

Differences between the World War 1 S&T magazine rules and the SPI folio rules
by Donald Johnson 12/03/2021

There are 3 non-trivial differences in the World War 1 rules from the S&T magazine and the SPI folio:

1. Folio Rule 8.65 has added: "For every hex the defender retreats, the attacker loses one less CRP than called for."
2. Folio Rule 9.32 has added: "A supply path may only be traced through Home Country hexes not subsequently occupied by Enemy forces and/or hexes that were last occupied by Friendly forces or in the uncontested ZOC of the Friendly player."
3. Folio Rules 12.1 & 12.2 reduce the needed captured Russian cities for collapse/surrender (respectively) from 4/5 to 3/4. For collapse, it is 3 from the 4: Warsaw, Brest-Litovsk, Kiev, and Vilna. For surrender, it is one more Russian city on the map.

As the folio rules were published later, they can be considered errata for the magazine version.