizes 10 EP of trade to Russia through the straits each Interphase (no access to warships).

3–6 same result as 1-2. Turkey is pro-Central Powers. The straits are closed to Entente. Turkish Diplomacy is activated: 1 Turkish AMB is available for Central Powers each Interphase, except if Italy is at war on the side of Central Powers.

It is no longer pro-Central Powers if Italy declares war on Entente.

7–9 same result as 3–6. Turkey opens the straits to Central Powers. They may enter Turkish ports and carry out naval missions in the Black Sea (only).

10+ Turkey declares war on Entente. Italy, Greece and Bulgaria immediately move 2 levels up towards Entente, Romania 1 level.

***If a side declares war to Turkey, the Turkish Parliament becomes immediately Sacred Union.

III – MINOR COUNTRIES



Afghanistan

- Starts at Level 18
- Pro-Central Powers

Modifiers to Status changes:

- 1 if there are 3 British corps in the Indies
- 1 if Constantinople or Baghdad is occupied by the Allies
- +1 Afghanistan is in revolt (level \geq 13)
- +1 if a British or Russian AMB is present (+2 both)
- +1 if Jihad has been ordered (event n°19)
- +1 Wassmuss present (via event n°35)

Diplomatic Level (result): from 11 to 23

11–12 The Afghan tribes no longer resist.

13–14 The Allies (Britain, Russia) pacify the region. Afghanistan becomes “Neutral”.

15–19 Afghanistan is in revolt. Afghanistan is “pro-Central Powers”.

20–21 Serious uprising in Afghanistan, spreading to Indian Northwest Frontier. Great Britain must leave 1 corps in British India or lose NW -1 per turn as long as this level is maintained.

22+ Anglo-Afghan War: Great Britain must leave 2 corps in British India. Failing that, Great Britain loses NW -1 per turn.

The war ends with a compromise (test randomly each turn), on 10+, each corps sent in excess of the 2 in British India grants a +1 bonus to this check (maximum +3). No diplomacy is possible for as long as the war lasts.

At the end of the war, a random number of losses (1 to 3) are suffered by Britain and 2 British corps are reduced. Afghanistan moves back to Level 16.



Belgium

- Starts at Level 3
- Neutral

Modifiers to Status changes:

- 1 if Central Powers have invaded Holland
- +3 if Central Powers have obtained access via Belgium (-3 if it is Entente) (Level 8 or -4 attained)

Diplomatic Level (result): from -4 to 10

-4 same result as 8+ but this time in favor of Entente.

-3–0 Belgium's government and its King are divided between a pro-Entente political stance and one favoring Central Powers. Belgian units suffer from a -1 in their combat value during the invasion turn if Entente attacks Belgium. Germany no longer receives Belgian agricultural aid.

1–5 Belgium observes strict neutrality. It grants agricultural aid to Germany.

6–7 same result as 1–5. Belgium's government and King are divided between a pro-Entente political status and one favoring Central Powers. Belgian units suffer from a -1 penalty in their combat value during the first turn if Central Powers attack Belgium.

8+ same result as 6–7. Belgium authorizes military cooperation with Germany and gives it passage rights through its territory, as well as supply by rail. Attacks are authorized all along the Belgian border (by both sides) in Franco-Belgian border regions, but not towards the interior of the country. German units may retreat or station themselves into Belgium's interior (but without being able to attack). The Belgian Army is regrouped at Antwerp and does not intervene in the war.

No diplomacy is possible as long as German units are present in Belgium.



Brazil

- No diplomacy. May enter the game as an Entente member via event only
- Provides only economic effects (gain of EP by Entente powers)



Bulgaria

- Starts at Level 5
- Pro-Central Powers

Modifiers to Status changes:

- +/-1 if Greece is in the war on the side of Entente/Central Powers
- +/-1 if Turkey or Romania is in the war on the side of: +1 Entente/1 Central Powers
- 2 if Vienna or Budapest is occupied by Russia
- 1 if an Russian AMB is present (this is favorable to Entente)
- +/-1 if an Turkish AMB is present, (negative effect for the Turkish side): -1 Central Powers, +1 Entente
- +1 Bucharest or Athens conquered by Central Powers
- +/-1 successful Grand Offensive on the Eastern Front, +1 Central Powers/-1 Entente, the most recent (1915+)
- +1 if the differential in “objective” cities between Central Powers – Entente is \geq 3 (the same -1 in reverse for Entente) (only major power Objective cities, with a star in the middle)
- +1 if Warsaw or Kiev is occupied by Central Powers
- 1 if Serbia is with Central Powers (See Serbia, level 7+)

Diplomatic Level (result) : track from -5 to 10

-5 Bulgaria declares war on Central Powers. Turkey, Greece and Romania immediately move 2 levels up, Italy 1 level up, towards Central Powers.

-4 0 Only if Entente recognizes Bulgaria's rights (otherwise same result as 5-6). Bulgaria becomes "pro-Entente". Military cooperation granted: the same result as "7-9" below, but in favor of Russia.

1-4 Only if Entente recognizes Bulgaria's rights (otherwise the same result as 5-6). Bulgaria distances itself and becomes "Neutral".

5-6 Bulgaria is "pro-Central Powers" and continues its wait-and-see policy, no effect.

7-9 same result as 5-6. Bulgaria authorizes supply and commercial transfers through its country. It also allows the passage of the German "Süd" Army through its territory. Attacks are authorized along the border (by both sides). The German Army may retreat or station itself in the interior of Bulgaria (but not attack). The Bulgarian Army is regrouped at Sofia and does not intervene in the conflict.

Bulgaria furnishes 5 EP of Economic Aid to Germany per Economic Phase.

10+ Bulgaria declares war on Entente. Turkey, Greece and Romania move 2 levels down, Italy 1 level down, towards Entente.

Notes:

- Waiting Attitude: Bulgaria shows itself to be prudent and limits the efficiency of AMB in 1914 to +2 or -2 max., even if the AMB differential is greater (bonus "Pro-" included). This no longer applies in 1915.
- Balkan Revenge: Bulgaria and its King are on the lookout for only one thing, revenge for the disastrous end of the Second Balkan War in 1913. To represent the specific anti-Serb and anti-Greek attitude of Bulgaria, Bulgaria remains pro-Central Powers even if Levels -4 to 0 or 1-4 are reached (normally favorable to Entente). This handicap may be canceled by Entente with the "Recognition of Bulgarian Rights" Political Action during an Interphase.
- Varna: is linked to other Bulgarian cities (by rail), even if Turkey is neutral (one rail region passes Turkish soil).



China

- Starts at Level 19
- Neutral

Modifiers to Status changes:

- 1 if Great Britain is at war
- 1 per German colony in Asia occupied by Entente
- 1 if Qin Tao has been ceded to Japan.
- 1 if Japan is at war against Russia
- +1 if Japan is at war on the side of Entente
- +1 if Great Britain is "Neutral"

Diplomatic Level (result): from 11 to 23

11 China declares war on Central Powers. Qin Tao is conquered by the Chinese during the 2nd game turn ® Germany loses NW -1.

12-14 same result as 15-20. China becomes "pro-Entente".

15-20 China is "Neutral" and continues its wait-and-see policy, without effect.

21-22 same result as 15-20. Tension mounts with Entente. France and Great Britain must send 1 corps (veteran or elite) to their respective colonies, Hong Kong/Indochina, or lose 1 NW per turn.

23+ Only if Japan is not at war against Russia (and same result as 21-22). China becomes "pro-Central Powers" and declares war on Japan (only). The Japanese Army is placed in China and may not be used elsewhere. End of conflict on a test of 11+ (test to be verified at the beginning of each Diplomatic Phase). If peace is signed, China's Level automatically goes to 19. No diplomacy is possible as long as the war lasts.

China stays neutral with the other members of Entente.



Denmark

- Starts at Level 4
- Neutral

Modifiers to Status changes:

- 1 Germany orders Restricted Submarine Warfare (-2 if All-Out)
- +1 Great Britain orders the Central Powers Blockade (+2 if Neutrals Blockade) (cancel if US is at war)
- +1 if Great Britain is not in the war or -1 if US is at war
- +1 if Germany has taken "Control" of the North Sea at least once during the last 3 turns
- +1 if Denmark increases its exports to Germany (Level 7+)
- 1 German Parliament defeatist

Diplomatic Level (result): from -4 to 10

-4 -3 Denmark becomes "pro-Entente". Entente Navies may enter the Baltic with only 50% chance of being detected.

-2 -1 Denmark folds to Entente demands. Germany no longer receives Danish Agricultural Aid. Denmark remains or becomes "Neutral" again.

0-6 Denmark is "Neutral" and continues its pacifistic policy. No effect. It furnishes Agricultural Aid to Germany.

7-8 Denmark increases its exports. Germany receives 5 EP of Economic Aid each Economic Phase, and a bonus of -1 on the Blockade Table (not cumulative with the -1 bonus from Norway). Denmark remains or becomes "Neutral" again.

9+ same result as 7-8. Denmark becomes "pro-Central Powers" and lays mines in the Skaggerak. The Entente fleets suffer a double mine attack

upon entering the Baltic, and again when returning (each time it crosses the Danish Strait). Each attack is considered to be made by Mines at level 2. This applies for the entire war even if their Level diminishes later.



Greece

- Starts at Level 3
- Pro-Entente or Pro-Central Powers (1-in-2 chance)

The King supported the Central Powers but Venizelos, its Prime Minister, was an ardent supporter of Entente.

Modifiers to Status changes:

- +/-2 if Turkey is in the war on the side of Entente/Central Powers
- +/-1 if Bulgaria or Romania or Italy is in the war on the side of:
 - +1 Entente/-1 Central Powers (cumulative)
- +/-1 if an Turkish AMB is present (negative effect for the Turkish side):
 - +1 Entente/-1 Central Powers
- 1 if Germany has ceded BC Goeben to Turkey
- 2 if the king has abdicated
- +1 if the differential between "objective" cities of Central Powers – Entente is ≥ 5 (the same -1 in reverse for Entente) (only major power Objective cities, with a star in the middle)
- +1 if Great Britain delivers the battleships (BB Reshadieh) to Turkey
- +1 if Constantinople is occupied by the Russian
- +1 if Salonika is occupied by the Allies without Greece's approval (+1 per extra region, See Notes)
- +1 if Venizelos is disavowed by the king (+2 if he has resigned or is dead)

Diplomatic Level (result): from -5 to 12

-5 Greece declares war on Central Powers. Turkey, Italy and Bulgaria immediately move 2 levels up, Romania 1 level up, towards Central Powers.

-4 -3 The King is forced to abdicate. Greece becomes "pro-Entente" and Venizelos governs alone. Greece allows the passage of up to 10 Entente corps (and artillery) through its territory, as well as their supply via railroad (not applicable to "allied" Turks). Attacks are authorized along its border regions (by both sides). Entente units may retreat or station themselves in the interior of Greece, but they may not attack from there. The Greek Army is regrouped at Athens and does not intervene in the conflict. Salonika remains (or becomes) an Entente base (See Notes below).

-2 0 same result as 1–6. Greece gives unrestricted use of the port of Salonika to Entente (See Note) and authorizes access by rail towards Serbia, supply and commercial transit included (but no attack is authorized towards Monastir).

1–6 Greece continues its wait-and-see policy, No effect. Venizelos is in power.

7–8 same result as 1–6. Venizelos is "disavowed" by the King but still stays in power. The King returns, if he had abdicated.

9–10 Venizelos resigns. Greece becomes "pro-Central Powers". Military Accord: same result as "-4 -3" above, but in favor of Central Powers.

11 same result as 9–10. Venizelos is executed for high treason. He never comes back into the game!

12 Greece declares war on Entente. Turkey, Italy and Bulgaria immediately move 2 levels down, Romania 1 level down, towards Entente.

Notes:

- Waiting Game: Greece shows itself to be prudent and limits the efficiency of AMB in 1914 to +2 or -2 max., even if the AMB differential is greater (bonus "Pro-" included). This no longer applies in 1915.
- Alignment: King Constantine (pro-Central Powers) and Prime Minister Venizelos (pro-Entente) continually oppose each other with regards to Greece's attitude. Each time a Diplomatic Action is carried out in Greece, a roll determines which faction dominates, with 50% chance each: even it is the pro-Central Powers king, odd it is the pro-Entente Prime Minister.

NB: certain diplomatic results cause the departure of one or the other. In this case, Greece aligns itself on the preference of the one that remains and the above is not applied.

- Salonika: Entente may land in Salonika without Greece's agreement, because of the treaty of 1829 (signed during its independence with Great Britain, France and Russia). This will give the Central Powers a diplomatic bonus with Greece. Entente units may cross Thessalia (in one stack) and attack beyond the border, or retreat to Salonika. They may also enter and stay in Thessalia, or on the islands of Moudros, and Corfu, with the condition that they leave at least 1 corps at Salonika. Greek units withdraw from these regions as soon as an Entente unit enters. Thessalia's railroad, and the ports of Salonika and the two islands are used for Entente supply.

If more than one region is occupied then the Central Powers receive a +1 bonus per region occupied by Entente (regions that have only been crossed do not count).

The Serbian Army may not retreat to Salonika. It may be evacuated (through Albania) and find refuge at Corfu (even if Greece is hostile). Greece gives its official agreement beginning with the result "-2 to 0".

- Entente Military Coup: The Entente may attempt one Military Coup. This may only be attempted if the "pro-Central Powers" faction currently influences Greece. This decision is announced immediately after any Diplomatic Action in Greece (except if Level 12 or -4 achieved). The Entente debarks one British or French corps at Athens without combat (coming from a Mediterranean port).

The result of the Coup is determined by rolling D12:

- 2 Victory: the king abdicates @ -5 squares or Greece passes directly to Level -4
- 3–5 Success: -5 squares for Greece
- 6–8 Semi-success: -1 square ; the Entente unit sustains 1 loss

9–10 Half-Failure: +2 squares ; the Entente unit is eliminated
 11–12 Failure: Venizelos is executed @ Greece passes directly to Level 11 or +2 squares if Greece is at level 10 or 11. The Entente unit is eliminated.

Modifiers

- +1 in 1914
- 1 in 1917+
- +/-1 Turkey pro-Entente +1/Central Powers -1
- +1 Venizelos has resigned (or is dead)
- 1 Venizelos in power
- 1 if there are 6 or more Entente corps in Salonika

After the Coup, the Entente unit retreats towards Salonika or re-embarks to sea (return to the port of origin).

- if the result is not “victory”, the United States is shocked by the Entente’s forceful blow, and the US Level moves up 1 level (immediate effect).

NB: the Entente military coup may only be attempted 1 time per game (and with the condition that the Entente has control of the Western Mediterranean).



Holland

- Starts at Level 6
- Neutral

Modifiers to Status changes:

- 1 if Belgium was attacked by Central Powers (+1 if by the Entente)
- 1 Germany orders Restricted Submarine Warfare (-2 if All-Out)
- +1 if Holland increases its exports to Germany (result Level 6+)
- +1 Great Britain orders the Central Powers Blockade (+2 if Neutrals Blockade) (to cancel if US is at war)
- +1 if a German AMB is present
- 1 if US is at war
- 1 German Parliament defeatist

Diplomatic Level (result): from -4 to 11

-4 -3 Holland restricts exports. Germany suffers a +1 penalty on the Blockade Table.

-2 -1 Holland complies with Entente demands. Germany no longer receives any Dutch agricultural aid.

0–5 Holland observes strict neutrality. It furnishes Agricultural Aid to Germany.

6–7 Holland increases its exports. Germany receives 5 EP of Economic Aid each Economic Phase and a -1 bonus on the Blockade Table.

8–9 same result as 6–7, except that the gain is 10 EP.

10+ Only if Belgium was invaded by Entente. Same result as 8–9, with in addition: Holland authorizes military cooperation with Germany and gives it the right to pass through its territory, as well as supply by rail. Attacks are authorized in Belgian-Dutch border regions (by both sides), but not in the interior of the country. German units may retreat or station themselves in the interior of Holland (but are not able to attack). The Dutch Army is regrouped at Amsterdam and does not intervene in the conflict.

No diplomacy is possible for as long as German units are present in Holland.



Japan

- Starts at Level 15
- Pro-Entente

Modifiers to Status changes:

- 1 if Great Britain is at war
- 1 if Japan claims German colonies in Asia
- +1 if a Russian AMB is present
- +1 if China is in the war on the side of Entente
- +1 if Paris or Minsk is occupied by the Central Powers or if Submarine Warfare is a success (British losses ≥ 100 EP during the last Interphase)

Diplomatic Level (result) : from 11 to 24

12 Japan declares war on Central Powers. If this has not already occurred via Event, Qin Tao is conquered by Japan during the 2nd game turn @ Germany loses NW -1.

The archipelago Bismarck is conquered by Japan during the 3rd game turn @ Germany loses NW -1.

13–14 Japan officially claims the German possessions in Asia. Entente benefits from a permanent -1 bonus.

15–19 Japan is “pro-Entente” and continues its wait-and-see policy, without effect.

20–21 Japan distances itself from Great Britain and ceases to be pro-Entente. It becomes “Neutral”.

22–23 Tension mounts with Entente. Russia must leave 3 corps in Eastern Siberia (of which 1 must be a veteran corps). Failing that, it loses NW-1 per missing corps per turn, as long as this situation lasts.

24 Second Russo-Japanese War: Japan becomes “pro-Central Powers” and declares war on Russia (only). The Japanese Expeditionary Army (HQ + 3 corps) is placed in Eastern Siberia and attempts to conquer this Off-map box each turn (See Note). Japan receives 6 RP per turn, which may not be saved for future turns.

Russia must send 4 corps and 1 HQ to Eastern Siberia.

- Test at the end of each turn: a compromise is signed on an 11+. Each Russian corps sent in excess of the necessary 3 gives +1 (maximum +3). If the compromise is accepted, Russia loses NW -3 and keeps Eastern Siberia intact.
- Russia must demand peace if Japan conquers all of Eastern Siberia. Apply the above effects. The conflict stops and may not begin again. Russia loses NW -5 and cedes Vladivostok to Japan. Eastern Siberia is now only worth 1 EP.
- If the Japanese Army is beaten and pushed back out of Eastern Siberia, Japan signs the peace and Russia gains NW +5.

No diplomacy is possible for as long as the war lasts. During the Russo-Japanese War, Japan remains neutral with the other members of Entente.

If peace is signed, Japan goes to Level 16 (then max. square 23).

Notes:

- Japanese Army: it receives 6 RP per turn (no saving), and any destroyed corps becomes available again 2 turns afterwards, during the Reinforcement Phase.
- If it is expelled out of Siberia, Japan signs peace with Russia automatically.
- Japanese Home Islands (Nippon off-map box) : may never be invaded.



Luxemburg

- No diplomacy is possible. The country must be declared war upon to be entered. It has no forces. Considered as automatic in the Schlieffen warplan (1914).



Mexico

- Starts at Level 17
- Neutral

Modifiers to Status changes:

- 1 if the United States is Isolationist
- 1 Zimmerman Telegram (event n°29)
- +1 if the Submarine Warfare is a success (British losses \geq 100 EP during the last Interphase) or if the German Raiders are active in the North Atlantic.
- 2 treaty Mexico / USA

Diplomatic Level (result): from 13 to 24

13 Mexico and the United States sign a treaty guaranteeing their borders (permanent). Mexico is pro-Entente.

14–19 Viva la Revolucion!!! Usual situation in Mexico, no effect.

20–21 Mexican raids by Pancho Villa in Texas. The United States must keep 1 corps in the US.

22–23 Undeclared war between Mexico and the United States. The United States must keep 1 HQ + 2 corps in the US.

24+ Mexico declares war on the United States to reconquer its territories that were lost in 1848.

Condition: USA is at war versus Central Powers.

The United States has a diminished revenue of 25 EP and must send an Expeditionary Corps to Mexico composed of 1 HQ and 3 corps. Half of the American Navy is not available (per type of ship squadron, rounded up).

The conflict may only end with an American victory. A test is made at the end of each turn. Victory is obtained on a 12+, each extra corps sent gives +1 (maximum +3), and presence of General Pershing also gives +1.

At the end of the war, American losses are determined randomly (2–6), to be shared out freely on the units (max. 2 losses per corps).

Notes: A beaten Mexico ceases all diplomacy permanently (remove its marker).



Montenegro

- Follows Serbia for all game purposes.
- No direct diplomacy.



Norway

- Starts at Level 4
- Neutral

Modifiers to Status changes:

- 1 Germany orders Restricted Submarine Warfare (-2 if All-Out)
- +1 Great Britain orders the Central Powers Blockade (+2 if Neutrals Blockade) (to cancel if US is at war)
- +1 if Great Britain is not in the war or -1 if US is at war
- +1 if Germany has taken "Control" of the North Sea at least once during the last 3 turns
- +1 if Norway increases its exports to Germany (Level 7+)
- 1 German Parliament defeatist

Diplomatic Level (result): from -4 to 10

-4 -3 Norway becomes "pro-Entente" and closes its borders to the Central Powers.

-2 -1 Norway bends to Entente demands. Germany does not receive any Norwegian agricultural aid. Norway remains or becomes "Neutral" again.

0–6 Norway is “Neutral” and continues its pacifistic politics, without effect. It furnishes agricultural aid to Germany.

7–8 Norway increases its exports. Germany receives 5 EP of Economic Aid each Economic Phase and a -1 bonus on the Blockade Table (not cumulative with the -1 bonus from Denmark).

9+ same result as 7-8, except that the gain is 10 EP.



Persia

* Starts at Level 20

* Neutral

Modifiers to Status changes:

- 1 if Turkey is in the war on the side of Entente
- 1 if Constantinople is occupied by the Allies
- 1 if Baghdad is occupied by Great Britain
- +1 if Central Powers occupy at least 5 Russian “objective” cities
- +1 if the Jihad has been decreed by Turkey (event n°19)
- +1 Wassmuss present (via event n°35)

Diplomatic Level (result): from 10 to 23

11– Persia becomes “pro-Entente” and furnishes 3 volunteer corps: (1) xxx 3¹-4-3 et (2) xxx cav 2-2-6, plus 2 RP per turn (for the Persians). These corps are integrated into an Entente Army. They have 2 RP per turn (not saved from one turn to another). Persia is not officially at war. These corps are only placed at Erevan (they do not arrive if enemy held). This only occurs one time. Russia receives 5 EP of Economic Aid per Interphase. Turkey immediately moves 1 level up towards Central Powers.

12–13 Persia is “Neutral” and only authorizes 2 Entente corps to enter its territory. Attacks are authorized in its border regions (by both sides).

14–19 Persia suffers unrest. It is “Neutral”. Units from both sides may freely enter and attack each other.

20–21 Persia is “Neutral” and authorizes 2 Central Powers corps to have access to its territory. Attacks are authorized in its border regions (by both sides).

22+ Only if Turkey is at war on the side of Central Powers (otherwise the same result as 20–21). Persia becomes “pro-Central Powers”. Military aid: the same result as “11”, but favoring Central Powers. These corps are placed at Baghdad (otherwise they do not arrive). This only occurs one time. Turkey receives 5 EP of Economic Aid per Interphase.

Notes: Any eliminated Persian unit is permanently destroyed.



Portugal

● Starts at Level 20

● Pro-Entente

Modifiers to Status changes:

- 1 if Great Britain is at war
- 1 Germany orders Restricted Submarine Warfare (-2 if All-Out)
- 1 if a German colony in Africa is occupied by the Entente

Diplomatic Level (result): from 11 to 23

11 Portugal declares war on the Central Powers.

12–14 Portugal becomes “pro-Entente” and authorizes the military passage through its African colonies.

15–20 Portugal is “pro-Entente” and continues its wait-and-see policy.

21–23 Portugal becomes “Neutral” and continues its wait-and-see policy.

Notes:

- Once at war, the Portuguese (European) corps is automatically integrated into any British Army, and uses British RP during combat.
- if it is destroyed, the Portuguese unit may be rebuilt during the next Interphase (delay 3 turns).



Romania

● Variable Level (from 0 to +7)

● Pro- Depending on the Initial Level

Romania is a member of the Triplice (Central Powers Empire) in August 1914. King Carol 1st, although he prefers to respect the alliance, must count on opposition from his Prime Minister Bratianu, who favors the Entente.

Modifiers to Status changes:

- +/-1 if Greece or Bulgaria or Turkey is in the war on the side of the: +1 Entente / -1 Central Powers (max. +1/-1 net)
- 1 if Russia controls Presmzyl (in Austrian Galicia)
- 1 if the Entente recognizes Transylvania as a war goal for Romania (See Note)*** 1915+
- 2 if Vienna or Budapest is occupied by Russia
- +/-1 successful Grand Offensive on the East Front, +1 Central Powers/-1 Entente, the most recent (1915+)
- +1 if the differential between “objective” cities of Central Powers – Entente is ≥ 5 (the same -1 in reverse for Entente) (only major powers Objective cities, with a star in the interior)
- +2 if Paris is occupied by the Central Powers

Diplomatic Level (result): from -5 to 12

-5 Romania declares war on the Central Powers. Turkey, Greece and Bulgaria immediately move 2 levels up towards Central Powers.

-4 0 Romania becomes “pro-Entente” and authorizes supply, commerce and rail passage for the Entente through its territory. No attack is authorized. Germany no longer receives any Romanian agricultural aid. Romania grants Economic Aid to Russia and sends it 5 EP per Economic Phase.

1–6 Romania is “Neutral” and continues its wait-and-see policy, without effect. It furnishes 1 agricultural point to Germany.

7–8 Romania becomes “pro-Central Powers”. Military accord: the same result as “-4-0” above, but favoring the Central Powers.

9–11 same result as 7-8. Romania supplies Economic Aid to Germany and sends it 5 EP per Economic Phase.

12 Romania declares war on the Entente. Turkey, Greece and Bulgaria immediately move 2 levels down towards Entente.

Notes:

- Waiting Game: Romania shows itself to be prudent and limits the efficiency of AMB in 1914 to +2 or -2 max., even if the differential of AMB is greater (bonus “Pro-” included). This no longer applies in 1915.
- Transylvania: if the Entente recognizes Transylvania for Romania, it receives a diplomatic bonus. In exchange, Entente will have more difficulty negotiating a separate peace later with Austria-Hungary.



Serbia

- Starts at Level 4 (if not at war due to Options)
- Pro-Entente

Automatic and obligatory test in August 1914.

Modifiers to Status changes:

- 1 if an Austrian AMB is present
- 1 if Austria-Hungary has chosen an anti-Serb War Plan

Diplomatic Level (result): track from 1 to 8

1 Serbia totally rejects the Austrian ultimatum. Numerous Serbian volunteers arrive. Serbia receives an extra 6 RP.

2–4 Serbia accepts all the clauses of the ultimatum, except one. The war begins normally.

5–6 Serbia attempts to procrastinate, without success. It begins the war with half of its RP (after modifiers from the Options chosen).

- The other half will be received in September.

7+ Serbia accepts the Austrian ultimatum without condition. It immediately becomes a minor ally of Austria-Hungary. The Serbian Army may only operate in the Balkans and suffers -1 to its combat value and morale checks when facing the Russians.

Russia does not accept this state and war is declared with the same conditions.

Bulgaria ceases to be pro-Central Powers at level 1-4 (even without the Allies recognizing its war goals).

- Italy, Greece, Bulgaria and Romania immediately move 1 to 3 levels down towards Entente (determined randomly, each country tested separately).

Notes:

- Montenegro: it suffers the same results and fate as Serbia. If Serbia accepts the ultimatum, Montenegro also becomes a minor ally of Austria-Hungary.
- On the other hand, Montenegro may not have a Government in exile.



Spain

- Starts at Level 18
- Neutral

Modifiers to Status changes:

- +1 if Great Britain is “Neutral”
- +2 if Paris is occupied by Central Powers

Diplomatic Level (result): from 10 to 23

10 same result as 11–13. Spain signs a secret treaty with France and sends volunteers. France receives 5 EP and 5 RP of exceptional aid during the next Economic Phase. In addition, France’s RP flow increases by 1 (Spanish volunteers).

11–13 Spain expels Central Powers diplomats suspected of espionage. Each Central Powers “Espionage” stratagem now receives a -1 penalty to its success test.

14–20 Spain observes strict neutrality.

21–22 Spain expels Entente diplomats suspected of espionage. Any Entente “Espionage” event receives a -1 penalty to its success test.

The U-boats are supplied in Spain. German has a 50% chance each turn of receiving a bonus on the submarine warfare resolution (to be ignored if France surrenders).

23+ same result as 21-22. Tension mounts with Entente. Great Britain must maintain a fleet with at least 1 B, 1 AC, 1 CL, in Gibraltar. France must leave 3 corps (including 1 mountain) at Toulouse or Bordeaux. Failing that, Great Britain or France (depending on the situation) loses NW -1 per turn as long as the situation lasts.

Notes:

- Spain may not be invaded and never enters direct conflict.



Sweden

- Starts at Level 5
- Neutral

Modifiers to Status changes:

- 1 if the Entente has taken "Control" of the Baltic at least once during the last 3 turns
- 1 Germany orders Restricted Submarine Warfare (-2 if All-Out)
- +1 Great Britain orders the Central Powers Blockade (+2 if Neutrals Blockade) (to cancel if US is at war)
- +1 if Great Britain is not in the war or -1 if US is at war
- +1 if Sweden increases its exports to Germany (result Level 7+)
- +1 if a German AMB is present
- 1 German Parliament defeatist

Diplomatic Level (result): track from -4 to 10

-4 Sweden limits its exports. Germany sustains a +1 penalty on the Blockade Table and a loss of 10 EP (shortage of Swedish iron).

-3 -1 Sweden complies with the Allies' demands. Germany no longer receives any Swedish agricultural aid.

0-6 Sweden is "Neutral" and continues its pacifistic policy, without effect. It still supplies agricultural aid to Germany.

7-8 Sweden increases its exports. Germany receives 5 EP of Economic Aid during each Economic Phase and a -1 bonus on the Blockade Table. Sweden stays or becomes "Neutral" again.

9+ same result [7-8], except that the gain is 10 EP. Sweden becomes "pro-Central Powers".



Switzerland

- No diplomacy is possible. However, the country will join the Entente if attacked by Germany in the Kronprinz warplan (1914).

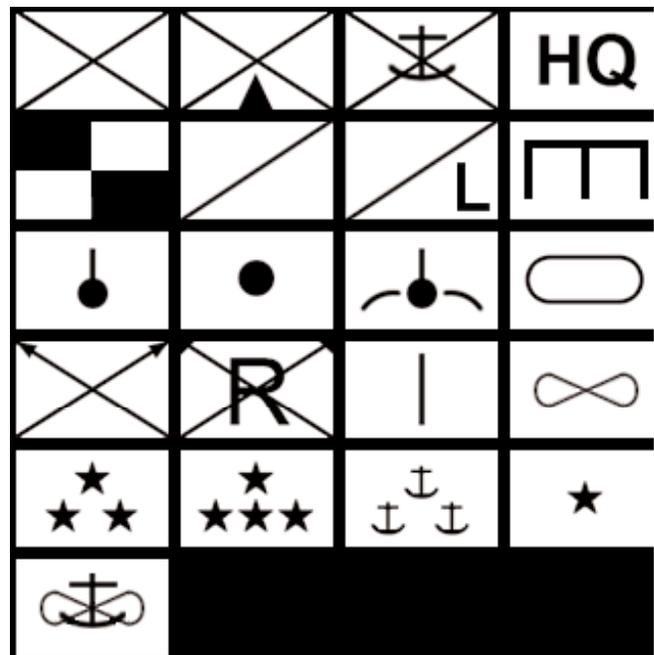
C. Shortcut Keys

- Arrow keys: scroll map
- Page Up / Page Down: zoom in / out
- F1 / F2 / F3 / F4: change map display mode
- F5: Quick save
- Pause: Pause / Un-Pause the Artificial Intelligence
- Ctrl + P: Go to Statistics window
- Space (or right click): browse the land/naval forces inside the selected area
- Enter: browse the armies/fleets belonging to the selected nation
- Ins: browse the land/naval detachments belonging to the selected army/fleet
- Del: remove the latest movement step order
- V: change background music
- Tab: switch map sub-mode
- #: make a screenshot
- Esc: menu and options

D. NATO Symbols

From Left to Right, top to bottom

- Infantry
- Mountain Troops
- Marines
- Headquarters
- General Headquarters
- Cavalry
- Cavalry, Light
- Engineers
- Artillery, Siege
- Artillery, Field
- Artillery, Coastal
- Tanks
- Special Troops (Assault, Stormtruppen)
- Rail Troops
- Irregulars
- Air Units
- General (3 stars)
- Supreme Commander (5 stars)
- Admiral (3 anchors)
- Lieutenant-General (1 star)
- Naval Air Units



E. List of Political Actions

Calling Up Conscripts

This Action may be selected once per Interphase.

Purpose: Get additional RP. This action never really fails. Rolling 1D12 gives various levels of success (number of RP received).

Condition: Maximum 5 times per power for the whole war. Each time this action is used, check a box on the power's economical form, under the heading "new class".

Britain: not allowed until action Conscription is played.

Turkey: never allowed.

Success D12 Roll : 7+

- +? Parliament
- +1 Britain, Germany, Italy
- +2 Russia
- 1 in 1917 or -2 in 1918

Consequence : Add this number to the power's current number of RP.

D12 – 10 : add 8 RP

D12 – 7 : add 5 RP

D12 ≤ 6 : add 2 RP (considered a failure for game purposes)

Russia, modify this number by +2 RP (no matter which result was rolled).

Effect on NW:

Success: NW+1

Failure: NW-1 (if D12 ≤ 6)

Assigning a General to an HQ

This Action may be selected once per Interphase.

Purpose: Assign a new general to an HQ.

Condition: An HQ must exist with no general currently attached.

Success D12 Roll : 7+

- +? Parliament
- +1 M regime (Germany, Austria)
- +2 A regime (Russia, Turkey)

Consequence: Select a random general from the generals' pool. You may put this general on any empty HQ. You choose which HQ after the general is drawn and revealed.

Effect on NW:

Success: NW+1

Failure: NW-1

Restore Order

This Action may be selected several times per Interphase.

Purpose: suppress a strike or a revolt.

Success Die Roll: 7+

- 1 Russia, Austria-Hungary or Revolution in progress

Consequence: one "Strike" (French : Greve) or "Revolt" counter is removed, after the power's economical income has been computed.

Effect on NW:

Success: NW+1

Failure: NW-1

Raise Wartime Economy

This Action may be selected twice per Interphase.

Purpose: Increase war production.

Success Die Roll : 7+

- +? Parliament
- +1 Germany, France, Britain
- 1 Russia, Turkey
- 1 if a second Adjustment is rolled for, after a successful first one.

Consequence: Civilian production is lowered by 1, after the power's economical income has been computed.

Effect on NW :

Success: NW-4

Failure: NW-1

War Loans

This Action may be selected once per Interphase.

Purpose: Get additional EP. This action never really fails. Rolling D12 indicates various levels of success (numbers of EP received).

Success Die Roll : 7+

- +? Parliament
- +1 Germany, France, Britain
- 1 Italy, Russia
- 2 Turkey
- 1 per additional loan during the same year (cumulative modifier)

Consequence:

D12 > 7 : success

D12 ≤ 6 : considered a failure (penalty on the NW)

	GER, A-H RUS, ITA	GB, FRA	Turkey
12+	30	40	15
10–11	25	30	15
7–9	20	25	15
5–6	10	15	5
2–4	5	10	0



Effect on NW:
Success: NW +1
Failure: NW -1 (if D12 ? 6)

Strengthen Parliament
This Action may be selected once per Interphase.

Purpose: change the Parliament's mood.

Success Die Roll: 9+
-? Parliament (opposite effect)
+1 Germany, France, Britain

Consequence:
Parliament shifts one box to the right.

Effect on NW:
Success: NW +1
Failure: NW -1

Increase National Morale
This Action may be selected twice per Interphase. --> every turn

Purpose: Increase the National Will.

Success Die Roll: 9+
+1 D regime

Effect on NW:
Success: NW+1
Failure: nothing

Military Cooperation
This Action may be selected once per Interphase.

Purpose: negate the -2 penalty for multinational military cooperation. If successful, the effect lasts for the next 3 turns. The HQs may supply one another.

Success Die Roll: 7+
+1 M regime (Germany, Austria)

Effect on NW:
Success: NW+1
Failure: NW-1

Sacking a General
This Action may be selected once per Interphase.

Purpose: remove a general from an HQ.

Condition: the general was engaged in a battle, once during the last 3 turns.

Remark: some generals cannot be fired (e.g. the Kronprinz, the Duke of Aosta, etc) (See Generals, at the end of booklet IV).

Success Roll: special
Roll a D6. If the result? the general's sack value (center value), the general is sacked. Otherwise, nothing happens. Add D6 modifiers :
-1 minor defeat (lost hex, but no enemy breakthrough)
-2 limited defeat (limited breakthrough)
-3 major defeat (major breakthrough)

Consequence: the general is out of the game, except for special cases (for example, Foch may reappear in the InterAllied GHQ).

Effect on NW:
Success: NW+1
Failure: NW-1

Expeditionary Force
This Action may be selected once per Interphase.

Purpose: This action allows a power to send an Army outside the power's normal theater(s) of operation.

Armies: this action affects only the following Armies : "Süd" (Germany), "Orient" (France), "Zentr" (Russia), "Alpen" (Austria).

Britain: this Action is not required. GB may send its Armies anywhere.

Success Die Roll: 8+
+? Parliament
+1 Germany
-1 Russia

Consequence: the selected Army must be sent to another theater of operation, that does not lie on the power's borders (See 47.C) before the next Interphase. It will remain there for 1 year at least (9 game turns). Failing that, the power will lose NW -3 (end of turn).

Effect on NW:
Success: NW+1
Failure: NW-1

Free Fortresses Garrisons (Entente only)
This Action may be selected once per Interphase.

Purpose: free use of the garrison corps.

Remark: Germany may freely use garrison corps from the beginning of the game.

Success Die Roll : 8+
+? Parliament

Consequence: the garrison corps may leave the garrisoned fortresses and be attached to any Armies (ignore rule 40-B).

Effect on NW:
Success: NW+1
Failure: NW-1

Conscription (Britain only)

This Action may be selected once per Interphase.

Purpose: increase the RP flow to the standard level.

Success: 9+

- 1 in 1914
- +1 Italy at war against Entente
- +2 in 1916+

Consequence: Britain now gets a 10 RP flow. She may build up to 5 corps per Interphase, instead of just 2.

Effect on NW:

Success: NW+1

Failure: NW-2

Promises to Italy

This Action must be selected by two powers.

Purpose: the governments promise some territories to Italy.

Condition: France and Britain must choose this Action together (Entente), or Germany and Austria must choose it (Centrals). The die is rolled once for both powers, and the result applies to the whole side.

Success Die Roll: 7+

- +1 if Italy's diplomatic level \geq 0 (Entente)
- 1 Centrals

Consequence: Entente or Centrals will get a modifier to their diplomatic die rolls.

Effect on NW:

Success: NW+1

Failure: NW-1

Promises to Romania (Entente only)

This Action must be chosen by France and Britain at the same time.

Purpose: the Allies recognize that Transylvania is a rightful war aim for Romania.

Success Die Roll: 7+

- +1 Przesmyl is besieged or controlled by Russia.

Consequence: bonus diplomatic die roll modifier for Entente.

Effect on NW:

Success: NW+1

Failure: NW-1

Peace Negotiations

This Action must be chosen by all powers on a given side (except Turkey).

Purpose: request that an enemy power enter peace negotiations.

Centrals – Russia;

Entente – Austria-Hungary.

Condition: only during the Winter Interphase (therefore, no more than once per year).

All friendly powers (except Turkey) must choose this Action together. The success die roll is the same for everybody.

Success Die Roll: special (it depends on the result of the negotiations)

Consequence: the government may enter sincere negotiations (diplomacy) or bluff with the foreign power to lower its NW (if it accepts to negotiate). (See rule 105).

Effect on NW

Success/Failure: special (it depends on the result of the negotiations)

New Supreme Commander (in GHQ)

This Action may be selected once per Interphase.

This Action is required if you were defeated during the last Grand Offensive (in defense; or from 1916+, in attack).

Purpose: sack the current Supreme Commander, and replace him with a new Supreme Commander. The Generals eligible to be promoted to GHQ are special ones. Their counters are marked with "GHQ". Their sacking value is printed in Red.

"A" Regime (Russia, Turkey): impossible, except as a result of a random event.

Success D12 Roll: 10+

- ? Parliament (opposite effect)
- +1 free press (Revolution)
- +2 during Winter 1916 ; +3 during Winter 1917+
- +1 M regime (Germany, Austria)
- +3 major enemy breakthrough (last 3 turns)
- ? Supreme Commander's sacking value (middle one)
- +5 Defeat during the last Grand Offensive (friendly or enemy)

Consequence: choose a Supreme Commander among the available GHQ generals. Beware! There are different generals on the front and reverse sides of the counters. The Supreme Commander is placed on the GHQ; if he was assigned to another HQ, remove his counter from this HQ.

The former Supreme Commander is sacked (unless there is an exception (See Generals, at the end of booklet IV).

France: if Joffre is sacked, then general Foch is sacked too (in play or not) (Foch will come back with the InterAllied GHQ).

Effect on NW:

Success: NW+8

Failure: NW-2

Exceptional Actions

Blockade of Neutral Countries (Britain only)

This Action may be selected once per Interphase or may also occur via event.

Purpose: Britain strengthens her blockade, and puts in effect a more restrictive "Neutrals Blockade".

Condition: "Centrals Blockade" must already be in effect.

Success Die Roll: 8+

+/-? Parliament

+1 Submarine warfare (+2 if All-Out)

Consequence: the Neutrals blockade is in effect. From now on, Centrals blockade die roll will get a +2 modifier.

The Neutrals blockade has a penalty when dealing with the United States and some minor countries (Netherlands and Scandinavian countries):

Netherlands, Denmark, Norway, Sweden: roll 1 D6 for each of them : [1-2] +1 level ; [3-4] +2 levels ; [5-6] +3 levels.

United States: their entry level raises two levels.

Effect on NW:

Success: NW+1

Failure: NW-1

Submarine Warfare (Germany only)

This Action may be selected twice per Interphase.

Purpose: reduce the supplies that Britain receives by sea trade. There are 2 levels of submarine warfare: the first one is "Restricted", and the other one is "All-Out" (with more destruction).

Condition: Germany must first choose Restricted submarine warfare. But she may choose this action a second time during the same Interphase, to adopt "All-Out" submarine warfare.

Success Die Roll:

7+ for Restricted Warfare

9+ for All-Out Warfare

+/-? Parliament

+1 Central Powers Blockade is in effect (+2 Neutrals Blockade)

+2 starting with 1917

Consequence: during the next Interphase, the U-boats cause losses according to the Submarine Warfare chart (See Strategic Game Aide).

When the submarine warfare is declared, the German U-boats set up directly in the trade box in the North Atlantic.

Submarine Warfare has a penalty when dealing with the United States and some minor countries (Netherlands and Scandinavian countries), which gets worse when switching to "All-Out" submarine warfare:

Netherlands, Denmark, Norway, Sweden:

Restricted: -1 box each.

All-Out: roll 1 D6; [1-2] -1 level; [3-4] -2 levels; [5-6] -3 levels.

Greece, Portugal: 1 box each time.

United States: their level goes down 2 levels each time.

Effect on NW:

Success: NW+1

Failure: NW-1

Organize Convoys (Britain only)

This Action may be selected once per Interphase.

Purpose: lower the trade losses caused by German U-boats.

Condition: All-Out submarine warfare must already be in effect.

Success Die Roll: 10+

-1 in 1915

+1 per 30 EP lost (submarine warfare) during the current Interphase.

+1 United States is at war

Consequence: Entente's trade areas now benefit from the protection of convoys (See Britain Game Aide).

Effect on NW:

Success: NW+1

Failure: NW-2

Change Political Regime (Russia only)

This Action may be used once per Interphase.

Purpose: change from "A" political regime to "M" regime.

Condition: not allowed during a Revolution.

Success Die Roll: 11+

+/-? Parliament

-1 Rasputin active

-1 Nicolas II at GHQ

Consequence:

- Russia becomes a Constitutional Monarchy, like Germany, and is no longer "czarist" (especially when dealing with the United States).
- Rasputin no longer influences the Czar's court. He is permanently removed from the game.
- The random events Czar in GHQ (#9) and Rasputin (#38) have alternative effects.

- The Russian -1 effect for NW entering the Unstable Zone is cancelled (provided all is quiet on the Eastern Front).
- Workers Strike event: Russia no longer gets a 1-2 chance of suffering a workers strike if a Western Power draws this event. Furthermore, Russia's NW loses only 1 to 3 points (roll 1D6 and halve the result) instead of 1 D12 if the Russian front is quiet.
- Penalty: Centrals get a +1 bonus to get a Separate peace with Russia (See 106.A).

If rolling for this event results in a failure: Russia automatically gets a Workers Strike and the Parliament goes down one box toward Defeatism.

Effect on NW:
Success: NW+5
Failure: NW-5

Polish General Government (Germany only)
This Action may be used once per Interphase.

Purpose: create a Polish client state.

Condition: the 4 Polish cities (Warsaw, Lodz, Lublin and Brest-Litowsk) are conquered.

Success Die Roll : 9+
+/-? Parliament
+1 whole Russian Poland is occupied
-1 Nicolas II at GHQ

Consequence:

- Russia loses NW -2.
- Germany gets the "Polska" Polish Corps 6-6-4 for free.
- When the Polish unit is reduced, it is flipped back to the front side during the next reinforcement phase, with no RP spending.
- Remember : this corps may be used only on the Russian front.

Effect on NW:
Success: NW+1
Failure: NW-1

Recognition of Bulgaria's Rights (Allies only)
This Action may be selected once per Interphase.

Purpose: Bulgaria is no longer pro-Centrals.

Condition: this Action may be selected by France, Britain or Russia (any one Allied power is enough).

Success Die Roll: 7+
+/-? Parliament

Consequences :

- Entente officially recognizes the rights to Bulgaria over "Macedonia" and "Thracia".

- Bulgaria is no longer "pro-Centrals" when its diplomatic level is within - 4 to +4. This Entente's penalty is cancelled.

In the other hand, there is a penalty with these following countries (roll a D6 for each one):

Greece: +? boxes equal to D6
Turkey: +2 boxes on 3-6, otherwise nothing
Italy: +1 box on 4-6, otherwise nothing

NB: Serbia never reacts (already at war).

Effect on NW:
Success: NW+1
Failure: NW-1

F. List of Technologies

All technologies are numbered. In some cases, the same technology has more than one number, if there are several variants (e.g. gas and mortars).

Also some technologies have a basic start chance to be discovered that is higher than the regular 17%, usually 33% instead. It is supposed to represent some kind of leadership by that side on that specific type of technology (e.g. Germany has an advance in combat gas warfare, so her Chlorine Gas tech has 33% chance of success instead of 17%)

NB: the number of identical projects for each technology is listed below.

Combat Gases: 1914

Central Powers: 2 Chlorine (#1), 1 Phosgene (#2), 2 Mustard (#3)

Entente: 1 Chlorine, 2 Phosgene, 1 Mustard

Chlorine, Phosgene and Mustard Gas each represent a different combat gas. The "Combat Gas" tactic is a prerequisite for using any of them.

The gases must be used in the following order: Chlorine (#1), Phosgene (#2), then Mustard Gas (#3).

The combat gases may be researched in any order, but a later gas will be unavailable as long as the earlier gas has not been used (no matter by whom), with at least a 1-game turn delay.

Special: this Gas #1 "Chlorine" is automatically available to the enemy as soon as it becomes Public Domain.

Trench Mortars: one in 1914, one in 1915
(public domain when discovered)

There are two types of mortars, designated A and B

Central Powers and Entente: 17% each (1 A and 1 B)



Trench Level: +1 (per mortar type, A and B).

Special: each technology is automatically available to the enemy as soon as it becomes Public Domain.

Flamethrowers: 1915

Central Powers: 17% – Entente: 17%

Bonus +1 to discover the “Flash Bombing” tactic.

Bonus +1 to discover the “Infiltration” tactic

Land Mines: 1915

Central Powers: 17% – Entente: 17% (public domain when discovered)

Trench Level: +1.

Special: This technology is automatically available to the enemy as soon as it becomes Public Domain.

Heavy Tanks: 1915

Central Powers: 17% – Entente: 33%

This technology allows the building of Heavy Tank units.

Bonus +1 to discover the “Infiltration” tactic.

Attention, this technology is not placed on the “Public Domain” when disclosed. Each side must develop this technology on its own.

Trucks: 1915

Central Powers: 17% – Entente: 33%

This technology improves the communications and supply of frontline units.

Supply range: + 1 region (3 instead of 2);

HQ Movement: + 1 MP each;

GHQ Reserve: +1 unit each;

Desert stacking: +1 unit (3 units instead of 2) and supply extends to 2 regions (instead of 1).

Antitank Weapons: 1916

Central Powers: 17% – Entente: 33%

This technology reduces the enemy tanks values by -1. If Entente has discovered it's own, the modifier becomes -2.

Bonus +1 to discover the “Defense in Depth” tactic.

Machine Guns: 1916

Central Powers: 33% – Entente: 17%

Bonus +1 to discover the “Flash Bombing” tactic.

Bonus +1 during the Trench Reduction Check after an “Infiltration”, with the Stosstruppen / Assault Troops only (See 70).

Air Technologies

These technologies apply MOSTLY to and impact on Air Warfare.

Light Machine Guns: 1914

Central Powers: 17% – Entente: 33%

Air warfare impact: Dogfight +1

Airborne Cameras: 1914

Central Powers: 33% – Entente: 17% (public domain when discovered)

Air warfare impact: Recon -1

Engines: one in 1914, one in 1916

(public domain when discovered)

There are two types of engines, designated A and B

Central Powers and Entente: 17% for the 1914 one, 33% for the 1916 one (1 A and 2 B)

Air warfare impacts: Speed +1, Dogfight +1 (per engine type)

Fuel Tanks: 1915

Central Powers and Entente: 17% each (public domain when discovered)

Air warfare impact: Speed +1

Improved Fuel: 1915

Central Powers and Entente: 17% each (public domain when discovered)

Air warfare impacts: Speed +1, Recon -1

Aerial Radios: 1915

Central Powers: 17% – Entente: 33% (public domain when discovered)

Air warfare impact: Recon -2

Mounted Machine Guns: 1915

Central Powers and Entente: 17% each (public domain when discovered)

Air warfare impacts: Dogfight +1, Tactical Support -1

Fire through Propeller Disk: 1915

(public domain when discovered)

Prerequisite: Light Machine Guns (#4) or Mounted Machine Guns (#19)

Central Powers: 33% – Entente: 17%

Air warfare impacts: Dogfight +2, Tactical Support -1

Light Bombs: 1915

Central Powers: 17% – Entente: 33% (public domain when discovered)

Air warfare impacts: Tactical Support -1

High Altitude: 1916

Central Powers and Entente: 17% each (public domain when discovered)

Air warfare impacts: Dogfight +1, Enemy Dogfight -1

Aerodynamics: 1916

Central Powers and Entente: 17% each (public domain when discovered)

Air warfare impacts: Dogfight +1, Speed +1

Bonus +1 to discover the “Aerial Support” tactic.

Heavy Bombs: 1916

Central Powers: 17% – Entente: 33% (public domain when discovered)

Air warfare impact: Tactical Support -1

Maneuverability: 1917

Central Powers: 33% – Entente: 17% (public domain when discovered)

Air warfare impacts: Speed +1, enemy Dogfight -1

Bonus +1 to discover the “Aerial Support” tactic.

Central Powers Specific Technologies

Naval Codes: 1914

Central Powers: 17%

This technology adds a -2 penalty to the random event “Naval Deciphering #15” when played against Central Powers.

Stosstruppen: one in 1915, 2 in 1916, 2 in 1917

Central Powers: 17% for A (1915), 33% for B (1916), 33% for C (1917)

This technology allows the building of Stosstruppen units.

Bonus +1 to discover the “Infiltration” tactic.

Bonus +1 per “B” or “C” Stosstruppen chit when checking for Trench Reduction, after a German Infiltration.

U-boats: 1916

Central Powers: 17%

It improves the U-Boat performances in Submarine Warfare.

Ersatz: 1916

Central Powers: 33%

This technology reduces the effects of blockade.

Light Tanks: 1916

Same as Allied technology (see below).

Central Powers: 17%

Deutsch Tech (#34): 1914

Central Powers: 17%

Permanent +1 bonus for all Central Powers research checks.

Entente Specific Technologies

Siege Artillery: 1915 – France and Britain only

Entente: 33%

This technology allows the building of French and British siege artillery units.

Naval Shells: 1916 – Britain only

Entente: 17%

This technology cancels the “British Naval Shell” penalty modifier when resolving a Naval Combat.

Light Tanks: 1916

Prerequisite to use this technology: Heavy Tanks (#5)

Entente: 17%

This technology allows the building of Light Tank units.

Bonus +1 when checking the Tank Value.

Assault Troops: 1917

Entente: 33%

This technology allows the creation of Assault Troop units.

Bonus +1 when learning the “Combined” combat doctrine.

Special: this technology receives a bonus on research if the event “Laffargue” is successfully played by Entente.

Depth Charges: 1916

Entente: 17%

This technology adds a bonus to antisubmarine warfare. In addition, 1 U-Boat is immediately sunk.

Railroad: 1916

Entente: 17%

This technology prevents the wear and tear of the railroad network, and gives +1 to each power's national railroad capability (except Russia, and Turkey if Allied).

Chemical Research: 1915

Entente: 17%

Bonus +1 when researching “Gas” technologies. Penalty -1 to Central Powers when they use Gas combat.

G. Leader Special Abilities (Traits)



Assault bonus: This leader benefits from a valuable bonus in Siege Assaults.



Cannot be sacked: This leader probably belongs to the Royal family, so he cannot be sacked by a political choice. Only events may allow his sacking.



Sacking bonus: This leader is suspected of treason, so his sacking attempts get a valuable bonus.



Gas bonus: This leader benefits of a valuable bonus when using a Combat Gas.



Great Aviator: This leader is famous for his dogfighting abilities. He will benefit of a great tactical advantage in all air combats.

Lieutenant: This leader doesn't command the whole army, but only one Corps (to which he grants his abilities), being a lieutenant of the army commander.



Railroad usage bonus: If appointed commander-in-chief of the GHQ, the railroad network of his GHQ Front will benefit from a capacity bonus.

Main Offensive Leader: If appointed commander-in-chief of the GHQ, this leader grants an immediate National Morale improvement when a new Grand Offensive is launched. In addition, he may bring some other benefits in combats, thanks to his well-known charisma and obstinacy.



Misunderstanding at GHQ: When two commanders-in-chief of two allied GHQs located on the same front have this unfavorable “ability”, allied powers suffer a penalty in getting the Initiative on that Front, every turn as long both the two leaders command their respective GHQs.



Mutiny suppression bonus: If appointed commander-in-chief of the GHQ, this leader helps prevent mutinies inside the Army. If commanding an army, he helps in repressing mutinies and diminishes the negative effects of mutinies. If he's a commander-in-chief of a GHQ and a mutiny breaks out, all armies under his command benefit from his bonus in repressing mutinies.

Naval sorties bonus: If appointed admiral of the main fleet of his nation, this leader helps in promoting a naval sortie with that fleet. German player, for instance, may order a naval sortie with his main fleet only if Kaiser Wilhelm agrees (random check). In such a case, thanks to his well known charisma, such a leader would be able to influence positively the opinion of the Kaiser.



Nullifies Morale penalty for minor nationalities: Units belonging to minor nationalities (e.g. Slavic ethnics of Austria-Hungary) commonly suffer from a morale penalty when fighting against troops that belong to the same ethnic nationality. This leader nullifies such penalty thanks to his well known charisma.



Rolling Barrage bonus: This leader benefits from a valuable bonus when adopting the Rolling Barrage combat doctrine.



Risks suicide when defeated: This leader takes his honor in great account! If badly defeated in battle, he may commit suicide!



Tanks usage bonus: This leader benefits from a valuable bonus when using Tanks.

H. Manual Errata and Additions

This section contains known changes or additions to information contained in this manual as a result of newer released versions of the software. Information contained in this manual is current up to version 1.05f. Changes made to the software that supersede manual information after version 1.05f are listed here.

I. Historical Timeline

1914

June 28	Assassination of Archduke Franz Ferdinand, heir to the throne of Austro-Hungarian empire, in Sarajevo, Bosnia
July 28	Austria-Hungary declares war on Serbia
July 29 – December 9	Austria-Hungary repeatedly invades Serbia but is repeatedly repulsed
August 1	Outbreak of war Germany declares war on Russia
August 3	Germany declares war on France
August 4	Germany invades neutral Belgium
August 4	Britain declares war on Germany
August 4	US President Woodrow Wilson declares policy of US neutrality
August 14	Battle of the Frontiers begins
August 17–19	Russia invades East Prussia
August 23	Japan declares war on Germany
August 23 – September 2	Austria-Hungary invades Russian Poland (Galicia)
August 26–30	Battle of Tannenberg, which Russia loses; Germany's greatest success of the war on Eastern Front
September 5–10	First Battle of Marne, halts German advance, resulting in stalemate and trench warfare
September 9–14	First Battle of Masurian Lakes, which Russia again loses
September 14	First Battle of Aisne begins
September 15 – November 24	The "race to the sea", trenches appear on September 15
September 17–28	Austro-German attack western Poland
October 14 – November 22	First Battle of Ypres
October 29	Turkey enters the war on the side of the Central Powers
December 8	Battle of the Falkland Islands
December 21	First German air raid on Britain
December 25	Unofficial Christmas truce declared by soldiers along the Western Front

1915

January 1 – March 30	Allied offensive in Artois and Champagne
January 15	Japan's 21 demands on China
January 19–20	First German zeppelin attack on England
February 4	German U-boat attacks on Allied and neutral shipping; declares blockade of Britain
February 7-21	Russians suffer heavy losses at Second Battle of Masurian Lakes (also known as the Winter Battle)
February – April	Austro-Hungarian attack on Russian Poland (Galicia) collapses, with the Russians counterattacking
February 19–August	Allied amphibious attack on the Dardanelles and Gallipoli (initiated by Winston Churchill, who resigns as a consequence) ends with the Turkish siege of the Allied forces
March 1	First passenger ship sinks, the British liner Falaba
March 11	Britain announces blockade of German ports
April–June	Germans focus on Eastern Front, breaking through Gorlice-Tarnow and forcing Russia out of much of Poland
April 22 – May 25	First use of poison gas by Germany starts Second Battle of Ypres
April 25	Allied landing at Gallipoli
April 26	France, Russia, Italy and Britain conclude secret Treaty of London
May 2	Austro-German offensive on Galicia begins
May 7	U-boat sinks British liner Lusitania with the loss of American lives, creating a US-German diplomatic crisis
May 9	Second Battle of Artois begins
May 23	Ignoring treaty agreements with the Central Powers, Italy declares war on Austria-Hungary
May 25	British Prime Minister Asquith reorganises his Liberal government as a coalition of the parties
June 29 – December 2	Italians launch unsuccessful attack on Hungarians at 1st, 2nd, 3rd & 4th Battles of Isonzo; there are to be 12 in total



August 4	Germans capture Warsaw
September 5	Tsar Nicholas takes command of Russian armies
September 22	Second Battle of Champagne begins
October 3	Anglo-French force lands at Salonika in Greece
October – November	Austro-German-Bulgarian forces invade Serbia, expelling Serbian army from the country
December 19	Sir Douglas Haig replaces Sir John French as commander of British Expeditionary Force
December 28	Allies begin withdrawal of troops from Gallipoli

1916

February 21 – December 18	German attack on Verdun in the longest battle of the war, ultimately defended by the French at great cost to both sides
March 11 – November 14	5th, 6th, 7th, 8th and 9th Battles of Isonzo between Italy and Austria-Hungary
April	British forces in Mesopotamia begin advance on Baghdad
March 9	Pancho Villa's raid on Columbus, New Mexico
March 24	French passenger ship, Sussex, torpedoed
April 24	Easter rebellion starts in Ireland
May 4	Germany renounces submarine policy
May 19	Britain and France conclude Sykes-Picot agreement
May 31 – June 1	Battle of Jutland, the biggest naval battle in history, ultimately without a clear victor
June – August	Turkish forces, led by Enver Pasha, are defeated by the Russians in the Caucasus
June 4 – September 20	Russian Brusilov offensive in Carpathia nearly knocks Austria-Hungary out of the war
June 5	With British support (led by T.E. Lawrence), Hussein, grand shereif of Mecca, lead an Arab revolt against the Turks in the Hejaz
July 1	Start of the Battle of the Somme, with the greatest number of casualties in British military history, 60,000
July 29	US marines land in Haiti
August – December	Romania enters the war with the Allies, but is quickly overrun by German forces
August 28	Italy declares war on Germany
August 31	Germany suspends submarine assaults
September 15	Tanks introduced for the first time on the Somme battlefield by the British
October 15	Germany resumes U-boat attacks
November 7–9	US President Woodrow Wilson secures re-election
November 18	End of the Battle of the Somme
November 28	First German airplane (as opposed to zeppelin) air-raid on Britain
November 29	US occupation of Santa Domingo proclaimed
December 7	David Lloyd George replaces Asquith as British Prime Minister
December 12	Germany issues peace note suggesting compromise peace
December 18	US President Woodrow Wilson requests statements of war objectives from warring nations in peace note

1917

January 10	Allies state peace objectives in response to US President Woodrow Wilson's December 1916 peace note
January 31	Germany announces unrestricted submarine warfare
February 1	Germany resumes unrestricted submarine warfare
February 3	US severs diplomatic ties with Germany
February 23 – April 5	German forces begin withdrawal to strong positions on the Hindenburg Line
February 24	Zimmermann Telegram is passed to the US by Britain, detailing alleged German proposal of an alliance with Mexico against the US
February 26	US President Woodrow Wilson requests permission from Congress to arm US merchantmen
March 1	Zimmermann Telegram published in US press
March 11	British capture Baghdad



March 12	US President Woodrow Wilson announces arming of US merchantmen by executive order after failing to win approval from Congress
March 15	Tsar Nicholas II abdicates as a consequence of Russian Revolution
March 20	US President Woodrow Wilson's war cabinet votes unanimously in favour of declaring war on Germany
April 2	US President Woodrow Wilson delivers war address to Congress
April 6	US declares war on Germany
April 9-20	Nivelle Offensive (Second Battle of Aisne, Third Battle of Champagne) ends in French failure
April 9	Canadian success at the Battle of Vimy Ridge
April 16	Lenin arrives in Russia
April 29 – May 20	Mutiny breaks out among French army
May 12 – October 24	10th, 11th and 12th Battles of Isonzo fought, ending in Italian failure
May 28	Pershing leaves New York for France
June 7	British explode 19 large mines under the Messines Ridge
June 15	US Espionage Act passed
June 26	First US troops arrive in France, 1st Division
June 27	Greece enters the war on the side of the Allies
July 2	Pershing makes first request for army of 1,000,000 men
July 6	T.E. Lawrence and the Arabs capture Aquaba
July 11	Pershing revises army request figures upwards to 3,000,000
July 16	Third Battles of Ypres (Passchendaele) begins
July 31	Major British offensive launched at Ypres.
September 1	Germany takes the northernmost end of the Russian front in the Riga offensive
October 24	Austria-Germany breakthrough at Caporetto on Italian front
November 7	Bolshevik Revolution in Russia results in Communist government under Lenin taking office
November 20	British launch surprise tank attack at Cambrai
December 7	US declares war on Austria-Hungary
December 9	Jerusalem falls to Britain
December 22	Russia opens separate peace negotiations with Germany (Brest-Litovsk)

1918

January – September	T.E. Lawrence leads Arab guerrillas in successful campaign against Turkish positions in Arabia and Palestine
January 8	US President Woodrow Wilson makes "Fourteen Points" speech to Congress
February 11	US President Woodrow Wilson makes "Four Principles" speech to Congress
March 3	Soviet Russia concludes separate peace negotiations in treaty of Brest-Litovsk
March 21	Germany launches Spring push, eventually mounting five major offensives against Allied forces, starting with the Battle of Picardy against the British
March 26	Doullens Agreement gives General Ferdinand Foch "co-ordinating authority" over the Western Front
April 9	Germany launches second Spring offensive, the Battle of the Lys, in the British sector of Armentieres
April 14	Foch appointed Commander-in-Chief of Allied forces on Western Front
May 25	German U-boats appear in US waters for first time
May 27	Third German Spring offensive, Third Battle of the Aisne, begins in French sector along Chemin des Dames
May 28	US forces (28th Regiment of 1st Division) victorious in first major action, Battle of Cantigny
June 6	US 3rd Division captures Bouresches and southern part of Belleau Wood
June 9	Germans launch fourth Spring offensive, Battle of the Matz, in French sector between Noyan and Montdidier
June 15	Italians prevail against Austro-Hungarian forces at Battle of Piave
July 6	US President Woodrow Wilson agrees to US intervention in Siberia
July 15	Final phase of great German Spring push, the Second Battle of Marne, begins
July 16-17	Former Tsar Nicholas II, his wife, and children, are murdered by the Bolsheviks
July 18	Allies counterattack against German forces, seizing initiative
August 3	Allied intervention begins at Vladivosto
August 8	Haig directs start of successful Amiens offensive, forcing all German troops back to the Hindenburg Line; Ludendorff calls it a "black day" for German army



September 12	US forces clear the St.-Mihiel salient, during which the greatest air assault of the war is launched by the US
September 19	Start of British offensive in Palestine, the Battle of Megiddo
September 26	Battle of the Vardar pits Serb, Czech, Italian, French and British forces against Bulgarian forces
September 26	Meuse-Argonne offensive opens; the final Franco-American offensive of the war
September 27 – October 17	Haig's forces storm the Hindenburg Line, breaking through at several points
September 29	Bulgaria concludes armistice negotiations
September 28 – October 14	Belgian troops attack at Ypres
October 3-4	Germany and Austria send peace notes to US President Woodrow Wilson requesting an armistice
October 17 – November 11	British advance to the Sambre and Scheldt rivers, taking many German prisoners
October 21	Germany ceases unrestricted submarine warfare
October 27	Erich Ludendorff resigns
October 30	Turkey concludes an armistice with the Allies
November 3	German fleet mutinies at Kiel
November 3	Trieste falls to the Allies; Austria-Hungary concludes an armistice
November 7–11	Germany negotiates an armistice with the Allies in Ferdinand Foch's railway carriage headquarters at Compiègne
November 9	Kaiser Wilhelm II abdicates
November 10	Kaiser Wilhelm II flees to Holland
November 10	German republic is founded
November 11	Armistice day; fighting ceases at 11am

1919

January 10–15	Communist revolt in Berlin
January 18	Start of peace negotiations in Paris
January 25	Peace conference accepts principle of a League of Nations
February 6	German National Assembly meets in Weimar
February 14	Draft covenant of League of Nations completed
May 6	Peace conference disposes of German colonies
May 7 – June 28	Treaty of Versailles drafted and signed
June 21	German High Seas Fleet scuttled at Scapa Flow
July 19	Cenotaph is unveiled in London



J. Credits

Credits & Thanks

AGEOD wishes to thank the SEP WW1, game producer, as well as the game's original designers and developers, Philippe Thibaut, Bruno de Scorraile and Luca Camisa who helped create that game from the original boardgame "La Grande Guerre 1914–1918". Special thanks to AZURE WISH SARL which was the original publisher of the boardgame version in 1999.

Athena Games Entertainment Online Distribution (AGEOD)

Game Designers: Philippe Thibaut & Luca Camisa

Development: Luca Camisa

Art Director: Gilles Pfeiffer

Graphics: Gilles Pfeiffer

Historical Research: Philippe Thibaut

Map & Scenarios Research: Bruno de Scorraile

Music: WW1

Sounds SFX: Michael Huang

Documentation: Philippe Thibaut

Manual: Philippe Thibaut & Martin Lampon (Tiger Media Ltd)

Proofreading: Greg le Gall, Philippe Sacré, Pascal di Folco, Mark Sterner.

Corporate Communications: Ludovic Grousset

Administration: Philippe Thibaut, Samuel Anzalone

Special Thanks: AGEOD

Volunteers (Alphabetically): AGEOD's forum members

Production: A game produced by SEP WW1

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L. AGEOD – Legal & Commercial Information

Website and Forum

The game's website is located at: www.ww1game.com
You can reach it also from the Ageod website: www.ageod.com

The forum, where you can discuss most of the game and where you shall find answers to your questions, as well as fellow players, can be reached from Ageod's website, at the following address: www.ageod.com/forums

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M. Technical Support

You can receive technical support either on the dedicated section of Ageod's forum (section World War One/Technical Support) or from the email address support@ageod.com. Please specify for which game you currently ask support, and describe your problem and questions in details. Enclosing your computer's DxDiag file will help us all gain a lot of time during our exchanges.

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