

Serb terrorists murdered Archduke Franz Ferdinand, heir to the Austrian throne, on 28 June 1914. Austria declared war on Serbia; Russia sprang to Serbia's aid, and then Austria's ally Germany attacked Russia and invaded France through neutral Belgium, bringing Britain into the war against Germany and Austria. Soon the Turks, Australians, Canadians, Italians, Bulgarians, Romanians, and Americans were in it as well: they all called it The Great War. From 1914 to 1918, European civilization systematically consumed itself without pity, decimating empires and clearing the world for domination by the United States, Soviet Russia, and Japan. By the time it was over, some 20,000,000 soldiers and civilians were dead, absolute monarchy was finished, European supremacy discredited, and the armed chivalry of the Victorian Era overthrown by mechanisms of mass death: a dark new age was born of tanks, air forces, lurking subs, poison gas, and genocide. Communism, Fascism, Arab terrorism, America's global responsibility: all were legacies of The Great War. The "second" world war was but its epilogue and resolution; The Great War was the crucible that poured out the fiery world we live in.

# Death in the Trenches

The Great War, 1914-1918

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## 1.0 COMPONENTS

Death in the Trenches is a simulation game of the Great War. One player controls the Central Powers (CP), the other the Entente Powers (EP; "entente" is a fancy French word for a pact or agreement).

The game consists of: this rules booklet, 308 counters, one colour map, and seven sheets of charts and tables. Players must supply their own 6-sided dice. A calculator is also helpful, and you will need about a dollar's worth in pennies to serve as markers.

### 1.1 Map

The map is divided into hexes which regulate the movement and position of Armies, much like the spaces on a chess board. An Army counter can only be in one hex at a time. Each hex has a number and a name: see 18.0.

Spellings ("Servia," "Roumania") are taken from wartime sources. The scale is 80 miles to the hex. Map-edge hexes with numbers in them are playable; those without numbers are off-limits.

Hex Terrain	Example hex:
Clear	3205 (tan)
Rough	2012 (light brown)
Swamp	2717 (green)
Mountains	3005 (dark brown)
Desert	1501 (sand orange)
Alpine	2807 (lavender)
Snowflake	2708 (snowflake)
All-Sea Hex	3711 (sea blue)

Surrender City	2710 (green dot)
Fortress	3013 (red hexagon)
Opportunistic entry	2512 (national flags)
Patriarchal See	0915 (Orthodox cross)
Sea Hexside	3710/3711 (sea blue)
Blocked Hexside	2610/2511 (thick grey)
Geneva Hexside	2905/3005 (thick red)
Crossing Arrow	2007/2008 (purple line)
National Border	1008/1108 (thin red border)
Sea Boundary	1812/1713 (blue border)

### 1.2 Counters

Most counters represent Armies, each of which has a historical name. (Some "Armies" are named after corps or divisions; they are all "Armies" for game purposes.) Armies are marked with combat factor numbers, e.g. 3-5-8. They are identified by national colours, flags and oval "bumper stickers" (1.3).

### 1.3 Oval "Bumper Stickers"

Nationality abbreviations are found in the ovals:

AH — Austria-Hungary; AB — Arab Northern Army; ANZ — Australia and New Zealand; AR — Armenia; AS — Assyria; AZ — Azerbaijan; B — Belgium; BG — Bulgaria; BR — Brazil; BS — Baku Soviet; CA — Canada; CH — Switzerland; CN — China; CO — Cossacks; CZ — Czecho-Slovak; D — Germany (Deutschland); F — France; GB — Great Britain; GE — Georgia; GR — Greece; I — Italy; IN — India; JP — Japan; MR — Maronites; MT — Montenegro; OT — Ottoman Turkey; P — Portugal; PE — Persia; PL — Poland;

R — Roumania; RU — Russia; S — Sweden;  
SA — South Africa; SF — Finland (Suomi/Finland);  
SI — Senussi; SR — Serbia; UKR — Ukraine;  
US — United States of America; Z — Zionists

### 1.4 Other Abbreviations on Counters

AAV — Armenian-American Volunteers;  
AB — Armée belge; AIF — Australian Imperial Force;  
ak — Arméekorps; Anzac — ANZ Army Corps;  
AR — Armenian Rifles; Bav — Bavarian;  
BC — Blue Coats; CA — Caucasus Army;  
CEP — Corpo expedicionário português;  
Dfor — “Dunsterforce”; EEF — Egypt Exp. Force;  
Exp — Expeditionary Force; Fez — Fezzan Arabs;  
FG — Frontier Guards; FJ — Finnish Jägers;  
Gan - Ganja; Gds - Guards; GD - Georgadze’s Army;  
Gen — Gendarmes; GP — Garde Patriarchale;  
Ham — Hamidiye (Kurdish Cavalry); Jev — Jevanshir;  
JL — Jewish Legion; KAR — The King’s African Rifles;  
Kav — Kavallerie; LE — French Foreign Legion;  
Leg — Legion; MEF — Mediterranean Exp. Force;  
MTS — Mountaineers; ND — National Defence;  
PG — People’s Guard; PN — Police of the North;  
PrG — Prussian Guards; Riy — Riyah Arabs;  
SC — Southern Command; SD — “Savage” Division;  
SG — “Swedish” (actually Persian!) Gendarmerie;  
SMEF — Sassuntsi Manuk’s Expeditionary Force;  
SP — Special Army; SPR — South Persia Rifles;  
SR — Siberian Rifles; Sx — Saxony;  
TA — Turkestan Army; TKJ — Tyrolean Kaiserjäger;  
Tri — Tripolitanian Arabs; TS — Tsulukidze’s Army;  
USMC — United States Marine Corps;  
Woy — Woyrsch; WPA — War Participation Army;  
Wü — Württemberg; x — Brigade; xx — Division;  
xxx — Corps; xxxx — Army; ZS — Zaporozhian Sich

## 2.0 SEQUENCE OF PLAY

The time scale is three months per turn (except the first two, August and September 1914). Each turn, the two players perform the following sequence of steps (described in detail in the following rules):

### 2.1 First Random Events Phase

1. Determine what Random Events occur (see 3.0).
2. Players may challenge Naval Supremacy (see 8.3).

### 2.2 CP Logistics Phase

1. CP may create new Army counters (Rule 4.3).

2. CP may transfer Divs from one unflipped Army to another unflipped Army within 3 hexes (marching distance).

3. CP may transfer Divs from Reserves, to unflipped Armies (Rule 6.4). This includes the transfer of Minor Forces (5.0) from the Minor Forces Reserve Box to the map. (Note: Divs added to Reserves by Random Events may NOT be transferred back to the map until the next CP Logistics Phase.)

4. CP may transfer Divs from unflipped Armies, to Reserves (Rule 4.1). This includes the transfer of Minor Forces (5.0) from the map to the Minor Forces Reserve Box.

5. Roll a die for each CP unit in the Minor Forces Casualty Box; on a roll of 1 or 2 the unit may deploy on the map as in step 3; otherwise it stays in the box.

### 2.3 EP Logistics Phase

The EP player repeats the preceding steps (2.2), using his own Armies and Divs.

### 2.4 Pulse Phase (see 6.0 and 7.0)

During the Pulse Phase, play proceeds by a series of alternating pulses, kind of like chess moves. First one player goes, then the other player, and back again, alternating until both sides either have nothing left to move, or don’t want to move anything.

The player who moves first in the turn is indicated on the Turn-Record Track next to the turn number (CP on Turns 1, 2, and 3; EP on Turn 4, etc.)

A player may also “pass” a during his Pulse. If both players “pass” consecutively, the Pulse Phase ends.

### 2.5 Unflipment Phase

1. All Armies on the map which were flipped, now “unflip” and return to printed-side-up.
2. Roll for Armenian Massacres (14.2).
3. Repair forts (8.4).

### 2.6 Second Random Events Phase

1. Surrender Checks (12.0).
2. Draw again for Events, as in 2.1 (every turn).
3. Put all Event Chits back into the cup for use during the next year (Fall turns only: see rule 3.0).

### 2.7 Recruitment Phase

The “Great Powers” (Austria-Hungary, France, Germany, Great Britain, Italy, Russia, Ottoman Turkey, and the USA) must recalculate their armies during the Recruitment Phase (see 4.1).

Each Power counts how many Divs it has (don’t include MF). It then adds to its Reserves enough new Divs to bring its total up to its Army Max, **or** it adds its “Limit” (shaded on the Omnibus Track), whichever is **lower**.

**Example:** It is Winter, 1915. France’s Army Max is 87. France has 72 Divs in its on-map Armies. France would otherwise be entitled to receive 32 Divs (its Limit), but adding 32 to 72 would exceed France’s Army Max, so you can only add 15 Divs to France’s Reserve. The number of Divs France has is now equal to its Army Max of 87.

This concludes one turn. The cycle repeats until one player resigns, or Fall, 1918 has ended (see 17.0).

## 3.0 RANDOM EVENTS

In each Random Events Phase (2.1 and 2.6), one player (it doesn’t matter who) draws one of the Event Chits blindly out of a cup. Check the chit drawn against the Event Chit Chart for the current year, and perform each and every Event in the order listed. Each year uses different tables, to show the march of world events. Don’t put the chit back once it is drawn; by the end of each Fall turn, all the Chits for that year should have been drawn.

**Example:** It is 1916 and you draw Event Chit 6. Follow the instructions in the “1916 Chit 6” box.

The first Event is (usually) Reinforcements. For instance, in the 1914 Chit 1, the reinforcements are listed as “F6, GB2.” This means you raise France’s Army Max (4.1) by 6, and Britain’s Army Max by 2.

Any Event with a big dot (●) is a “Special Event.” In this case, put a penny in the corresponding Special Events box on the off-map sheets. (Some call for more than one penny.) Having a penny in the box allows you to perform the action described in the box. Once you’ve performed it, remove the penny. Any number of Special Events may be played in a single combat. All Special Events affecting combat must be declared and played before dice are rolled.

**Exception:** The CP “Haig” Event may be played after the dice are rolled.

Any Event preceded by a star (★) is a morale event. Roll a die and add (or remove) that number of Divs from the listed country. (★-D would mean “roll a die and remove that many German Divs.”) The owner decides which units are added or removed; they may be added/removed from Armies on map or Reserves.

All other events are preceded by a box (■).

**Note:** Some Events occur at the very end of a turn and are therefore “useless” from a player’s point of view. This is just the luck of the draw!

## 4.0 ARMY LOGISTICS

### 4.1 General Rules

The basic unit of force in the game is the “division,” abbreviated “Div”. (A Div represents some 10,000 to 30,000 men.) Each Army counter on the map holds a number of Divs, equal to the same Army’s Div Max marker on its side’s Omnibus Markers Track.

**Example:** If the German I Army Div Max marker on the Omnibus Markers Track is in the 3 box, then the German I Army unit on the map holds three Divs.

When Divs are added to or taken from an Army, only the Div Max marker on the Track is moved, not the counter on the map. But if all Divs in an Army are transferred out or destroyed, the counter is taken off the map. It can be used again if Divs are assigned to it. Empty “dummy” Armies are forbidden.

All Divs assigned to an Army must be of the exact same nationality as that Army. (Exception: The Austro-Hungarian “Süd” Army can have German and/or Austrian Divs assigned to it. Once assigned to the “Süd”, a Div may not be transferred out of it.)

**Remember:** an “Army” is just an organizational shell that controls and directs the fighting forces (Divs) assigned to it. So an Army can be formed or disbanded at whim, provided that every Div is assigned to some Army (or to Reserves). Divs cannot operate outside an Army, and an Army has no strength without any Divs.

Each country gets one Reserve marker, placed on the

Omnibus Markers Track. Divs not assigned to front-line Armies but stationed instead at posts far behind the front, are said to be in “Reserve.”

Finally, each Great Power gets an “Army Max” (Maximum). This is the total number of Divs that country is allowed to have. There is no marker to show the Army Max: you must keep track of it on a piece of paper. It will change as time goes on (3.0).

### 4.2 Stacking

There is no limit to the number of Armies that can be in a hex. But no Army may have more than 20 Divs assigned to it. (Boxes 1-20 on the Omnibus Markers Track are enlarged to remind you of this limit.)

### 4.3 Creating New Armies

Any Army counter out of play may be placed on the map during the Logistics Phase (2.2, step 1). The Army must be placed in supply (9.0), in friendly-held territory (see 10.0). It may stack with other friendly Armies and be adjacent to enemy Armies.

An Army created in the Logistics Phase must have at least one Div assigned to it, using a Div Max marker on the Omnibus Markers Track. Divs are assigned to it from Reserves, or from existing Armies of the same nationality within three hexes of the new Army.

## 5.0 MINOR FORCES (MF)

### 5.1 General Rules

An Army marked with a star (★) is a “Minor Force.” Most Minor Force armies represent the armies of smaller countries, but some represent elite armies of the Great Powers (e.g. the Bavarians, US Marines, French Foreign Legion, and Italian “Arditi”).

Finns (1 F) and 2 F) and Cossacks (Don and Terek) are treated as Russians. Canadian, Indian, Australian/New Zealand, Gurkha, South African and “KAR” forces are all British (“the British Empire”).

A MF represents several Divs; the entire combat strength of the force is given on the counter, so there is no corresponding Div Max marker.

For all game rules limiting the number of Divs that can be in an area or perform a task, every MF Army

counts as two Divs regardless of its ‘real’ size.

★★ Roumanian and Senussi Armies (only) have two stars to indicate that they may not stack (be in the same hex) with other Armies of their own nationality.

### 5.2 Minor Forces in Combat

Because Minor Forces don’t break down into their component Divs, they work a little differently in combat. When Minor Forces take losses:

1. Every loss inflicted on a stack must, if possible, be suffered by losing Divs or a Minor Force or both. Losses are not rounded up to destroy an entire MF. But losses must be distributed in whatever way otherwise causes the maximum loss of units.

2. If a MF unit takes fewer losses than its total Fortitude, but loses the combat, it must retreat.

3. If a MF unit takes fewer losses than its total Fortitude, but wins the combat, it suffers no loss at all, and stays where it is (the opponent retreats).

4. If a MF unit takes losses equal to or greater than its total Fortitude, it is destroyed. Place it in the Minor Forces Casualty Box (2.2, step 5).

## 6.0 MOVEMENT

### 6.1 Ground Movement Procedure

Once an Army has moved, flip it over to indicate that it cannot be moved again this turn. (Since counters are one-sided, feel free to “flip” them so their “top” faces south on the map instead of north.)

During your own Pulse you may move one, some, or all of your Armies in any one hex on the map. If more than one Army moves, they must move together as a group. Multi-Army stacks may “drop off” Armies as they move; units flip when they are dropped off.

An Army which begins its move adjacent to enemy forces may move no more than two hexes. (Units separated by a blocked hexside are not “adjacent.”) Other Armies may move three hexes. Their routes must be traced through a connected line of friendly hexes. (An enemy-controlled hex that doesn’t contain an enemy unit may also be entered and converts to

friendly-controlled.)

Armies that move into a hex containing enemy Armies must immediately stop moving, flip, and engage in combat (7.0). Combat does not occur from hex to adjacent hex, but only within a contested hex.

An Army may only cross an all-sea hexside at a crossing arrow. A move across a crossing arrow (e.g. 1813 to 1714) is an ordinary land move.

An Army may never cross a blocked hexside. The “Geneva” hexside (2905/3005) is treated as blocked as long as Switzerland is neutral.

Any Army that moves into a hex containing a flipped friendly Army, may keep moving (if otherwise allowed to) but may not attack.

**Exception:** Germans may attack from such hexes in Belgium and France on turn I only, due to meticulous pre-war planning.

Armies on the move may otherwise pass through hexes containing friendly armies without penalty. They may also pick up additional Armies en route, but the stack as a whole can only move two (or three) hexes, based on where the first Army started.

During his pulse a player may, instead of moving a unit on the map, transfer Divs from Reserves into one Army already on the map. The Army being reinforced in this fashion must be in supply. If not already flipped, the Army must flip as a condition of being reinforced. Reinforcing an Army like this is **not** a “pass” (2.4, paragraph 3) for movement purposes.

## 6.2 Weather, Desert and Alpine

**Weather:** To a remarkable extent, weather was not a factor in the Great War. Major offensives were just as unsuccessful in the heat of summer as they were in the dead of winter. Weather has no effect except:

- In Summer turns (marked ☀ on the Turn Track), no Army may move or fight in, or into, Turkish Arabia, Persia, Mesopotamia, Hedjaz, Aden, Egypt or Libya. Armies may still move in or out by SR (6.4).

- In Winter turns (marked ❄ on the Turn Track), no Army may attack into any of the “snowflake” hexes marked with ❄ (located in and around

northern Italy). No CP “Reichsbahn” coins may be played in Winter. All other movement is unaffected.

**Note:** Fall, 1916 is a “winter” turn for purposes of this rule. It was unusually cold and snowy.

**Desert:** No Army may enter a Desert hex, except:

- Senussi and Arab Armies treat Desert terrain hexes as clear, for all purposes.
- If the CP plays the “German Engineers” marker on hex 0812, the hex is Clear for CP forces only.
- If the EP plays the “Sinai Pipeline” marker on hex 0812, the hex becomes Clear for EP forces only. Remove the “German Engineers” marker, and retreat any CP units in the hex to 0813.

**Alpine:** The Trentino/Alto Adige hex (2807) is called “Alpine.” No Army may enter or trace supply through it, except the two Austrian and three Italian Armies marked with a red ▲. These Armies treat the hex as an ordinary Mountain terrain hex.

## 6.3 Near East (“NE”) Restrictions

The “NE” includes Ottoman Turkey, Azerbaijan, Armenia, Georgia, Turkish Arabia, the Hedjaz, Aden, the Arabian Desert, Mesopotamia, Persia, and Egypt.

The two hexes of European Turkey (1812 and 1813) are part of the NE. The CP player may, at any time, declare those two hexes to be outside the NE. (This is usually done to allow unlimited German forces to garrison Gallipoli and Constantinople.) If the CP does this, immediately roll 2 dice and subtract the total from the Turkish Army Max (4.1; the Turks feared such “colonial” penetration by Germany).

The only Minor Force units which may ever enter the NE are the Turks, British Dunsterforce, Baku Soviet, Armenians, Indians, Senussi, Georgians, Persians, Azerbaijanis, Maronites, Assyrians, Arab Northern Army, Zionists, and Australia/New Zealand.

There is no limit to the number of Turkish units (including MF) that can enter the NE.

One French and one German Army may enter the NE. The number of Divs that can be assigned to each Army is random. Roll a die once per country per game to decide how many Divs (from 1 to 6) may enter the NE. The roll is made right before entry; any

surplus Divs are transferred to Reserves.

Any number of British Armies can enter the NE, but only a maximum of 18 Divs may be assigned to the NE theatre (total). If the CP has Naval Supremacy in the Med, this limit is reduced by 5. If the EP has Supremacy in the Med, the limit is raised by 5.

Any number of Russian Armies may enter the NE, but no more than 20 Divs may be assigned to the NE theatre (total). If the CP has Naval Supremacy in the Black Sea, this limit is reduced to 15. If the EP has Supremacy in the Black Sea, the limit is raised to 25. No Russian MF units may ever enter the NE.

## 6.4 Strategic Redeployment (SR)

Since a unit in Reserves can be deployed virtually anywhere (4.1, 4.3), Armies can be ‘transported’ long distances by putting them in Reserves one turn, and then deploying them out of Reserves the next turn. This is called “Strategic Redeployment” (SR).

SR of Minor Forces works on similar principles, except that the unit moves in and out of the Minor Forces Reserve Box. To SR a Minor Force, the Minor Force Army must be in supply. Simply remove it from the map (see 2.2, step 4) and place it in the Reserve Box.

During the Logistics Phase of the next turn, the Army can be deployed on the map in any eligible, friendly-controlled hex—just like creating a new Army.

As a logistical convenience, it’s OK to use the Minor Forces Reserve Box to transfer entire Armies. For instance, you can pick up the Russian 6th Army from Finland, put it in the Reserve Box, and next turn deploy it in Poland. This just saves you the hassle of deploying its Divs into and out of Reserves; either way, they’re out of play one whole turn.

The MF Reserve Box must be “emptied” each turn before new units are moved into it. (It’s illegal to keep units floating ‘in hyperspace’ for long periods.)

## 6.5 Amphibious Invasions

Up to 12 British and 10 French Divs may conduct Amphibious Invasions, if a Beach Head marker is available. Armies invading into the Near East (6.3) must obey all NE restrictions before attacking.

The invading EP stack must begin its pulse in supply, unflipped, on a friendly-controlled coastal hex. It may then, during its pulse, “launch the invasion.”

The invasion path may cross all-sea hexes and hexsides to reach its destination. The invasion path may be no more than 10 hexes; it cannot cross a (blue) Sea Boundary; and it must be conducted in a sea where the EP has Naval Superiority or Parity. The invasion force then “lands” in the target hex.

Place the Beach Head marker in the target hex, and the attacking units in the corresponding off-map box. If enemy units are present in the hex, place them in the box as well. The two sides are “cohabitating” in the same hex. Each stack is considered entrenched and ignores terrain. The invaders trace Sea Supply (9.3).

The player who owns the hex in which the Beach Head marker is located may freely move units in or out of the hex by normal movement or SR. The other (invading) player may move units in or out by SR only, as long as he has a friendly unit in the box.

The invading player has the option (he is not required) to conduct an attack as soon as he invades, against enemy defenders in the Beach Head hex.

If he does choose to attack immediately, the invading side may “commit the fleet to close support” of an amphibious invasion on that sea. (Your big ships provide gunnery support to the troops, but are exposed to land-based guns and minefields.)

If you “commit the fleet,” roll two dice; the defender wins on a 2-5, and the attacker wins on a 10-12. (Any other roll means the engagement was indecisive and nothing happens.) If the defender wins, he achieves Naval Supremacy in that sea, and the invasion force is destroyed (move its units to Reserves, and you lose the Beach Head marker). If the attacker wins, he gets +20 to his Offensive Firepower in the initial combat.

If the invaders are ever destroyed, the Beach Head marker is also destroyed and defenders in the hex return to the map. If there are no defenders in the Beach Head at the end of a defending player’s pulse, remove the marker permanently; move the invaders onto the map. The invaders control the hex.

## 6.5 General Withdrawal

As an alternative to moving, a Player may during his Pulse declare a “General Withdrawal” and transfer any number of units (in any number of hexes, all at the same time) to his Reserves. This is often done to avoid encirclement. Such a move counts as a “pass” for purposes of rule 2.4.

## 7.0 COMBAT

When enemy Armies enter a hex containing friendly Armies, combat occurs. All enemy Armies entering the hex attack all friendly Armies in it. A given Army may defend itself as often as it is attacked, but a given Army may only attack once per turn.

Each Army has a combat strength, e.g. 3-4-6. The first number is its Offensive Firepower; the second is its Defensive Firepower; the third is its Fortitude. In soldier’s terms, Firepower is “how much you can dish out,” and Fortitude is “how much you can take.” Offensive Firepower is used when the Army attacks; Defensive Firepower is used when the Army defends.

An Army that represents Divs (with an off-map Div Max marker) has a combat strength equal to its printed face value, times the number of Divs in it.

**Example:** if the British MEF Army (face value: 3-4-7) contains 5 Divs, its total strength is 15-20-35.

### 7.1 Combat Procedure

In each combat each side simultaneously fires at the other trying to “score hits.” The procedure is:

- 1. Each player totals up his Firepower (Offensive if he is attacking; Defensive if he is defending).
- 2. Each player adds 4 to his total.
- 3. Each player chooses, secretly, how many dice he will roll in the combat. He must roll at least two dice, but may roll as many more as he wants.
- 4. Each player reveals how many dice he will roll.
- 5. Both players then roll their dice.
- 6. Each player scores a number of “hits” on the other player, equal to his own die roll, unless the roll is higher than his modified Firepower total; in which case he scores NO hits. (This is called an “overroll.”)

**Example:**

- 1. An Army of three Russian Divs (2 Offensive Firepower each, total = 6) and one Armenian Army (Firepower = 2) is attacking. Total Firepower is 8.
- 2. Adding 4, the modified Firepower is 12.
- 3. The EP player chooses to roll 4 dice.
- 4. The EP player announces he is rolling 4 dice.
- 5. The EP player rolls a 1, a 4, a 2, and a 4, for a combined total of 11.
- 6. Since 11 (his die roll) is less than 12 (his total Firepower), the Russian scores 11 hits against the enemy Army. (If he had rolled 13 or more on the dice, he would have scored no hits.)

For the effect of hits against an army, see 7.3.

### 7.2 Combat Strength Modifiers (CSMs)

Combat Strength Modifiers are negative percentages: -20% and -40%. CSMs affect Offensive Firepower only, never affect Defensive Firepower or Fortitude.

Armies attacking into Rough/Swamp suffer a -20% CSM. An Army attacking into Mountain terrain, across a crossing arrow, or against an entrenched Army (8.5), suffers a -40% CSM. CSMs are cumulative, however the total CSM may never exceed 40%.

If your side suffers a CSM, you reduce your Offensive Firepower (including the +4 in 7.1, step 2) by the CSM percentage, rounding up.

**Example:** The British “MEF” Army has a Firepower strength of 26, but is attacking the Turks in a rough terrain hex (CSM = -20%). So the adjusted British Offensive Firepower is 20.8, rounded up to 21. (If the Brits had been attacking into a mountain hex, the CSM would have been -40%, for a modified Firepower of 15.6, rounded up to 16.)

### 7.3 Combat Results

An Army may suffer a certain number of “hits” in combat. When combat is over, the owning player must destroy a certain number of Fortitude points, to equal (or exceed) that number of hits. Destroying a Div satisfies as many hits as the Div’s own Fortitude rating. Destroyed Divs are deducted from the Army counter that contains them. Any losses sustained by an Army are rounded up to the next Div. (War is hell.) The player who is suffering the losses always determines which units take the losses.

**Example:** The Austro-Hungarian 4th Army contains 7 Divs (total Fortitude: 35). The Army suffers 11 hits in combat. Since each Austrian Div is worth 5 Fortitude, the CP player removes 2 Divs (total Fortitude: 10). This leaves one hit unaccounted for, so he must remove an additional Div. Total Austrian losses are 3 Divs. Move the 4th Army Div Max marker from 7 down to 4.

For Minor Forces in combat, see 5.2.

A successful attacker may move any or all of his Armies back to the hex the attack came from. These units must also flip.

Note that a “hit” equals roughly 1,000 dead men for historical purposes.

### **7.4 Retreat after Combat**

In any Combat, one Army will score more hits than the other. The Army that scores more hits “wins” and the other side “loses.” If both sides score the same, the attacker “loses.” The “loser” must retreat.

If the defenders are entrenched (8.5), the attacker must inflict twice as many hits of damage as the defender, to “win” the combat and force a retreat.

A retreating Army must vacate the hex and move into friendly-controlled territory. You may only retreat into hexes into which the Army could move normally.

If one Army in a hex retreats, all must retreat. Since retreating Armies have moved, they flip. Multiple retreating Armies may retreat into different hexes, but a single retreating Army can’t break itself up.

If the attackers, or both sides, are destroyed in the combat, the defender holds the hex (and may bring other Armies into it during his next Pulse).

If an Army can’t retreat (surrounded, pinned against the sea, etc.) it dies from lack of Supply; see 9.4.

### **7.5 Siege**

Each side has a Siege marker, which it can use only once per game. A defending fort destroyed in combat may elect not to surrender but to become “besieged” instead. In this case, all damage to the Fort is ignored. Place a Siege marker on the Fort; attacking

units remain in the hex (on top of the Siege marker).

A besieged Fort defends itself normally. Forces of the besieging side can enter the hex and attack it regardless of the presence of flipped units. Forces of the besieging side can also move through the Siege hex (going “around” the trapped Fort).

Forces of the Fort’s own side can also enter the hex, and if they drive the besiegers out, retake control of the Fort (remove the Siege marker permanently).

If the Fort is still besieged at the end of the turn, it surrenders. Remove the Siege marker permanently.

## **8.0 SPECIAL WEAPONS AND TACTICS**

### **8.1 Air Superiority**

Beginning in 1914, each side will get Air Superiority as the result of Random Events. Place a coin in the right Air Superiority box to indicate which side has it.

Air benefits never apply in the Near East (6.3) or in colonies, and apply only to combats including both German and British, French or US Armies.

As noted in each Air Superiority box, the side with Air Superiority gets free Firepower (Offensive/Defensive) on each combat, up to the number given, but never more than the number of Divs it has in the combat.

**Example:** Four German Divs are attacking, and Germany has Air Superiority in the “D-Type Fighters” box, giving them +5 Firepower in each combat. But since only 4 German Divs are attacking, only +4 can be added to the stack’s Firepower.

### **8.2 The Red Baron**

During the game, the “Red Baron” appears as a Random Event. He functions as a MF Army, except that he can’t be used to satisfy losses, and he sits off the map until the CP is ready to use him. He may then be placed, once per turn, into any combat in which CP Air (8.1) can be used.

After the battle, roll a die. On a 1, he is shot down (remove him permanently). On any other roll, take him off the map; he may be used again next turn.

### **8.3 Naval Supremacy (see chart, p. 15)**

There are five Sea markers, one each for the North Sea (which includes the Atlantic Ocean), the Baltic Sea, the Black Sea, the Mediterranean Sea, and the Adriatic Sea. (The EP has permanent Supremacy in the Red Sea, Caspian Sea, and Persian Gulf.) The bit of water in 3916 is part of the North Sea, and the bit in 0119 is part of the Persian Gulf.

The game starts with each marker in the “Parity” box of the Naval Supremacy Track. This shows that the German (Austrian, Turkish) and British (French, Italian, Russian) navies are of roughly equal size and neither force can dominate the seas alone.

Both sides may always use crossing arrows (xx.xx) unless specified otherwise on the Sea Control Chart (xx.xx).

Every turn during the Naval Supremacy Phase, the EP may “sortie” in any one sea (only), and challenge the CP to a naval battle. (This being war, all challenges are automatically accepted.) If the EP does not challenge, or if the challenge results in Parity being maintained, the CP may then challenge the EP in one sea. It doesn’t have to be the same sea.

When a challenge is made, roll two dice. On a roll of 11 or 12, the challenger scores a decisive naval victory, and the Sea Marker for that one sea is moved one box in his favour (leftward for an EP victory, rightward for a CP victory).

If the roll was 2, 3, or 4, however, the challenger suffers a crushing naval defeat, and the Sea Marker is moved one box in the other direction. Any other result means that the naval battle was indecisive, and the situation continues unchanged.

The CP may not challenge in the Mediterranean unless it already has Supremacy in the Adriatic sea.

### **8.4 Fortifications (“Forts”)**

Permanent fortifications (“Forts”) are marked on the map. Each Fort symbol functions as a static Minor Force (5.0) with a combat strength of 0-15-20. As an MF, the Fort blocks all enemy movement and supply in the hex it occupies (unless besieged).

**Exception:** The three Forts in North Africa marked with flags (French in Tunisia, Italian in Libya) are “colonial forts” with a combat strength of 0-2-9.

Aden, in hex 0119, is also a 0-2-9 colonial fort.

Forts never attack, and never retreat. Armies on top of intact, friendly Forts never retreat. Forts are always in supply (Armies in them may not be; see 9.1). Forts themselves are never entrenched, though the Armies in their hex may be entrenched (8.5).

Friendly Armies in a Fort hex take losses before the Fort does. The attacker only takes control of the hex if the Fort itself is destroyed (takes 20 or more hits, or 9 in the case of colonial forts).

No matter how many hits a Fort takes, it recovers to its undamaged state immediately after a combat if the hex is still controlled by its original owner. If a Fort hex is lost to the enemy, the Fort is destroyed. (Place a “Destroyed Fort” marker on it.)

If a destroyed Fort is ever recaptured by its original owning player, it is automatically “rebuilt” at the end of the turn (2.5, Step 3). Forts can be destroyed and rebuilt any number of times.

### **8.5 Entrenched Status**

For all game purposes, Army and MF units are in one of two statuses: “entrenched” or “flipped.” Any unit which is not flipped, is considered entrenched.

A flipped unit in a hex with a friendly entrenched unit, is also considered entrenched. Armies may enter a trench hex to support or reinforce friendly Armies there, and must flip because they have moved, but are considered entrenched because they are now in the same hex with an entrenched unit.

Trenches affect combat (7.2) and retreat (7.4).

No CP unit is ever considered entrenched before Game-Turn 3 (Fall, 1914). No EP unit is entrenched before Game-Turn 4 (Winter, 1915). No Russian unit is entrenched before Game-Turn 7 (Fall, 1915), except for Russian units in Russian Forts.

A Special Event marked with ## (e.g. “Brusilov”) negates trenches. An Army attacked using this Event has no entrenchment bonus.

**Optional Rule:** No unit is ever considered entrenched unless the hex it is in contains flipped units whose total Fortitude is at least 40. (This is the

minimum number of men needed to man a line of sufficient length.)

## **9.0 SUPPLY**

Armies are in supply (9.4) if they can trace a supply line to a supply source. For national exceptions to the general rules see 10.0. Trace supply at the moment of movement or combat, as needed.

### **9.1 Supply Sources**

If a country has forts or surrender cities, then any friendly-controlled home-country fort or surrender city counts as a supply source for any Armies of that nationality. If the country has no forts or surrender cities, then any friendly-controlled, home country hex counts as a supply source.

A Great Power Army in a Supply Source hex must trace its own supply to a different Supply Source hex. (Exception: Sea Supply, 9.3.) Minor country units are always in supply in their home country.

### **9.2 Supply Lines**

To be in supply, each Army or friendly hex must be able to trace a supply route through an unbroken chain (no matter how devious) of friendly-controlled land hexes to a friendly-controlled Supply Source. A supply line may not cross an all-sea hexside except at a crossing arrow. Supply may not be traced into or through Desert hexes or blocked hexsides.

### **9.3 Sea Supply**

As an exception to 9.1 and 9.2, British, French and US units may trace Sea Supply. When doing so, any coastal hex serves as a Supply Source, if adjacent to a sea where the EP has Naval Supremacy or Parity.

**Example:** The French “Orient” Army is in Salonika (hex 1910). The EP has Parity in the Mediterranean, therefore, hex 1910 is a Supply Source.

### **9.4 Out of Supply Effects**

Armies out of supply may not move or attack, unless the move or attack, if successful, would have a mathematical possibility of putting the Armies back in supply. Out-of-supply Armies have their Firepower

and Fortitude numbers halved (round up) on both attack and defence.

Out-of-supply Armies forced to retreat in combat, and Armies that are out of supply at the end of the Pulse Phase, are eliminated. Remove all their Divs, and reduce the losing country’s Army Max by half the number of Divs lost, rounding down. (Losing an Army like this is a really bad idea.) MF Armies eliminated in this fashion are lost permanently.

## **10.0 NATIONAL RESTRICTIONS**

In Death in the Trenches, the supply, movement, and deployment of Armies are all inter-related. Countries are restricted by national rivalries, supply line difficulties, and other logistical/political realities.

### **10.1 Russo-Allied Rivalry**

For this rule, Britain, France, Italy and the USA are all “Allies” or “Allied Armies.” A “country” is any area demarcated by red border lines: Russia, Finland, and Turkish Arabia are all “countries.”

Allied Armies may not trace supply or move into or through any country controlled by Russia or in which there are Russian Armies or Russian-controlled hexes. After Russian collapse (13.0), territory separated from “Russia” no longer counts as “Russian.”

Likewise, Russians may not trace supply or move into or through any country controlled by the Allies or where there are Allied Armies or Allied-held hexes.

Russian and Allied Armies **may** enter and trace supply through each other’s hexes in Germany and Austria-Hungary, but can’t stack with each other.

Russo-Allied Rivalry means that Russian units and hexes are not “friendly” to the Allies, and vice-versa.

### **10.2 British, French, Americans**

US Armies trace supply from any EP-controlled hex in France or Great Britain.

British, French, and US Armies may deploy or go anywhere on the map, subject to supply, Near East, and Russo-Allied Rivalry limits. Only British, French and US Armies may use the crossing arrows between Britain and France. However, if the CP has Naval

Supremacy in the North Sea (8.3), German Armies may also use these crossing arrows.

The British “Dunsterforce” (Dfor) MF does not count against British limits in the Near East, but may not leave the NE. It is always in supply. It may “walk on water” in the Caspian Sea: it treats all-sea hexes and hexsides as land, but must end its move in a coastal or all-land hex. If destroyed, it may be rebuilt on any EP-controlled hex in Persia or Azerbaijan.

### ***10.3 Italians and the Italian Theatre***

Italian Armies trace supply from any hex in Italy or from Italian forts in Libya. They may only enter Italy, Libya, Greece, Bulgaria, Macedonia, Albania, Serbia, Montenegro, Austria-Hungary and Switzerland.

Non-Austrian CP Armies, and non-Italian EP Armies, may not enter or trace supply through a “snowflake” hex unless at least one Italian Surrender City has been entered (however briefly) by the CP, or unless the CP has invaded neutral Switzerland.

### ***10.4 Standard Minor Countries***

All minor countries (exceptions: 10.5) operate by the same rules. Their units (if EP or CP) may enter their own territory or that of any adjacent country. Armies may deploy on, and trace supply from, any friendly-controlled home country hex. No more than one Army may deploy per hex per turn.

### ***10.5 Anomalous Minor Countries***

- ARAB NORTHERN ARMY: See 14.1.
- ARMENIANS: See 14.2.
- ASSYRIANS may enter Armenia, North Persia, and Turkish Arabia. They are always in supply, and may stack with any EP Armies. If destroyed, they may be rebuilt on any EP-controlled hex of Armenia, North Persia or Turkish Arabia, but only if their Patriarchal See (hex 1020) is EP-controlled.
- BELGIUM: The Belgian Army is always in supply but may only enter hexes in Europe (including 3406, 3307 and 3207) that contain Belgian territory.
- GREEKS can enter Greece, Macedonia, Albania, Serbia, Bulgaria and “Ottoman Turkey” (in Asia or Europe). They can never stack with Turks (if Greece is CP). Greek units trace supply from any hex in Greece or from any supplied friendly Army.
- MARONITES may enter Turkish Arabia only. They

are always in supply, and may stack with any EP Armies. If destroyed, they may be rebuilt on any EP-controlled hex in Turkish Arabia, but only if their Patriarchal See (hex 0915) is EP-controlled.

- MONTENEGRO: Its Army may only enter Serbia and Montenegro.
- PERSIAN “SG”: This is a CP Army. It is always in supply, but can’t leave North Persia. If destroyed, it may be rebuilt on any other CP Army in North Persia.
- PERSIAN “SPR”: This is an EP Army. It is always in supply, but can’t leave South Persia. If destroyed, it may be rebuilt on any EP Army in South Persia.
- SENUSSI: See 14.1.
- SERBIA: Serb units may not enter Austria-Hungary until after the Great Retreat occurs (see 12.1).

### ***10.6 Central Powers***

German Armies can go anywhere. They may deploy on any CP-controlled hex connected to a German Supply Source by an unbroken line of CP-controlled hexes. For German restrictions in the NE, see 6.3.

Austro-Hungarian Armies may go anywhere except for Germany, France, Belgium, or the NE. They may deploy on any CP-controlled hex connected to an Austro-Hungarian Supply Source by an unbroken line of CP-controlled hexes. Once an Austro-Hungarian Army enters hex 2705 (San Remo), Austro-Hungarian Armies may enter Germany, France and Belgium.

Turkish Armies can go anywhere. They trace supply from Constantinople (1813), and may deploy on any CP-controlled hex connected to Constantinople by an unbroken line of CP-controlled hexes.

## **11.0 COLONIAL WARFARE**

### ***11.1 Colonial Boxes and Areas***

Colonial fighting in Asia, the Pacific, and especially Africa made the Great War a “World War.” Colonial warfare takes place on the Colonial Campaign Maps.

All named areas on each map, and the eight named boxes, function exactly like hexes for all game purposes (exceptions are given below). At any time, any box or area without a CP unit in it is considered a British-controlled colony. Colonial terrain is clear.

Boxes in the same row (only) are adjacent: Tonga is adjacent to Samoa, but not to Gold Coast or Papua.

(Movement from Tonga to Papua would require SR.)

Armies may enter or leave North India through hex 0425. CP Armies must trace supply through this hex.

### ***11.2 Units in Colonial Service***

The EP may create British or French Armies in any British colony and assign or SR Divs to them. French Armies can’t enter Ost-Afrika or Süd-West Afrika.

Static German colonial forces incapable of mobile offensives are represented by coins. Each coin works just like a Fort (8.4); their strengths are printed on the map. (Example: Each German coin on the Kamerun map is a 0-12-3 Fort.) When a coin is defeated in battle, remove it; it can’t be rebuilt. The German “Askari” Army can move and attack, like any normal Army. If destroyed, it can’t be rebuilt.

Armies in the colonies are always in supply (except CP units in India, 11.1), and are never entrenched.

### ***11.3 The Boer Revolt***

If the “Boer Revolt” occurs, retreat any EP Armies in the Transvaal to Cape Colony and place the “Boer” marker in the Transvaal. Roll two dice for the combat strength (Firepower and Fortitude) of the Boer forces represented by the marker. (If the roll is 8, the Boer has a combat strength of 8-8-8.) The Boer can move and attack; it can’t be rebuilt if destroyed.

EP units cannot attack Germans in Süd-West Afrika as long as the Boer Revolt is on the map.

## **12.0 SURRENDER**

### ***12.1 Surrender Checks***

A country surrenders during Surrender Checks (2.5) when all the conditions for its surrender have been met. Ordinarily, this means that all Surrender Cities in its territory are occupied by supplied enemy Armies during Surrender Checks.

Austria-Hungary surrenders when any four “key cities” are controlled simultaneously by supplied EP Armies. For this rule, a “key city” is: Any Austrian Fort or Surrender City; Constantinople (1813); Belgrade (2311); and Sophia (2011). If the Emperor Franz Joseph is dead, only three “key cities” need be



EP controlled to force Austrian surrender.

France has three Surrender Cities. When each French Surrender City hex falls for the first time to CP forces, roll a die during Surrender Checks: on a roll of 6, France surrenders. (Only roll if the city is CP-held during Surrender Checks; if a Surrender City was liberated and later recaptured, don't roll for it.) France will also surrender when all three Surrender Cities are CP-held. **Note:** two of France's Cities are both in Paris; roll twice when Paris falls to the CP.

Germany surrenders when any two of its Surrender Cities are EP-controlled.

Great Britain will surrender when any three of its Surrender Cities are CP-controlled. **Note:** the three Surrender Cities in Egypt are British.

Italy has three Surrender Cities. The rules for their use are exactly the same as France, above.

Servia surrenders when its 3 Surrender Cities are CP-held. However, if Servia has not surrendered and the EP has any PUTNIK coins left, the EP player may, at any time, declare that Servia is conducting the "Great Retreat." All PUTNIK coins are removed.

Servia will never surrender now, but all Servian Armies are removed from the map; place two of them in the MF Casualty Box. These may be rebuilt during the Recruitment Phase, and may deploy in, enter, and trace supply from, any EP-controlled hex in Greece, Bulgaria, Macedonia or Servia.

Ottoman Turkey surrenders when EP Armies control Constantinople (1813), or when EP Armies control all the Turkish Surrender Cities besides Constantinople.

These countries never surrender: Albania, Armenia, Azerbaijan, Belgium, Finland (15.5), Georgia, Montenegro, Persia, Roumania, Switzerland, and USA. If any hex of its territory is friendly-controlled, the country may rebuild its Armies normally during the Recruitment Phase.

### ***12.2 Surrender Effects***

When a minor country surrenders, it is out of the game. Its Armies and markers are removed, its Forts destroyed. All its hexes become friendly to its former enemies and unfriendly to its allies. Its area may be

entered and fought over by all remaining nations.

When a Great Power surrenders, its friendly-held territory remains so, but the country loses most of its Army. Roll a die, multiply the result by 10: this is the percentage of the army that stays loyal to the cause. Lower the Army Max to reflect the change (round fractions up) and destroy surplus Divs. The country's Minor Forces (e.g. the British Empire) remain loyal.

**Example:** France's Army Max is 120 when Paris falls and France surrenders. The die roll is 4, which means 40% of the French Army survives. 40% of 120 is 48. Reduce France's Army Max to 48 and eliminate enough French Divs to reduce the total to 48.

**Exception:** If the die roll was 6, the Great Power has signed an armistice with the victors; it now surrenders just like a minor country in every respect.

A Great Power may only surrender once per game. When any Great Power surrenders, roll two dice and add the total to Russian Revolution.

### ***12.3 "Reds" (Partisans)***

When a Great Power (except Russia) surrenders, the victor places two "Reds" Armies (if counters are available) anywhere on its territory.

Reds cannot stack with non-Reds. They can move and attack, but cannot cross national boundaries. They are never rebuilt if destroyed, but are always in supply. They are controlled by whoever placed them.

**Example:** Austria's forces capture Venice (2607) and Italy collapses. The CP player deploys "Reds" in hexes 2705 and 2805, which he can use to block any EP units which may try to move in from France.

## **13.0 RUSSIAN COLLAPSE**

### ***13.1 Russian Collapse Conditions***

Russia collapses only if the Bolshevik Revolution breaks out. Events leading to the Revolution occur like Predisposed Neutrals (15.2). The Revolution marker advances or retreats based on Event Chits drawn. When the marker reaches 70, the Revolution occurs. Remove the marker; Russia collapses.

Do not roll for Russian Revolution if there are any

supplied Russian Armies in Germany when the Event Chit is drawn that would otherwise cause a roll. (You still roll if the roll is the result of a player decision, e.g. a Bulgarian Separate Peace.)

During any Surrender Checks phase (2.6, step 1) if the CP controls more than six Russian Surrender Cities (Russian Forts count as Surrender Cities for purposes of this rule), roll one die for Russian Revolution for each Russian Surrender City (in excess of six) that is CP-controlled.

### ***13.2 Russian Collapse Effects***

When Russia collapses, Finland, the Baltic States, the Ukraine, Poland, White Russia, Georgia, Armenia, and Azerbaijan remain in play. Remove all Russian, Finnish and Cossack units from the map. The rest of Russia (the part marked "Russia") is out of play and no armies may enter it for the rest of the game.

All Russian-controlled hexes go over to CP control immediately, except for those that go independent (see Rule 13.3), or are occupied by EP Armies.

After Russian collapse, the CP must establish (as fast as possible) and maintain a garrison of at least 75 Divs in Poland, the Ukraine, White Russia, and/or Baltic States, or forfeit the game. At least 45 of these Divs must be German. These armies may move and fight normally (inside the restricted territory). All other CP units in "Russia," and any non-Russian EP units in "Russia," are placed in Reserves.

When Russia collapses, remove all BRUSILOV, PLEHVE and YUDENICH coins.

Move the Baltic Sea marker to CP Supremacy. Move the Black Sea marker to CP Supremacy, unless Turkey has surrendered, in which case the Black Sea marker remains where it is.

### ***13.3 Transcaucasia***

When Russia collapses, the new independent states of Georgia, Armenia, and Azerbaijan are created.

If all Georgia is EP-held when Russia falls, Georgia is neutral. If any hex is CP-held when Russia falls, Georgia is an EP nation. Either way, the EP deploys its armies in Georgia, in three separate hexes.

Azerbaijan is a CP minor ally. Its hexes are friendly to the CP unless physically held by EP armies. Deploy the “Baku Soviet” army in I125 (retreat any CP units in the hex); it is an EP army but it may never move. Once destroyed, it is permanently eliminated. The CP deploys the three Azerbaijan armies on three CP-controlled hexes of Azerbaijan.

Armenia is an EP minor ally (14.2) It consists of any EP-controlled hexes of Armenia. Its army is any existing Armenian Armies; in addition, deploy any remaining Armenian Armies on any unmassacred, unflipped, EP-controlled Armenian P.C. markers. If an Armenian deploys there, flip the P.C. marker.

## 14.0 ARABS AND ARMENIANS

### 14.1 Arabs and Senussi

There are two Arab forces: the pro-EP Arab Northern Army (ANA; they fought the Turks with Lawrence of Arabia), and the pro-CP Senussi Religious Order (which fought the Brits and Italians in Egypt and Libya). “Arab” in this game refers to the ANA.

Arabia (“The Arabian Desert”) is technically neutral until the Arab Northern Army is created. But since only Arabs can enter it, it can’t really be violated.

Arab Armies may enter any hex in the Hedjaz, Turkish Arabia, Aden and the Arabian Desert. If destroyed, they deploy in the Arabian Desert. Senussi Armies may enter any hex in Libya, Tunisia, or Egypt. If destroyed, they rebuild on any Desert hex in Libya.

Arab/Senussi Armies may never stack with other (foreign) Armies. They are always in supply.

The Senussi may not attack Italian units, or enter Egypt, until Italy joins the EP. However, the Senussi may always enter Tunisia and attack the French.

### 14.2 Armenians

Armenian Armies are created from the force pool by “Armenian Volunteers” Random Events. Each such Event creates one Army from the force pool that can be deployed on any EP-controlled hex in Armenia. It may enter any hex in Armenia, and trace supply from any supplied British, French or Russian Army, or any EP-held Armenian P.C. (Population Centre) marker.

It may stack with any EP Armies, and may be rebuilt normally on any EP-held hex in Armenia.

When EP forces first occupy any unflipped Armenian P.C. marker, the EP may place one Armenian Army from the Undeployed Units Box **or** from the MF Casualties Box in the hex. (This represents the enlistment of the local male population.) Flip the P.C. marker to show that it has been recruited.

Once the “Armenian Massacre” Event has taken place, the CP player rolls one die per turn (2.5, step 2) for each Armenian P.C. marker he controls. On a 6, remove the marker (the locals have been killed).

## 15.0 NEUTRAL COUNTRIES

### 15.1 General Rules

Great Britain, Belgium, France, Serbia, Montenegro and Russia (the EP) start the war against Germany and Austria-Hungary (the CP). Turkey, Bulgaria, Italy, the USA and Roumania start the game as “predisposed neutrals” (15.2). All other countries are “neutral.”

Neutral countries receive additions to their Army Max as specified in Event Chits, but cannot otherwise build, deploy, or move Armies until they are at war. Any MF units they may receive while neutral are placed in the Minor Forces Reserve Box to await deployment. (**Exception:** The EP player deploys, moves, and controls all neutral Italian forces.)

### 15.2 Predisposed Neutrals

Three neutrals (USA, Italy, Roumania) begin the game “predisposed” to the EP side, while two (Turkey and Bulgaria) are “predisposed” to the CP.

Each has an Entry Marker on the Omnibus Markers Track (16.5). When directed by a Random Event, roll a die for the country, moving its Entry Marker up by the amount rolled. When its Entry Marker reaches 70, the marker is removed and the country enters the war at once on the side to which it is predisposed.

**Exceptions:** If Russia has collapsed or Paris (3305) is CP when Italy joins, remove the Italian entry marker; Italy will remain neutral unless attacked by the CP. If Odessa (2116) is CP-controlled when Roumania joins, it joins the CP. If Constan-

tinople (1813) or Gallipoli (1812) is EP-controlled when Bulgaria joins, it joins the EP. (If Bulgaria is EP, ignore all random events referring to Bulgaria.)

### 15.3 Invading Neutrals

At the start of his own Pulse during the Pulse Phase, a player may declare war on a neutral country. This activates that country as an ally of the other side.

If a neutral is attacked, roll two dice. If the CP attacked, add the roll to US Entry (15.2). If the EP attacked, subtract the roll from US Entry. Because the US exudes a wholesome moral influence, the EP may not attack neutrals once the US is in the war.

### 15.4 Albania

Units of all nationalities may freely enter Albania (but see National Restrictions, 10.0). Movement into Albania is not even considered an ‘invasion.’ Because of bandits, supply can be traced through an Albanian hex only if a friendly army occupies that hex.

### 15.5 Independent Finland

If Russia has collapsed and the Finnish Civil War event occurs, each side rolls a die and adds the number of Divs it has in Finland. The higher total wins the Civil War. Finland becomes a minor ally of the winner; deploy the two Finnish MF units anywhere in Finland. They are always in supply, but never leave Finland.

### 15.6 Greece and “Macedonia”

The lawless region marked as “Macedonia” on our map can be invaded and occupied by EP and CP forces without violating Greek neutrality. All hexes of Macedonia become friendly to the side that first occupies a hex in Macedonia.

### 15.7 The Netherlands

Holland is “blacked out” of play. The CP smuggled goods through “neutral” Holland, but the EP wasn’t going to invade it given all the fuss over Belgium.

### 15.8 North and South Persia

North Persia is Russian-controlled territory. The

“SG” Persian Army (Swedish Gendarmes: its officers were pro-German Swedes) is a CP Army (see 10.5).

South Persia is British-controlled territory. The “SPR” Persian Army is an EP Army (see 10.5).

No other unit may enter Persia till Turkey is at war.

### **15.9 Switzerland**

Only the CP may attack the Swiss. If Italy is neutral when Switzerland is invaded, Italy joins the EP.

### **15.10 The United States**

The USA cannot be attacked; it joins the EP only by being a “predisposed neutral.” When the USA joins, its Army Max is set at zero; place the “US Reserves” marker in the “0” box on the Markers Track.

US Reinforcements arrive automatically based on the US Reinforcements Chart. Each turn the US is in the war, consult the US Reinforcements Chart, and add that many units to US Reserves (and to the US Army Max) during the Recruitment Phase.

DOW = the turn the US issues its Declaration of War; DOW + 1 = the next turn, DOW + 2 = the turn after that, and so on.

Regardless of the above rule, US may never get more than 35 divs per turn (the Army Max shaded on the Omnibus Markers Track is an absolute limit).

Once the USA is at war, add +1 to all die rolls for EP Naval Supremacy Challenges and subtract -1 from all CP Naval Supremacy Challenges.

### **15.11 Opportunistic Entry**

Roumania and Italy have “Opportunistic Entry” hexes in Austria-Hungary (marked with flags). If hex 2512 is occupied by EP units, Italy (if neutral) joins the EP at once. If hex 2314 is occupied by EP units, Roumania (if neutral) joins the EP at once.

### **15.12 Bulgarian Separate Peace**

When a “Bulgarian Separate Peace” Event is drawn, the EP may make Bulgaria neutral, if Paris (3305), Odessa (2116), Riga (3117) and Salonika (1910) are all EP, hexes 2009 and 2010 are CP, Bulgaria is CP,

and the United States is neutral.

A neutralized ‘Greater Bulgaria’ includes hexes 2009 and 2010. Remove all Bulgarian units and retreat any other CP or EP units in ‘Greater Bulgaria’ to the nearest friendly hexes. CP may trace supply through ‘Greater Bulgaria’ but can’t SR or move through it.

Roll three dice to increase RUSSIAN REVOLUTION, and roll three dice to reduce US ENTRY. Remove all Servian units from the game permanently. A “neutralized” Bulgaria may never be attacked. Place Bulgarian armies in 2009 and 2010 to remind players these hexes are now off-limits.

## **16.0 GAME SET-UP**

### **16.1 General Instructions**

The game begins on 5 August 1914, with Germany’s invasion of Belgium (the “Schlieffen Plan”) already begun. As a result, the Belgians and the outraged British start the game as Entente nations alongside France, Russia, Servia and Montenegro.

Germany and Austria-Hungary are the Central Powers; all others are neutral. Each country at the start of the game controls its own lands and colonies.

#### **Exceptions:**

The independent state of Armenia is shown on the map in full flower. At game-start, Armenia is not independent. Instead, four hexes of Armenia are under Russian control: 1123, 1222, 1321 and 1322.

The rest of Armenia, plus all of Ottoman Turkey, the Hedjaz, Mesopotamia, and Turkish Arabia, are ruled by the Ottoman Empire (Turkey).

Finland, the Baltic States, White Russia, the Ukraine, Poland, Georgia and Azerbaijan all begin the game as part of Russia.

### **16.2 Placement of Units**

The Belgian Army is in hex 3308.

One Bulgarian Army (each) is in hex 1912, 1913, and 2011.

One Greek Army (each) is in 1808, 1809, and 1710.

One Roumanian Army (each) is in 2212, 2213, 2114, and 2214.

One Servian Army is in 2310, and two are in 2311.

One Swedish Army (each) is in 3313, 3416 and 3816.

One Swiss Army is in each Swiss hex.

The Persian “SG” is in 0725, and the “SPR” in 0322.

Consult the Great Powers Set-Up Chart (16.3) and deploy the Armies of the Powers accordingly.

Carefully place the Div Max Markers of each Army on the Omnibus Markers Track, making sure the Armies are assigned the right number of Divs.

Finally, write down for each Great Power its correct Army Max on a piece of paper.

Separate the “AAV” Armenian Army from the rest of the Armenians (it appears as the result of an Event).

The Austro-Hungarian “Süd” Army may not be used until a Random Event allows it.

All other undeployed Armies go in the Undeployed Units Box on the Off-Map display.

### **16.3 Great Powers Set-Up Charts (p. 13)**

### **16.4 Colonial Deployments**

Place one ANZ Army in Papua and one in Tonga. The Indian “IND” Army starts in North India. None of these units may go to Europe unless Events permit. Put coins in all areas with a ● symbol, and in Omaruru and Lüderitzbucht. CP puts the “Askari” in Kamerun, Togo, Ost-Afrika or Süd-West Afrika.

### **16.5 Placement of Markers**

Place ENTRY markers on either side’s Omnibus Markers Track: Turkey 60, Italy 55, Bulgaria 46, Roumania 32, USA 25, Bolshevik Revolution 18.

Place the five Armenian P.C. markers in hexes 1222 (flipped), 1020, 1216, 1319 and 1417. Place all Sea Markers in the “Parity” box on the Display Sheet.

Each side begins with one Siege marker, and with any

Special Event coins specified in each Special Event box (in brackets, lower right, e.g. the [15] in “Krupp” means put 15 coins in the “Krupp” box). Most Special Event boxes will be empty.

Place Event Chits 1-6 (only) in an opaque cup. Place the Game-Turn marker on Turn I (August, 1914).

### 16.6 Special First/Last Turn Rules

The Great War opened with each side operating according to pre-set plans. As a result, there are no Logistics Phases (2.2 and 2.3) on the first turn.

The very first move of the game is a mandatory die roll. Roll one die. On a 1, Austria-Hungary arrests the aging Servian general Putnik (convalescing in an Austrian spa). On a 2-6, however, Putnik returns to Serbia to lead the defence: Put 3 coins in the PUTNIK box as an EP Special Event. The CP player may start the game by announcing that he is arresting Putnik and forego the die roll. If he does this, don't deploy any Putnik coins, but roll two dice for Italian Entry.

The British and Indian forces in hex 0321 represent forces that landed shortly after Turkey's declaration of war on Britain. They may not move (except to SR out) until Turkey has joined the Central Powers.

During the Second Random Events Phase of the Summer, 1918 Turn (only), draw **all** remaining Event Chits. This gives everybody all their goodies to

throw at each other on the last turn of the game.

### 17.0 HOW TO WIN

If either side resigns the game, his opponent wins. If Germany surrenders, the EP wins an immediate decisive victory. If France surrenders in 1914 (only), the CP wins an immediate decisive victory.

If neither player resigns and there is no immediate decisive victory, then the game lasts until the end of the fall, 1918 turn, and victory is determined thus:

- Decisive EP victory: Austria-Hungary and Turkey have surrendered, there is an EP Army in Germany or Belgium, and there are no CP units in any colony box (including India).
- Marginal EP victory: Austria-Hungary and Turkey have surrendered, and there are no more than three CP units or coins in the colonies.
- Marginal CP victory: One of Austria-Hungary and Turkey has surrendered, and there are no EP Armies in Germany or Belgium.
- Decisive CP victory: Neither Turkey nor Austria-Hungary has surrendered.

**Exception:** If both Russia and France are still in the game at the end of 1918, shift the level of victory one level in the EP's favour. (A CP Decisive becomes

a CP Marginal; a CP Marginal becomes an EP Marginal; an EP Marginal becomes an EP Decisive.)

Any other result is a draw.

The game ends at the end of 1918 because the coming winter would have brought starvation to the losing side. Whoever was losing at the end of 1918 would likely have thrown in the towel.

### 18.0 CREDITS

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Web Support, Errata, Designers' Notes: <http://my.execpc.com/~talossa/ditt.html>

*“War is hell. But it is only a hell of suffering, not of dishonour.”*

— Tom Kettle, Irish poet, August 1914

### 19.0 HEX CATALOGUE

0109 Darfur	0310 Idfu	0522 Dezful	0720 Baghdad	0824 Tone Kabon
0110 Aswan	0313 Wejh	0523 Khorammabad	0721 Baquba	0825 Chalus
0111 Wadi Halfa	0314 Medain Salih	0524 Golpayegan	0722 Kasr-i-Shirin	0908 Siwa Oasis
0112 Port Sudan	0321 Basra	0525 Natanz	0723 Hamadan	0910 Hagag
0113 Jidda	0322 Abadan	0610 El Minya	0724 Qazvin	0911 Alexandria
0114 Mecca	0323 Behbahan	0612 Bir Taba	0725 Teheran	0912 Damietta
0115 Taif	0324 Abadeh	0613 Aqaba	0726 Babol	0914 Jaffa
0116 Asir	0410 Luxor	0614 Tafileh	0810 The Pyramids	0915 Beirut
0117 Yemen	0414 Dizad	0620 Ctesiphon	0811 Cairo	0916 Damascus
0118 Lahej	0420 Nasiriya	0621 Bakhtaran	0812 Romani	0917 Burga
0119 Aden	0421 Qurna	0622 Nahavand	0813 El Arish	0918 Deir-el-Zor
0123 Bushire	0422 Ahwaz	0623 Arak	0814 Jerusalem	0919 Sinjar
0209 Kom Ombo	0423 Najafabad	0624 Qum	0815 Amman	0920 Mosul
0213 Yenbo	0424 Isfahan	0625 Garmsar	0818 Khan Baghdadi	0921 Altun Kopri
0214 Medina	0425 Yazd	0711 Suez	0819 Tikrit	0922 Mahabad
0222 Bandar-e-Rig	0510 Asyüt	0712 El Tür	0820 Kirkuk	0923 Mianeh
0223 Shiraz	0514 Tebuk	0714 Hebron	0821 Suleimanie	0924 Rasht
	0520 Nejef	0715 Bair	0822 Dezh Shahpur	1006 Jalo
	0521 Kut	0719 Falluja	0823 Zanjan	1007 Jaraboob

1008 Aqqaqir	1306 El Marj	1525 Kizlyar	1912 Philippopolis	2122 Millerovo
1009 Mersa Matrûh	1307 Cyrene (Shahat)	1601 Gharran	1913 Burghas	2123 Tsaritsyn
1015 Tripoli	1310 Herakleon	1602 Homs	1914 Varna	2201 Bizerte
1016 Homs	1311 Rhodes	1608 Kalamata	1917 Sevastopol	2206 Napoli
1017 Meskene	1312 Fethiye	1609 Piraeus	1918 Yalta	2207 Foggia
1018 El Rashid	1313 Adalia	1611 Smyrna	1919 Kerch	2208 Cettigné
1019 Bitlis	1314 Bazardjik	1612 Balikesser	1920 Krasnodar	2209 Uzhitza
1020 Van	1315 Karaman	1613 Kütahia	1921 Tikhoretsk	2210 Kraguyevatz
1021 Urmia	1316 Nigde	1614 Eski-Shehr	1922 Salsk	2211 Zayechar
1022 Tabriz	1317 Marash	1615 Kanghai	1923 Elista	2212 Târgu Jiu
1023 Ardabil	1318 Bayburt	1616 Kastamuni	2001 Kairouan	2213 Ploësti
1024 Lenkoran	1319 Erzurum	1617 Samsoun & Sinope	2002 Sousse	2214 Focsani
1104 Zella	1320 Koprakeui	1620 Sukhumi	2004 Agrigento	2215 Kishenev
1105 Marada	1321 Sarikamish	1621 Mount Elbrus	2005 Messina	2216 Uman
1106 Aujila	1322 Kars	1622 Vladikavkaz	2006 Catanzaro	2217 Elizavetgrad
1107 Bir Hakeim	1323 Rustavi	1623 Ulan-Kholl	2007 Brindisi	2218 Znamenka
1108 Asisa	1324 Zakatal	1624 Kaspiyskiy	2008 Durazzo	2219 Ekaterinoslav
1109 Sollum	1325 Derbent	1701 El-Azizia	2009 Monastir	2220 Slaviansk
1113 Limassol	1401 El Gheria	1702 Tripoli	2010 Üsküb	2221 Kalach
1114 Nicosia	1402 Beni Ulid	1708 Pyrgos	2011 Sophia	2222 Mikhaylovka
1115 Famagusta	1403 Misurata	1709 Corinth	2012 Tirnova	2302 Iglesias
1116 Antioch	1405 Benghazi	1710 Athens	2013 Rustchuk	2303 Çağliari
1117 Aleppo	1406 Baida	1712 Kum Kalé	2014 Constantza	2306 Rome
1118 Diyarbekir	1409 Khania	1713 Bursa	2015 Tulcha	2307 Pescara
1119 The Siirt Gap	1411 Mughla	1714 Nicomedia	2016 Eupatoria	2308 Spalato
1120 Mush	1412 Denizli	1715 Bolu	2017 Kherson	2309 Ragusa
1121 Malazgirt	1413 Isparta	1716 Zumbuldak	2018 Melitopol	2310 Sarajevo
1122 The Maku Khanate	1414 Konia	1720 Sochi	2019 Mariupol	2311 Kolubara River
1123 Nakhichevan	1415 Yozghat	1721 Maykop	2020 Rostov-on-the-Don	2312 Belgrade
1124 Karabagh	1416 Caesarea	1722 Cherkessk	2021 Novocherkassk	2313 Hermannstadt
1125 Baku	1417 Sivas	1723 Nalchik	2022 Kotelnikovo	2314 Kronstadt
1202 Hon	1418 Trebizond	1724 Mumra	2101 Teboursouk	2315 Yassy
1203 Waddan	1419 Baouk-Dere River	1725 Astrakhan	2102 Tunis	2316 Zhmerinka
1204 El Agheila	1420 Batum	1801 Zawia	2103 Nabeul	2317 Belaya Tserkov
1206 Jebel el-Akhdar	1421 Kutais	1808 Patras	2104 Trapani	2318 Cherkassy
1207 Tobruch	1422 Tiflis	1809 Volo	2105 Palermo	2319 Poltava
1213 Alaja	1423 Temir-Khan-Shura	1810 Mount Athos	2106 Salerno	2320 Kharkov
1214 Itch Ili	1424 Petrovsk	1811 Dedeagach	2107 Taranto	2321 Alekseyevka
1215 Adana	1501 Mizda	1812 Gallipoli	2108 Bari	2322 Borisoglebsk
1216 Alexandretta	1502 Tarhuna	1813 Constantinople	2109 Scutari	2323 Saratov
1217 Kharput	1503 Zilten	1819 Novorossiysk	2110 Prisrend	2402 Oristano
1218 Erzinjan	1511 Scalanova	1820 Armavir	2111 Nish	2403 Olbia
1219 Hinis	1512 Aidin	1821 Stavropol	2112 Vidin	2405 Civitavecchia
1220 Alashkert	1513 Philadelphia	1822 Priyutnoye	2113 Crajova	2406 Ancona
1221 Bayazit	1514 Afiun Karahissar	1823 Yashkul	2114 Bucharest	2408 Zara
1222 Erevan	1515 Angora	1901 Gabès	2115 Galatz	2409 Banjaluka
1223 Elizavetpol	1516 Chorum	1904 Malta	2116 Odessa	2410 Újvidek
1224 Kuba	1517 Amassia	1905 Syracuse	2117 Nikolaev	2411 Temesvar
1302 Sokna	1518 Kerasund	1908 Corfu	2118 Krivoirog	2412 Debrecen
1303 Bu Ngem	1521 Poti	1909 Yanina	2119 Zaporozhie	2413 Koloszvár
1304 Syrte	1522 Tskhinvali	1910 Salonika	2120 Donetsk	2414 Czernowitz
1305 Ghemines	1523 Grozny	1911 Lake Doiran	2121 Lugansk	2415 Kamenets-Podolsk

2416 Vinnitsa	2710 Vienna	2918 Lake Narotch	3123 Belozersk	3406 The Pas de Calais
2417 Kiev	2711 Brünn	2919 Velikiye Luki	3124 Vozhega	3407 Antwerp
2418 Priluki	2712 Cracow	2920 Ostashkov	3201 Les Landes	3410 Schleswig
2419 Sumy	2713 Gorlice & Tarnow	2921 Vishny Volochek	3202 Bordeaux	3411 Odense
2420 Kursk	2714 Lublin	2922 Bezhetsk	3203 Poitou	3412 Copenhagen
2421 Voronezh	2715 Brest-Litovsk	2923 Rybinsk	3204 Touraine	3413 Halmsted
2422 Lipetzk	2716 Pinsk	2924 Kostroma	3205 West Marne (Soissons)	3414 Växjö
2503 Alghero	2717 Sarny	3001 Pau	3206 East Marne (Châlons)	3415 Norrköping
2504 Ajaccio	2718 Bobruysk	3002 Toulouse	3207 The Ardennes	3416 Stockholm
2505 Bastia	2719 Mohilev	3003 Aurillac	3208 Coblenz	3417 Åland Islands
2506 Florence	2720 Roslavl	3004 Clermont-Ferrand	3209 Hannover	3418 Åbo
2507 Rimini	2721 Kaluga	3005 French Jura	3210 Magdeburg	3419 Helsingfors
2508 Trieste	2722 Moscow	3006 Belfort	3211 Rostock	3420 St. Michael
2509 Agram (Zagreb)	2723 Vladimir	3007 Straßburg	3212 Stralsund	3421 Suojärvi
2510 Szombathely	2802 Perpignan	3008 Stuttgart	3216 Windau	3422 Kapaselga
2511 Budapest	2803 Marseilles	3009 Nuremberg	3217 Pernau	3423 Medvezhegorsk
2512 Miskolc	2804 Briancon	3010 Leipzig & Dresden	3218 Tartu	3424 Kushereka
2513 Ungvár	2805 Turin	3011 Görlitz	3219 Kronstadt	3425 Severodvinsk
2514 Stanislaw	2806 Milan	3012 Posen	3220 Petrograd	3426 Archangel
2515 Tarnopol	2807 Trentino/Alto Ádige	3013 Thorn	3221 Svanks	3503 Brest
2516 Dubno	2808 Innsbruck	3014 Königsberg	3222 Podporozhye	3504 St. Malo
2517 Zhitomir	2809 Budweis	3015 Insterburg	3223 Vytegra	3505 Cherbourg
2518 Chernigov	2810 Prague	3016 Kovno	3224 Nyandoma	3506 London
2519 Konotop	2811 Mährisch-Ostrau	3017 Friedrichstadt	3225 Plesetsk	3507 Ipswich
2520 Igov	2812 Czeszochowa	3018 Dünaburg	3303 Nantes	3511 Esbjerg
2521 Orel	2813 Ivangorod	3019 Staraya Russa	3304 Maine	3512 Aalborg
2522 Yelets	2814 Warsaw	3020 Borovichi	3305 Paris	3513 Gothenburg
2604 Calvi	2815 Bialystok	3021 Pestovo	3306 Somme Valley	3514 Trollhättan
2605 Leghorn	2816 Krevo	3022 Cherepovets	3307 French Flanders	3515 Örebro
2606 Bologna	2817 Minsk	3023 Vologda	3308 Brussels & Liége	3516 Uppsala
2607 Venice	2818 Vitebsk	3101 Biarritz	3309 The Ruhr	3517 Gävle
2608 The Isonzo	2819 Smolensk	3102 Agen	3310 Bremen	3518 Björneborg
2609 Graz	2820 Vyazma	3103 Périgueux	3311 Kiel	3519 Tammerfors
2610 Pressburg	2821 Tver	3104 Bourbonnais	3312 Nykøbing	3520 Kuopio
2611 Besztercebánya	2822 Sergiyev Posad	3105 Nivernais	3313 Malmö	3521 Joensuu
2612 Kassa	2823 Yaroslavl	3106 Châlons-sur-Marne	3314 Karlskrona	3522 Lendery
2613 Przemysl	2902 Carcassonne	3107 Verdun	3315 Visby	3523 Belomorsk
2614 Lemberg	2903 Montpellier	3108 Metz	3316 Färö	3524 Virandozero
2615 Lutsk	2904 St. Étienne	3109 Frankfurt	3317 Dagö and Ösel	3526 Richi
2616 Rovno	2905 Grenoble	3110 Kassel	3318 Reval	3604 Plymouth
2617 Mozyr	2906 Berne	3111 Berlin	3319 Narva	3605 Portsmouth
2618 Homel	2907 Zürich	3112 Stettin	3320 Viborg	3606 Leicester
2619 Starodub	2908 Constance	3113 Stolp	3321 Sordavala	3607 Norwich
2620 Bryansk	2909 Munich	3114 Danzig	3322 Petrozavodsk	3612 Kristiansand
2621 Tula	2910 Pilsen	3115 Memel	3323 Pudozh	3613 Christiania (Oslo)
2622 Ryazan	2911 Königgrätz	3116 Libau	3324 Kargopol	3614 Karlstad
2704 Nice	2912 Breslau	3117 Riga	3325 Maloshuyka	3615 Falun
2705 San Remo	2913 Lodz	3118 Ryezhitsa	3326 Onega	3616 Sundsvall
2706 Genoa	2914 Novo-Georgievsk	3119 Pskov	3402 St. Nazaire	3618 Nikolaistad (Vasa)
2707 Verona	2915 Tannenberg	3120 Novgorod	3403 Rennes	3619 Jakobstad
2708 Udine	2916 Grodno	3121 Tikhvin	3404 Caen	3620 Idensalmi
2709 Bainsizza Plateau	2917 Vilna	3122 Babayevo	3405 Le Havre	3621 Kaiana

3622 Uhtua  
 3623 Kem  
 3624 Olenitsa  
 3625 Kuzomen  
 3626 Kamenka  
 3704 Truro  
 3705 Cardiff  
 3706 Birmingham  
 3707 Manchester  
 3708 Hull  
 3712 Stavanger  
 3713 Øvre Sirdal

3714 Honefoss  
 3715 Mora  
 3716 Sveg  
 3717 Örnskoldsvik  
 3718 Umeå  
 3719 Skellefteå  
 3720 Kokkola  
 3721 Uleaborg  
 3722 Suomussalmi  
 3723 Kovdo  
 3724 Umba  
 3726 Pony

3805 Aberystwyth  
 3806 Liverpool  
 3807 Newcastle  
 3808 Berwick  
 3812 Bergen  
 3813 Fagernes  
 3814 Hamar  
 3815 Lillehammer  
 3816 Östersund  
 3817 Dorotea  
 3818 Arvidsjaur  
 3819 Luleå

3820 Kemi  
 3821 Kuusamo  
 3822 Kuolajärvi  
 3823 Kandalaksha  
 3825 Gremikha  
 3904 Cork  
 3905 Limerick  
 3906 Dublin  
 3907 Glasgow  
 3908 Edinburgh  
 3913 Ålesund  
 3914 Åndalsnes

3915 Oppdal  
 3916 Trondheim  
 3917 Grong  
 3918 Storuman  
 3919 Arjeplog  
 3920 Övertorneå  
 3921 Rovaniemi  
 3922 Kemijärvi  
 3923 Monchegorsk  
 3924 Murmansk  
 3925 Teriberka

<b>SEA CONTROL TABLE</b> (See Rule 8.3)	<b>EP NAVAL SUPREMACY</b>	<b>PARITY</b>	<b>CP NAVAL SUPREMACY</b>
<b>NORTH SEA</b>	EP can amphibiously invade (6.5).	EP can amphibiously invade (6.5).	CP can use crossing arrows between France and Britain.
<b>BALTIC SEA</b>	EP can amphibiously invade (6.5). EP can use crossing arrows in Baltic.	EP can amphibiously invade (6.5).	CP can use crossing arrows in Baltic.
<b>ADRIATIC SEA</b>	EP can amphibiously invade (6.5).	EP can amphibiously invade (6.5).	CP can use crossing arrow at 2007/2008. CP may challenge in Med (8.3).
<b>BLACK SEA</b>	EP can amphibiously invade (6.5). +5 to Russian limit in NE (6.3).	EP can amphibiously invade (6.5).	-5 to Russian limit in NE (6.3).
<b>MEDITERRANEAN SEA</b>	EP can amphibiously invade (6.5). +5 to British limit in NE (6.3).	EP can amphibiously invade (6.5).	-5 to British limit in NE (6.3).

<b>EP GAS EVENT:</b>	<b>CP GAS EVENT:</b>
The first time the EP plays a "GAS" Event, add +20 to EP combat.	The first time the CP plays a "GAS" Event, add +25 to CP combat.
The second time the EP plays a "GAS" Event, add +15 to EP combat.	The second time the CP plays a "GAS" Event, add +20 to CP combat.
The third time the EP plays a "GAS" Event, add +10 to EP combat.	The third time the CP plays a "GAS" Event, add +15 to CP combat.
The fourth time the EP plays a "GAS" Event, add +5 to EP combat.	The fourth time the CP plays a "GAS" Event, add +10 to CP combat.
	The fifth time the CP plays a "GAS" Event, add +5 to CP combat.

### 16.3 Great Powers Set-Up Charts

<b>AUSTRIA-HUNGARY (Army Max = 59)</b>		
Army	Composition	Location (Hex)
1 xxxx	12 Divs	2713
Ost xxxx	9 Divs	2411
3 xxxx	12 Divs	2614
TKJ xx	(MF)	2614
4 xxxx	10 Divs	2613
5 xxxx	8 Divs	2410
6 xxxx	5 Divs	2409
7 xxxx	3 Divs	2414

<b>FRANCE (Army Max = 82; Note: This number is right)</b>		
Army	Composition	Location (Hex)
1 xxxx	12 Divs	3107 (*)
2 xxxx	15 Divs	3107
3 xxxx	11 Divs	3206
4 xxxx	7 Divs	3206
5 xxxx	13 Divs	3207
6 xxxx	8 Divs	3006 (*)
Orient xxxx	1 Div	Gold Coast Box
In Reserves	25 Divs	

<b>ITALY (Army Max = 36)</b>		
Army	Composition	Location (Hex)
1 xxxx	6 Divs	2707
2 xxxx	14 Divs	2708
3 xxxx	7 Divs	2806
VII xxx	3 Divs	2007
XII xxx	3 Divs	1702
XIV xxx	3 Divs	1405

<b>GERMANY (Army Max = 104)</b>		
Army	Composition	Location (Hex)
1 xxxx	20 Divs	3208
Kavallerie xxx	(MF)	3208
2 xxxx	9 Divs	3208
Prussian Guards	(MF)	3208
3 xxxx	5 Divs	3108
Saxon MF	(MF)	3108
4 xxxx	10 Divs	3108
5 xxxx	13 Divs	3108
Württemberg MF	(MF)	3108
6 xxxx	12 Divs	3108
Bavarian MF	(MF)	3108
7 xxxx	7 Divs	3007 (*)
8 xxxx	20 Divs	3014
In Reserves	8 Divs	

<b>GREAT BRITAIN (Army Max = 7; this number is right)</b>		
Army	Composition	Location (Hex)
1 xxxx	6 Divs	3506
Exp xxx	1 Div	Cape Colony
South African x	(MF)	Cape Colony
KAR xx	(MF)	Gold Coast Box
MEF xxx	1 Div	0321 (see 16.2)
IEF "D" xxx (Indian)	(MF)	0321 (see 16.2)

**\* PLAN 17:** The French 1st Army (hex 3107), French 6th Army (hex 3006) and the German 7th Army (hex 3007) all start the game flipped. They are busy with France's goofy 'lunge' into Germany in the war's opening days (Plan 17 from Outer Space). These units may not move or be attacked on Turn 1.



<b>OTTOMAN TURKEY (Army Max = 38)</b>		
Army	Composition	Location (Hex)
I xxxx	9 Divs	1813
IV xxx	3 Divs	1611
V xxx	3 Divs	1515
VI xxx	3 Divs	1117
VII xxx	4 Divs	0117
VIII xxx	3 Divs	0916
IX xxx	3 Divs	1319
X xxx	3 Divs	1120
XI xxx	3 Divs	1020
XII xxx	2 Divs	0920
XIII xxx	2 Divs	0521
Frontier Guards	(MF)	1419
1 Hamidiye	(MF)	1320
2 Hamidiye	(MF)	1221
Gendarmes	(MF)	1020

<b>RUSSIA (Army Max = 93)</b>		
Army	Composition	Location (Hex)
I xxxx	11 Divs	3116
2 xxxx	11 Divs	2916
3 xxxx	12 Divs	2516
4 xxxx	11 Divs	2715
5 xxxx	8 Divs	2615
Don Cossacks	(MF)	2615
6 xxxx	3 Divs	3418
1 <sup>st</sup> Finnish Jäger	(MF)	3418
7 xxxx	4 Divs	2417
8 xxxx	12 Divs	2415
I CA xxx	2 Divs	1420
2 TA xxx	2 Divs	1321
IV CA xxx	2 Divs	1222
V CA xxx	2 Divs	1123
Gds xxx MF	(MF)	2714
In Reserves	13 Divs	

## 20.0 Event Chit Charts

### 1914 Chit 1: F6, GB2, R4

- AIR: “Royal Flying Corps.” Place coin in the “RFC” Air box, EP gets Air Superiority (Rule 8.1).
- VENIZELOS: If Greece and Turkey are both neutral, the EP may activate Greece as an EP nation, but must declare war on Turkey (Rule 15.3).
- BODY ON THE BATTLEFIELD: Germans find Russia’s battle plans on the body of a dead officer. CP points to a Russian stack adjacent to a German; roll a die: Russians must destroy that many Divs.
- PAS DE CAMOUFLAGE: French troops charge German lines in blue and red Second Empire uniforms with no helmets. CP points to a French stack adjacent to a German; roll a die: French must destroy that many Divs.
- MAX VON PRITZWITZ: If this chit is drawn on the 1<sup>st</sup> Random Events Phase of the September, 1914 turn (only), and there is a supplied Russian Army on any hex of Germany, then the German Forts of Danzig, Königsberg, Tannenberg, Thorn, Posen and Breslau are not considered Forts during the September, 1914 Turn.
- HOME RULE: EP player must decide on Irish “Home Rule”. If he refuses Home Rule, nothing happens. If he accepts Home Rule, immediately raise British Army Max by 5 (enthusiastic Irish recruits).
- Deploy Terek Cossacks on any Russian-controlled hex.
- Deploy the British “Gurkha” brigade on any British-controlled hex.
- Pro-German gentry subverts war effort. Roll for RUSSIAN REVOLUTION.

### 1914 Chit 2: F6, GB3, R3

- RAPE OF BELGIUM: German atrocities. Roll for US ENTRY.
- ITALY QUITS TRIPLE ALLIANCE: Roll for ITALIAN ENTRY.
- WIRELESS INTERCEPTS: CP points to any one Russian stack adjacent to a German stack, and roll a die: the Russians must destroy that many Divs.
- KING CAROL PREVAILS: If this Chit is drawn in the very first Events Phase of the game, Roumania’s King overrules his Crown Council. Roll a die. On a 1-2, a coup unseats the King and Roumania joins the EP. On a 3-5, the coup fails and Roumania joins the CP. On a 6, Roumania collapses into Civil War; it is an EP nation but all its armies are removed for good.
- KING ALBERT CAVES IN: If this Chit is drawn in the very first Events Phase of the game, Belgium’s King Albert tries to save his country from bloodshed. Roll a die. On a 6, the Belgian Army is permanently removed from the game and each Belgian hex is controlled by whichever side occupies it first.
- SMS MAGDEBURG. Warship beached in Finland, Allies seize German naval codes. EP may draw the next Event Chit and look at it, so he knows its contents but CP player does not. Play chit normally when required.
- Germans bribe Bulgarian politicians: Roll for BULGARIAN ENTRY.
- Lenin calls for the defeat of Czarist Russia in the “imperialist war.” Roll for RUSSIAN REVOLUTION.
- ★ (+AH) BENEDICT XV elected Pope after the death of Pius X.
- The Indian Army in India may now SR or move to Europe.
- 700 BELGIAN CYCLISTS cut German lines of communication. If Belgium is EP,

CP must move one German Div in Belgium to Reserves.  
EP ● PAN-TURANIAN ARMY; EP ● PLEHVE (3 coins)

### 1914 Chit 3: F3, GB7, R4

- HAJI WILHELM: Turks encouraged by false reports that the Kaiser has converted to Islam. Roll for TURKISH ENTRY.
- THE RUSSIANS ARE COMING: Germans redeploy to meet a Russian (!) Army rumoured to be deploying in France. Roll 2 dice, CP must move that many German Divs in France or Belgium (if possible) to Reserves.
- BOER REVOLT: If there is any German coin in Süd-West Afrika, South Africa’s Afrikaners declare independence. See Rule 11.4.
- VON KLUCK’S PLANS fall into EP hands. EP may point to any one German stack adjacent to a French stack, and roll a die: the Germans must destroy that many Divs in that stack.
- SIDI AHMAD ES SHERIF: Deploy all Senussi units (14.1).
- CONNEAU’S CAVALRY CORPS: Roll a die. On a 6, brilliant French action cuts drives wedge into German lines. Germans lose one “Krupp” coin.
- Czar Ferdinand fires pro-Russian officers: Roll for BULGARIAN ENTRY.
- ★ (+D) BENESLØT: Norway (if neutral) sends vital ores to Germany. (EP may cancel the die roll by declaring war on Norway.)
- Russian government bans vodka: Roll for RUSSIAN REVOLUTION.
- GOEBEN AND BRESLAU: If Turkey is neutral, the EP may choose to seize these German cruisers before they reach Turkey. Declare war on Turkey, then roll a die. On a 1 or 2, the ships are caught; move the “Black Sea” marker to the “EP Naval Supremacy” box. On a 3-6, the ships get through and nothing else happens.

### 1914 Chit 4: DI, F2, GB8, R4

- LIMAN VON SANDERS: German “advisors” arrive to man Turkish defences: Roll for TURKISH ENTRY.
- BATTLESHIPS RESHADIEH AND SULTAN OSMAN I: If Turkey is neutral, EP can choose to bribe Turkey to stay out of war. Move the “Black Sea” marker to the “CP Naval Supremacy” box and roll two dice: Reduce TURKISH ENTRY by the resulting amount.
- BRATIANU-SAZONOFF PACT: Roll for ROUMANIAN ENTRY.
- KINDERMORD: “Massacre of the Innocents.” Germans hurl 30,000 poorly trained college students into battle. Roll a die. EP may point at any German Army adjacent to a French or British Army; destroy that number of Divs in that Army.
- NORWEGIAN SHIPS sunk by U-boats. Roll 2 dice if Norway is neutral. On a 12, Norway joins EP.
- BRITISH ARMoured CARS: EP player may point to one German Army next to a British Army in France or Belgium and destroy 1 German Div in it.
- ★ (+D) REICHSTAG TRUCE: Politicians unite behind Kaiser Wilhelm II.
- OSKAR NIEDERMAYER: German intrigues in Afghanistan. Roll a die. On a 6,

war breaks out between Afghanistan and India. EP must move one Indian Army (EP's choice) to the Casualty Box.

- **LANDWEHR:** German militia mobilized. Roll 2 dice: Add that number of Divs to any German Armies, but do not increase Germany's Army Max.
  - Deploy Siberian Rifle Corps MF unit (the "SR") in Russia.
  - Deploy the French Foreign Legion MF unit (the "LE") in France.
- CP ● **MUSTAPHA KEMAL** (10 coins)

#### 1914 Chit 5: AH3, D7, F2, GB4, R4

- **KULTUR!** German artists and scientists arrogantly proclaim German superiority. Roll for US ENTRY.
- **BANZAI!** Japan declares war on Germany. Deploy Japan's MF Army in the Wei-hai-wei Colonial Box. It may attack into Kiautschau (only). Roll a die: On a 6, the JEF may also SR to the European map. Treat it as British for all purposes.
- **YELLOW PERIL:** Japan's entry spooks US public opinion. Roll a die; if the result is odd, roll another die and reduce US Entry by that amount.
- **SERB RIVER MINES** unhinge Austrian attacks. EP may flip on Austrian Army adjacent to a Serbian Army. Austrian Army must not be in a mountain hex.
- **RAS MICHAEL:** CP may choose to launch Austrian intrigues in Ethiopia, threatening Italy's empire. CP may declare war on Italy immediately (at no US Entry cost) and roll 1 die, reducing Italian Army Max by the result.
- Turkey closes Dardanelles to EP shipping: Roll for TURKISH ENTRY.
- ★ (-GB) **CRUISE OF THE EMDEN:** German naval raiders sink allied ships.
- **RAMPAGING ELEPHANTS** destroy phone lines in Kamerun. CP may flip one EP unit on the Kamerun colonial map.
- Italy protests Austrian mines in Adriatic: Roll for ITALIAN ENTRY.
- Roumania cuts off German supplies: Roll for ROUMANIAN ENTRY.

#### 1914 Chit 6: AH3, D4, F2, R3

- One Australia/New Zealand Army may now SR to Europe.
- **SERB KING PETER** leads counteroffensive. EP may point to any Austrian army adjacent to a Serbian Army and roll a die. On a 6, destroy one Austrian Div.
- **ADMIRAL ESSEN:** Rogue Russian admiral delivers ultimatum to Sweden's navy. Roll 2 dice; on a 12, Sweden (if neutral) joins the CP.
- **CHRISTMAS TRUCE:** If this chit is drawn in the 1<sup>st</sup> Random Events Phase of Game-Turn 3 (only), the CP may point to a stack of its own units in Belgium or France and flip the stack. The EP must then flip one stack of its own units which is adjacent to the CP stack. These stacks may not be attacked this Turn.
- **"SANITARY COMMISSION":** If Italy is neutral, the Italian Army at Bari (2007) must move to Valona (2008) and remain there till Italy is no longer neutral. If move is prevented by the presence of EP units in 2008, roll a die to reduce ITALIAN ENTRY; if prevented by CP units in 2008, roll a die for ITALIAN ENTRY.
- Allies get Beachhead "A" marker. See Rule 6.5.
- ★ (-D) **BATTLE OF THE FALKLANDS:** Great British naval victory.
- ★ (+D) **CUXHAVEN RAID:** Great British air fiasco.

■ "Blood alone moves the wheels of history!" — Journalist Benito Mussolini starts his rabbleroising, pro-war newspaper: roll for ITALIAN ENTRY.

- King Carol of Roumania dies; his heir, King Ferdinand, is more partial to the EP. Roll for ROUMANIAN ENTRY.
- **NATIONAL CITY BANK:** US banks loan millions to France: Roll for US ENTRY.
- **GERMAN MINELAYER "BERLIN"** interned by Norway. Roll 2 dice; on a 12, Norway (if neutral) joins the EP.
- **BALKANSKA POSHTA:** Germany funds 'fair and balanced' pro-CP Bulgarian press. Roll for BULGARIAN ENTRY.

#### 1915 Chit 1: D10, F3, GB5, OT2, RU5

- **SÜDARMEE:** Deploy the Austro-Hungarian MF "Süd" Army in Austria-Hungary. Assign one AH Div to it, and raise Austria's Army Max by one.
- Germany loans Bulgaria £3,000,000: Roll for BULGARIAN ENTRY.
- **MUSSAVAT RISING:** If there are no Russian Armies in Azerbaijan, Russia must immediately transfer four Divs from the Near East to Reserves.
- **SIR JOHN FRENCH:** Remove any unplayed "Smith-Dorrien" coins.
- Russia covets Turkish territory: Roll for TURKISH ENTRY.
- **SEVERE FLOODING:** Flip all units in Mesopotamia and Persia, but only if this Chit is drawn on a Winter or Spring turn.
- **TROPICAL DISEASE:** CP may flip one EP Army on the Colonial map.
- **SERB TYPHUS:** Flip all Armies (CP and EP) in, and adjacent to, Servia.
- **ITALO-ROUMANIAN TREATY:** Roll for ROUMANIAN ENTRY.
- ★ (-GB) **THE MAD MULLAH:** Anti-British rising in far-off Somaliland.
- German terrorist attack at Vanceboro, Maine: Roll for US ENTRY.
- Deploy French Colonial MF unit on any hex in France or Tunisia.
- **ÅLAND ISLANDS CRISIS:** If hex 3417 is unoccupied, roll two dice. On a 12, Swedish government collapses over Russian treaty violations; Conservative leader Ernst Trygger leads Sweden to join CP.
- **SINGAPORE MUTINY:** Roll a die. On a 6 (only), rebellion spreads to India, and EP must move one Indian MF (EP's choice) to the Casualty Box.

#### 1915 Chit 2: AH4, D10, F2, GB3, OT3, RU5

- **THE TRABAUD PLAN:** French seize tiny Lebanese island of Ahwad as a listening post. If there are no CP units in hex 0915, roll a die. On a 6, the Maronite Christians rebel. Place the Maronite MF Army in 0915.
- **AL-FATAT:** Turks massacre pro-Arab politicians in Syria. If Turkey is CP, roll a die. On a 6, the "Feisal" Arab Army (only) becomes an active EP Army and may enter Turkish territory from the Arabian Desert.
- **SERB TYPHUS:** Flip all Armies (CP and EP) in, and adjacent to, Servia.
- Deploy "German Engineers" (6.2).
- Deploy Canadian Corps MF anywhere in France or Britain.
- **MONTENEGRIN RAPPROCHEMENT:** If Montenegro is EP and Belgrade (2211) is CP, roll a die: On a 6, Montenegro becomes neutral after Austria backs its territorial claims in Albania. Place the Montenegrin Army in Montenegro; it is now neutral. (Any other units in Montenegro retreat.)

- Armenian troops desert en masse: Roll for TURKISH ENTRY.
- Italy denounces Austria's Balkan policies: Roll for ITALIAN ENTRY.
- EP accuses Bulgaria of aiding Germany: Roll for BULGARIAN ENTRY.
- RUSSOPHILE OFFICERS try to assassinate Bulgaria's Hohenzollern Czar. If Bulgaria is neutral, roll 2 dice. On a roll of 12, Bulgaria joins EP.
- Bumbling reactionary Boris Stürmer becomes Prime Minister of Russia: Roll for RUSSIAN REVOLUTION.
- PATHAN MUTINY: CP may flip any EP stack containing an Indian Army.

### 1915 Chit 3: AH2, D8, F7, GB4, OT2, RUI

- ARMENIAN REVOLT/ARMENIAN MASSACRE: If Turkey is CP, EP may place one Armenian Army on any Turkish-controlled Armenian P.C. marker. Any CP Army in the hex must retreat. CP henceforth performs Massacre die rolls (14.2). If Event occurs, US government denounces the Armenian Massacre; Roll for US ENTRY.
- One Australian/New Zealand Army may now SR to Europe.
- REVOLT OF THE BASTARDS: Mixed-race South West Africans offer to revolt against the Germans, but White South Africans dismiss their offer with contempt. EP player may choose to remove 4 CP coins in Süd-West Afrika but if he does so must remove the South African Army permanently from the game.
- LEO FROBINIUS: Roll a die. On a 6, Germans foment rebellion in the Sudan: Senussi units may deploy in 0109 (and SR to/from there).
- BRIBING ITALY: If Italy is neutral, the CP may "bribe" Italy by conceding territory. The CP may reduce Austria-Hungary's Army Max by 5. For each reduction (up to 4), roll a die and lower ITALIAN ENTRY by the number rolled.
- THE EVIL MONK RASPUTIN gets the scheming Russian Czarina to put her cronies into key positions: roll for RUSSIAN REVOLUTION.
- SEVERE FLOODING: Flip all units in Mesopotamia and Persia, but only if this Chit is drawn on a Winter or Spring turn.
- CP ● GAS: Add one coin for chlorine gas.

### 1915 Chit 4: AH4, D8, F10, RUI

- "RADIANT DAYS": Anti-Austrian riots. Roll for ITALIAN ENTRY.
- HYPOTHESIS Z: Roumania's war plans. Roll for ROUMANIAN ENTRY.
- SECRET GERMAN-BULGARIAN TREATY. Roll for BULGARIAN ENTRY.
- WILLIAM JENNINGS BRYAN, America's pacifist Secretary of State, obstructs US war plans. Roll one die to reduce US ENTRY.
- "BE MORE AUTOCRATIC, MY VERY OWN SWEETHEART": At the behest of his nagging wife, Czar Nicholas II takes personal command of the Army and ignores domestic concerns. Roll for RUSSIAN REVOLUTION.
- "TWENTY-ONE DEMANDS": Roll a die. On a 6, war breaks out between Japan and China; remove all Japanese and Chinese units permanently from the game.
- MANPOWER SHORTAGE: Flip all CP and EP units in Armenia.
- ★ (-OT) IDRISI RISING against Turks in Arabia.
- MATA HARI: World War I's most famous (if not most successful) spy. CP may draw the next Event Chit and look at it, so he knows its contents but the EP player

does not. The chit is then played normally when required.

- BRITISH SHELL SCANDAL: EP must flip one British Army.
- SERB RIVER GUNS: EP player may flip one CP Army adjacent to a Serb.
- TRENCH FOOT: EP may flip any one entrenched CP Army.
- ★ (-GB) Germans declare UNRESTRICTED SUBMARINE WARFARE.
- LUSITANIA: German U-boats sink passenger liner. Roll for US ENTRY.
- CP ● MACKENSEN (2 coins)

### 1915 Chit 5: AH3, D3, F3, GB3, OT3, RU3

- PACT OF LONDON: If Italy is neutral, the EP may choose to promise Italy "greater" or "lesser" territorial gains. If "Greater," roll 3 dice for ITALIAN ENTRY, but remove all Servian units permanently (Italy is to have hegemony in the Balkans). If "Lesser," only roll 1 die for ITALIAN ENTRY.
- ★ (-GB) SECRET U-BOAT BASES: Roll one die for each of the following colonial areas in German hands: Togoland, Samoa, Kaiser Wilhelms Land, Kiautschau, Duala, Omaruru, Lüderitzbucht, Tanga, Dar-es-Salaam.
- VACILLATION between Delhi and London: CP may flip any stack of EP units containing an Indian Army.
- FLOODS AND LACK OF FORAGE: EP player may flip one Servian Army and all CP Armies adjacent to it.
- TANGISTANI REBELLION: Roll a die. On a 6, the Persian "SPR" Army is permanently destroyed (fighting with rebellious Tangistani tribes).
- DAHOMEY REVOLT: EP must move the French "Col" MF unit to Casualties Box.
- MUSA DAGH: Armenian self-defence near Alexandretta. If Turkey is CP, roll a die; on a 6, deploy an Armenian Army at hex 1216 (any CP forces there retreat).
- EP ● YUDENICH (7 coins); CP ● FLAMMENWERFER (3 coins)

### 1915 Chit 6: AH2, F3, GB4, OT3, RU2

- FOURTH BALKAN WAR: Roll for ROUMANIAN ENTRY and BULGARIAN ENTRY. If both countries are still neutral, roll a die. On a 6 a "Border War" breaks out between them: The EP and CP each choose one country, secretly; then reveal choices. If both choose the same country, nothing happens. If each chooses a different one, each gets the country it chose as an ally.
- SERB-GREEK ALLIANCE: If Greece is neutral, Bulgaria is CP, Nish (2111) is EP-controlled, and there are at least 10 British/French Divs in Greece, Servia, Albania, Macedonia, and/or Bulgaria, Greece joins EP.
- ARMENIAN VOLUNTEERS: See 14.2.
- Deploy the Italian "Alpini" MF Army on any Italian-controlled hex.
- AERIAL BOMBING: If there is a British Army adjacent to a Turkish Army (not in Mesopotamia), roll 2 dice. On a 12, Mustapha Kemal is killed; remove all "Kemal" coins from the EP Special Events page.
- ★ (+GB) CANARY GIRLS: Women enlist as munitions workers.
- MANPOWER SHORTAGE: Flip all CP and EP units in Armenia.
- "PROGRESSIVE BLOC" forms in Duma: Roll for RUSSIAN REVOLUTION.
- CP ● SARRAIL (4 coins); EP ● GAS: Add one coin for chlorine gas.
- EP ● OFFENSIVE À L'OUTRANCE: Joffre rallies the French. Add two coins.

### 1915 Chit 7: D2, OT3, RUI

- AIR: Interrupter gear and new tactics (the “Immelmann Turn”) give CP command of the skies: Move coin to the “Fokker Scourge” Air box.
  - Allies get Beachhead “B” marker. See Rule 6.5.
  - MANPOWER SHORTAGE: Flip all CP and EP units in Armenia.
  - ITALIANS DESERT from Austrian Army: reduce AH Army Max by 1.
  - ANCONA AFFAIR: Austrian U-boats sink ship full of New York-bound Italian emigrants. Roll for US ENTRY and ITALIAN ENTRY.
  - CYPRUS OFFER: If Greece is neutral, the EP may offer Cyprus to Greece in exchange for Greek entry. Greece joins the EP, but roll two dice to reduce ROUMANIAN ENTRY, and roll two dice for RUSSIAN REVOLUTION.
  - ★ (+GB) EDITH CAVELL: British nurse in Belgium shot as a spy.
  - ECONOMIC SANCTIONS: If there are no EP Armies in Serbia, Bulgaria, Greece or Austria-Hungary, roll a die. On a 6, Roumania joins the CP.
  - AGHA PATRUS: If hex 1020 is EP-controlled, deploy the Assyrian MF Army there as an EP minor ally. See Rule 10.5.
- CP ● DEUTSCHLAND ÜBER ALLAH; CP ● MACKENSEN (2 coins)

### 1915 Chit 8: D5, GBI, OT3, RU2

- POUND OF FLESH: EP may choose to make a Separate Peace with Bulgaria; see Rule 15.12.
- WILHELM WASSMUSS (the “German Lawrence”) tries to win Persia over to the CP cause. Roll a die. On a 6, all Persian hexes become friendly to the CP, and remove the “SPR” Persian Army from the game; the “SG” CP Persian Army may now go anywhere in Persia and is always in supply.
- GERMAN PROFESSOR plants bomb in US Senate reception room, shoots British banker W. Pierpont Morgan. Roll for US ENTRY.
- Roumania orders partial mobilization: Roll for ROUMANIAN ENTRY.
- IONIAN VISION: If Greece is neutral and Turkey is CP, EP may offer Greece vast concessions to bribe Greece to join the EP. To do this, roll a die. On a 1-4, Greece joins. If the bribe is made at all, remove all Servian units from the game permanently, and roll two dice; increase RUSSIAN REVOLUTION by that amount.
- ★ (-D) BLOCKADE leaves German civilians starving.

### 1916 Chit 1: AHI, F2, I3, RU3

- TÖRRING-WAXWEILER PACT: If Belgium is EP and only one hex of Belgium is EP-controlled, roll two dice. On a 12, Belgium gives in to German demands; remove Belgian Army from the game.
- ★ (+D) WALTER RATHENAU: Jewish financier funds German war effort.
- If Sweden is neutral and there are no EP units in Germany or Poland, roll 2 dice. On a 12, Sweden accepts Germany’s offer of Finland, and joins the CP.
- Italian poet D’Annunzio idealizes war: Roll for ITALIAN ENTRY.
- AGHA PATRUS: If hex 1020 is EP-controlled, deploy the Assyrian MF Army there as an EP minor ally. See Rule 10.5.
- SPICER-SIMSON: Tattooed, transvestite Brit wins hearts of native tribes. EP may point to any CP coin in Africa adjacent to a British Army and roll a die; the

coin is removed on a 6.

- If 2814 is EP-controlled, roll to reduce RUSSIAN REVOLUTION.
- EP ● VOIE SACRÉE; CP ● REICHSBAHN (2 coins); CP ● O.H.L.  
CP ● PLACE OF EXECUTION; CP ● GAS: Add two coins for phosgene gas.

### 1916 Chit 2: I2, RU2

- ¡VIVA PANCHO VILLA! Mexican banditos invade America. Roll a die: on a 6, the war escalates and America sends a major force into Mexico; roll another die and reduce US ENTRY by that amount.
  - “SUSSEX PLEDGE”: Germans promise not to torpedo neutral ships. Roll to reduce US ENTRY.
  - DESERTIONS AND STARVATION: If there are Russian Armies in Armenia, subtract 5 from Turkish Army Max.
  - GREEKS DEPORTED FROM XANTHUS: If Bulgaria is CP and Greece is neutral, roll two dice. On a roll of 12, Greece joins the EP.
  - SLAV BROTHERHOOD: If Bulgaria and Greece are both neutral and Constantinople (1813) is EP, roll a die: on a 6, Bulgaria joins the EP.
  - Ex-Queen Carmen Silva of Roumania dies, weakening CP influence. Roll for ROUMANIAN ENTRY.
  - JAAFAR PASHA DEFECTS: If Siwa Oasis (0908) is EP, CP must remove one Senussi unit permanently from the game.
  - GENERAL PLEHVE DIES: Remove any unused “Plehve” coins from EP.
  - SEVERE FLOODING: Flip all units in Mesopotamia and Persia, but only if this Chit is drawn on a Winter or Spring turn.
  - THE RED BARON is deployed; see Rule 8.2.
- CP ● HAIG (3 coins); EP ● GAS: Add 2 coins for phosgene gas.

### 1916 Chit 3: D2, I3, RU3

- AIR: New Nieuport and Spad aircraft tilt balance back to EP. Move Air coin to the “Nieuport & Spad” box.
- MALARIA: CP may flip one EP stack anywhere in Greece or Servia.
- ARMENIAN REVOLT/ARMENIAN MASSACRE: If Turkey is CP, EP may place one Armenian Army on any Turkish-controlled Armenian P.C. marker. Any CP Army in the hex must retreat. CP henceforth performs Massacre die rolls (14.2). If Event occurs, US government denounces the Armenian Massacre; Roll for US ENTRY.
- US President Wilson calls for a “League of Nations”: Roll for US ENTRY.
- SEVERE FLOODING: Flip all units in Mesopotamia and Persia, but only if this Chit is drawn on a Winter or Spring turn.
- IRISH RISING: If the EP rejected Irish Home Rule in 1914, the “Irish Rising” occurs. Roll a die; EP reduces British Army Max by that amount.
- DÁIL ÉIREANN: If the EP chose Irish Home Rule in 1914, elections are held for the Irish parliament, Dáil Éireann. Roll a die. On a 1-4, Irish voters elect a pro-war majority; nothing happens. On a 5-6, Irish voters vote to pull out of the war: Immediately reduce British Army Max by 13.
- If Riga (3117) is EP, roll to reduce RUSSIAN REVOLUTION.
- Italy’s King Victor Emmanuel III urges war: Roll for ITALIAN ENTRY.
- ★ (+R) POLIVANOFF mobilizes Russian industry for war effort.

■ **GRAND DUKE NICHOLAS:** Russian Grand Duke urges political and economic reforms: Roll a die. On a 1, the Czar backs down and approves the reforms: roll two dice and reduce **RUSSIAN REVOLUTION** by that amount. On a 2-6, the reforms are rejected: Roll for **RUSSIAN REVOLUTION**.  
 CP ● **MACKENSEN** (4 coins)

#### 1916 Chit 4: GBI, I2, RU3

■ **ARAB REVOLT:** Sherif Hussein's Arabs rebel against Ottoman rule. Deploy all Arab MF units in the Arabian Desert. See Rule I4.1.  
 ■ **ARAB DEFECTIONS:** Roll a die. On a 6, Arab troops desert the Ottoman cause; roll another die and reduce Turkish Army Max by that number.  
 ■ **LEBANESE CHRISTIANS:** If hex 0915 is EP-controlled, deploy the Maronite Christian MF Army there as an EP minor ally. See Rule I0.5.  
 ■ **DARING AIR RAID:** If there is Naval Parity in the Black Sea, British launch air raid on Turkish fleet: Roll 2 dice. On a I2 (only), the Turkish fleet is destroyed: EP gets Naval Supremacy in the Black Sea.  
 ■ **GREECE BLOCKADED:** If Greece is neutral and there are no EP units in Albania, Macedonia, European Turkey or Ottoman Turkey, and Macedonia is CP, roll a die. On a 6, Greece joins the CP.  
 ■ **VON DER GOLTZ POISONED** (rumour has it) in Turkish seraglio. Remove one unplayed "Deutschland über Allah" Special Event coin.  
 ■ **EXTORTION:** Germany extorts cotton and other resources out of Switzerland. CP may raise German Army Max by 2 but if he does so, roll two dice. On a I2, Switzerland joins the EP.  
 ■ **TROPICAL DISEASE:** CP may flip one EP Army on the Colonial map.  
 ■ If Bulgaria is neutral, and Belgrade (2211) and Constantinople (1813) are both CP-controlled, Bulgaria joins the CP.  
 ■ Bulgaria denounces Roumania: Roll for **ROUMANIAN ENTRY**.  
 ★ (-GB) **LORD KITCHENER** killed at sea as his ship hits a mine.  
 ■ Denmark implicated in aiding Germany via diplomatic pouches. No US Entry penalty to EP if EP declares war on Denmark immediately.  
 ■ If hex I813 is EP-controlled, roll to reduce **RUSSIAN REVOLUTION**.  
 EP ● **ON NE PASSE PAS!**; EP ● **BRUSILOV** (8 coins)

#### 1916 Chit 5: AHI, DI4, FI, GBI, RU2

★ (+D) **THIRD SUPREME COMMAND:** Generals Hindenburg and Ludendorff emerge as virtual dictators of Germany, boosting German morale.  
 ■ **HINDENBURG LINE:** EP attacks on entrenched Germans (in France, Germany and Belgium only) now suffer a -50% CRM instead of -40%.  
 ■ **KOGRUND CHANNEL:** Swedes mine coastal waters to prevent British subs from reaching the Baltic. EP may declare war on Sweden with no US Entry penalty.  
 ■ **"DELIBERATE MURDER":** Germans execute British steamship captain Charles Fryatt for ramming a U-Boat. Roll for **US ENTRY**.  
 ■ **Moslem rebellion in Central Asia:** Roll for **RUSSIAN REVOLUTION**. (Roll TWICE if I125 or I320 is CP-controlled.)  
 ■ **TURKISH TYPHUS:** Reduce Turkish Army Max by 3.

■ **ARMENIAN VOLUNTEERS:** See Rule I4.2.  
 ■ **GOUNARIS GOVERNMENT:** If there are no CP or EP-controlled hexes in Macedonia, and Greece is neutral, Greece reasserts control: Macedonia is now considered part of Greece for all purposes.  
 ■ Roumania, Russia sign military treaty: Roll for **ROUMANIAN ENTRY**.  
 ■ Communist agitation frightens Italy: Roll for **ITALIAN ENTRY**.  
 ■ If Kovno (3016) is EP, roll to reduce **RUSSIAN REVOLUTION**.  
 CP ● **CREEPING BARRAGE** (4 coins); CP ● **VON BELOW**

#### 1916 Chit 6: AHI, DI5, GBI, RUI

★ (-GB) **ZEPPELIN RAIDS:** Germans bomb British cities.  
 ■ Austria and Turkey denounce Roumania: Roll for **ROUMANIAN ENTRY**.  
 ■ Italians decry German economic influence: Roll for **ITALIAN ENTRY**.  
 ■ If Paris (3305) is CP-controlled, roll for **RUSSIAN REVOLUTION**.  
 ■ US protests German use of French slave labour: Roll for **US ENTRY**.  
 ■ **BUDDHOOS:** Marauding Arabs slow Allied advance. CP may flip one EP Army in Mesopotamia, Persia, or Turkish Arabia.  
 ■ **SYKES-PICOT PACT:** If Russia has not collapsed, Allied plans for the post-war Near East make no room for the Armenians. Move all Armenian Armies from the map to the Casualty Box (they can be rebuilt).  
 ■ **REPRESSIVE YOUNG TURKS:** If there are Russian Armies in Armenia, subtract 4 from Turkish Army Max.  
 ■ **ACROMA TREATY:** If all Forts and Surrender Cities in Tunisia, Libya and Egypt are EP-controlled, the Senussi surrender: Remove all Senussi units from the game permanently.  
 ■ **BRITAIN EMBARGOES SWEDEN, MINES NORWEGIAN HARBOURS:** Roll two dice. On a I2, Sweden, Norway, or both (if neutral) joins the CP.  
 ★ (-GB) **SECRET U-BOAT BASES:** Roll one die for each of the following colonial areas in German hands: Togoland, Samoa, Kaiser Wilhelms Land, Kiautschau, Duala, Omaruru, Lüderitzbucht, Tanga, Dar-es-Salaam.  
 ★ (+AH) **HONVÉD:** Magyars mobilize to defend the motherland.  
 CP ● **ALPENKORPS** (2 coins); EP ● **CREEPING BARRAGE** (5 coins)

#### 1916 Chit 7: AHI, D4, F5, I3, RU5

■ **CLIFFHANGER:** This Event occurs only if this Chit is drawn in the First Random Events Phase of the Fall, 1916 Turn. (If drawn at any other time, US President Woodrow Wilson is automatically re-elected.) Roll a die; if the result is even, Wilson is re-elected and there is no effect. If the result is odd, Wilson is defeated by the Republican, Charles Evans Hughes: roll another die. If the roll is even, President Hughes sides with interventionists: Add two dice to **US ENTRY**. If the roll was odd, Hughes sides with isolationists: Roll two dice and reduce **US ENTRY**.  
 ■ **BERLIN TO BAGHDAD RAILWAY:** If there is not a line of CP-controlled or neutral hexes connecting Berlin (3111) and Constantinople (1813), roll a die and reduce Turkish Army Max by that amount.  
 ■ **NORWEGIAN WATERS:** If Norway is neutral, Germans demand right to station U-boats in Norway. Roll two dice. On a 2, Norway joins EP; on a I2, it joins CP.

- U-boats sink ships in American coastal waters: Roll for US ENTRY.
- ★ (+AH) Germans declare Poland “more or less independent.”
- Russian workers strike to protest syphilitic, reactionary Interior Minister Alexander Protopopoff: Roll for RUSSIAN REVOLUTION.

### 1916 Chit 8: D6, F4, GB1, RU4

- DEATH OF THE EMPEROR: Roll a die. On a 1-4, Austrian Emperor Franz Joseph I dies in Vienna. On a 5-6, he lives. If he dies, remove all unused “Kaisertreu” coins, and eliminate the Austrian “TKJ” MF Army.
- TRENCH FOOT: CP may flip any one entrenched EP Army.
- If Russia is EP, Deploy 2 FJ (Finnish) MF unit on Russian territory.
- RASPUTIN MURDERED! Roll a die: On a 1, overjoyed Russians praise the Czar; roll a die to reduce RUSSIAN REVOLUTION. On a 2-6, the public now fixates on the Czar’s own failures: Roll for RUSSIAN REVOLUTION.
- “DISLOYAL” German-Americans denounced: Roll for US ENTRY.
- PERIOD OF CONSOLIDATION: Flip all CP and EP units in Armenia.
- ★ (+GB) DAVID LLOYD GEORGE ousts Asquith as UK’s Prime Minister.
- ★ (-D) BLOCKADE leaves German civilians starving.

### 1917 Chit 1: D9, FI, GB4, RU3

- AIR: Fokker D-type fighters shift the advantage back to the CP. Move the AIR coin to the “D-Type Fighters” box.
- ST. JEAN DE MAURIENNE CONFERENCE: Italy blackmails Entente into concessions in post-war Asia Minor, infuriating the Turks. Roll a die, and add the result to both the Italian and Turkish Army Max.
- ACROMA TREATY: If all Forts and Surrender Cities in Tunisia, Libya and Egypt are EP-controlled, the Senussi surrender: Remove all Senussi units from the game permanently.
- HINDENBURG PROGRAMME: German steel and gunpowder production fails to meet state-imposed quotas. CP player must flip one German Army.
- FAULTY INTELLIGENCE: Russians vastly overestimate Turkish forces. CP may flip a stack containing Russians, adjacent to a Turkish Army.
- ADMIRAL GRIGOROVICH: If Russia is EP, roll a die. On a 6, the popular admiral becomes Prime Minister; roll to reduce RUSSIAN REVOLUTION.
- PORTUGAL: Roll a die. On a 1-5, Portugal sends the “CEP” MF Army; deploy on any French Army and treat as French for all purposes. On a 6, Portugal collapses into civil war, and the CEP is removed permanently from the game.
- RIZOFF-POKROVSKY TALKS: The EP may choose to make a separate peace with Bulgaria. See Rule 15.12.
- ★ (-GB) UNRESTRICTED SUBMARINE WARFARE resumes. In addition to the -GB die roll, also roll two dice for US ENTRY. If the die roll was 12, Denmark joins EP.
- ★ (-GB) SECRET U-BOAT BASES: Roll one die for each of the following colonial areas in German hands: Togoland, Samoa, Kaiser Wilhelms Land, Kiautschau, Duala, Omaruru, Lüderitzbucht, Tanga, Dar-es-Salaam.
- If 1422 or 1125 is CP, roll for RUSSIAN REVOLUTION.

### 1917 Chit 2: D9, GB3, I3, RU3

- FALL OF THE CZAR: If Kovno (3016) is CP and there are no Russian units in Germany, Czar Nicholas II abdicates. Roll a die. On a 1, his wise cousin becomes Czar Michael IV: Roll two dice, reduce RUSSIAN REVOLUTION by that amount. On a 2-6, Michael refuses the throne and a Republic is proclaimed: Roll for RUSSIAN REVOLUTION and flip all Russian Armies in the Near East.
  - PROVISIONAL GOVERNMENT: If the Russian Republic was proclaimed, reduce Russian Army Max by 25% (rounded in Russia’s favour) and roll for US ENTRY.
  - If the Russian Republic was proclaimed, roll to reduce ROUMANIAN ENTRY.
  - ARMENIAN NATIONAL CONGRESS: If the Russian Republic was proclaimed, the new Russian government may deploy all undeployed Armenian Armies from the force pool to any EP-controlled hexes of Armenia.
  - TURKISH SHEIKH-AL-ISLAM proclaims “Jihad” against the EP. Roll two dice; on a 12, EP must remove one Indian Army from the game (Moslem unrest).
  - SERVES THEM RIGHT: Turkish Armies starve after exterminating Armenian farmers. Subtract 2 from Turkish Army Max.
  - SINAI PIPELINE: If 0811 is EP, EP gets the “Sinai Pipeline”; See 6.2.
  - EXPEDITIONARY FORCE: If the BOLSHEVIK REVOLUTION marker is at 60 or less, the EP may now deploy one Russian Army counter in France, and assign Divs to it. They trace supply from any French supply source and may rebuild in France.
  - SEVERE FLOODING: Flip all units in Mesopotamia and Persia, but only if this Chit is drawn on a Winter or Spring turn.
  - ZIMMERMAN TELEGRAM: British uncover dastardly German scheme to lure Mexico into war with USA. Roll for US ENTRY.
  - LABOUR GOVERNMENT IN HUNGARY: Roll a die. On a 6, reactionary Count Tisza is dismissed, and Count Andrássy takes power, placating Hungary’s Slavic minorities. Roll 2 dice, add result to Austrian Army Max.
- CP ● DEUTSCHLAND ÜBER ALLAH; EP ● RFC 5th WING (3 coins)

### 1917 Chit 3: AH2, D6, I2, RU3

- KRONSTADT NAVAL MUTINY: If the BOLSHEVIK REVOLUTION marker is at 60 or higher, move the “Baltic Sea” marker to CP Naval Supremacy.
  - SEALED TRAIN: Germany injects Lenin into Russia (the most short-sighted political act of the 20th century). Roll for RUSSIAN REVOLUTION.
  - ★ (+D) KREUZNACH PROGRAMME: Germans clarify war aims.
  - SEVERE FLOODING: Flip all units in Mesopotamia and Persia, but only if this Chit is drawn on a Winter or Spring turn.
  - US government begins arming merchant ships: Roll for US ENTRY.
  - If Riga (3117) is EP, roll to reduce RUSSIAN REVOLUTION.
  - SIXTUS AFFAIR: If Italy and Russia are EP, US Entry is below 60, and there are no CP Armies in Italy, Italy and Austria-Hungary sign a separate peace. Italy and Austria-Hungary are now neutral for the rest of the game. Remove all their units; their national territory is inviolable. Any other EP or CP units in Italy/Austria-Hungary are placed in Reserves immediately.
  - BRITISH-AUSTRIAN PEACE FEELERS: Roll to reduce ROUMANIAN ENTRY.
  - FRENCH TROOPS MUTINY: CP may flip one French Army outside France.
- EP ● NIVELLE; CP ● REICHSBAHN (2 coins)

EP ● MINE ATTACKS (2 coins); EP ● FLAMETHROWERS (2 coins)

### 1917 Chit 4: D5, GBI, I2, RU3

- **CONSTANTINE ABDICATES:** If Greece is neutral and Paris (3305) is EP, Greece now joins the EP.
- **KEMAL SACKED:** Turkish morale plummets. If there are any Russian units in Armenia, subtract 2 from Turkish Army Max and remove any remaining “MUSTAPHA KEMAL” Special Event coins.
- **UNREST IN SAXONY:** If Paris (3305) is EP, remove the Saxon German MF.
- ★ (-GB) **STRIKES IN THE UK.**
- ★ (+GB) **NATIONAL WAR AIMS COMMITTEE** launches political education drive to avert future strikes.
- **FALKENHAYN RELIEVED:** If the German “Place of Execution” coin has not yet been played, remove it; it can no longer be played.
- **POLISH LEGION:** The side that does not control Warsaw (2813) sets up its own “free” Polish Army. Treat as Austrian (if CP) or French (if EP). [But Pilsudski refuses to swear oath to Kaiser, Germans dissolve their own Polish Legion.]
- **VON RAUTENFELS:** German diplomat arrested in Norway for plotting sabotage. Roll two dice: on a 12, Norway joins the EP.
- **AGHA PATRUS:** If hex 1020 is EP-controlled, deploy the Assyrian MF Army there as an EP minor ally. See Rule 10.5.
- If Riga (3117) is EP, roll to reduce **RUSSIAN REVOLUTION.**
- **DEATH OF THE EMPEROR:** If Austrian Emperor Franz Joseph is still alive, he now dies. Remove any unused CP “Kaisertreu” coins. Also remove from play the Austro-Hungarian “TKJ” MF Army.

### 1917 Chit 5: I2, RU3

- **GOTHA BOMBERS:** Germans bomb British cities. Roll a die; EP must destroy that many British Divs.
- **WOMEN’S BATTALION OF DEATH:** Russian women on the offensive. EP may flip one CP Army in Russia, but must also flip one adjacent Russian.
- **UNREST IN WÜRTTEMBERG:** If Paris (3305) is EP, remove the “Wü” German MF.
- **BERLIN TO BAGHDAD RAILWAY:** If there is not a line of CP-controlled or neutral hexes connecting Berlin (3111) and Constantinople (1813), roll a die and reduce Turkish Army Max by that amount.
- **TRANSYLVANIA:** France endorses Roumania’s plans for territorial gains. Roll for **ROUMANIAN ENTRY.**
- **KORNILOFF AFFAIR:** Coup attempt. Roll for **RUSSIAN REVOLUTION.**
- **ARMENIAN VOLUNTEERS:** See Rule 14.2.
- **ITALIAN TROOPS MUTINY:** If there are no Italian units on Austro-Hungarian territory, CP may flip one Italian Army.
- ★ (-I) **GENERAL STRIKE:** Socialist anti-war riots in Italian cities.
- ★ (+I) **MOBILITAZIONE INDUSTRIALE:** Italian state-run board boosts wages and employment conditions in response to riots.
- **GERMAN CONSUL** at San Francisco convicted of plotting to sink US ships. Roll

for US ENTRY.

- **TROPICAL DISEASE:** CP may flip one EP Army on the Colonial map.
- ★ (-D) **WILHELMHAVEN NAVAL MUTINY:** German sailors mutiny. (Void if CP has Naval Supremacy in the North Sea.)
- ★ (-D) **PEACE RESOLUTION:** German Reichstag votes symbolically to end the war, a vote of no-confidence in the Kaiser. (Void if 3305 is CP.)
- Deploy the German 18th Army MF on any supplied German Army.
- EP ● **GAS:** Add 2 coins for mustard gas.

### 1917 Chit 6: AHI, I2, RU3

- **Haidar Pasha Explosion:** If Constantinople (1813) is CP, gigantic fire at munitions depot cripples Turkish war effort. Roll a die: CP must flip that many Turkish Armies.
- **FIRST MACHINE GUN REGIMENT:** If Russian Revolution is 65 or higher, Trotsky orders the Russian Revolution to start without Lenin’s approval. Roll a die. On a 1-4, Lenin calls it off; no effect. On a 5, the Revolution is a success: Russia collapses (13.0). On a 6, the premature revolt is crushed by Russian authorities; roll three dice and reduce Russian Revolution by that amount.
- If Paris (3305) is CP-controlled, roll for **RUSSIAN REVOLUTION.**
- **CHINA DECLARES WAR:** Roll a die. On a 6, deploy the Chinese WPA MF unit on any British stack. Treat as British for all purposes.
- ★ (+F) **CHINESE “COOLIES”** raise morale by performing service jobs.
- **FLAG OF STEPHEN THE GREAT:** Holy relic returned to Roumanian government. If either player controls Salonika (1910), that player may roll one die to influence **ROUMANIAN ENTRY:** increasing it (if EP) or decreasing it (for CP).
- **STAGING CAMP REVOLT:** CP may flip one Australian/New Zealand MF.
- **COAL SHORTAGE:** EP must flip one Italian Army.
- **LEBANESE CHRISTIANS:** If hex 0915 is EP-controlled, deploy the Maronite Christian MF Army there as an EP minor ally. See Rule 10.5.
- **CORPSE-EATING RATS:** CP may flip any one entrenched EP Army.
- **GOOSE STEP:** German General Staff tries to boost morale by forcing troops to do the “goose step” march. No effect of any kind whatsoever.
- **CORFU DECLARATION:** Jugoslavs unite, declare support for EP. If there is a French Army in Greece, Bulgaria, Austria-Hungary, Serbia, Italy or Roumania, add 1 Div to it, and raise France’s Army Max by 1.
- ★ (-D) **VATERLANDPARTEI:** Authoritarian, anti-Semitic conservative party set up by Tirpitz, increases political polarization in the Reichstag.
- ★ (+D) **“FREE” FLANDERS** allies with Germany. (Void if 3407 is EP.)
- Deploy the Italian “Arditi” MF Army on any Italian-controlled hex.
- CP ● **BRUCHMÜLLER** (2 coins); CP ● **STOSSTRUPPEN** (5 coins)

### 1917 Chit 7: D2, GB2, RU3

- **BRAZIL DECLARES WAR ON GERMANY:** Roll a die; on a 5 or 6, deploy the Brazilian “Exp xx” MF on any French or Italian Army; treat it as French or Italian for all purposes (EP player’s choice).



- **LAWRENCE CAPTURED:** Lawrence of Arabia is captured and buggered by the Turks. Roll a die. On a 1-5, he escapes; no effect (except on his already twisted sex life). On a 6, he is killed; remove the "Lawrence" Arab MF Army from the game.
- **SARAH AARONSOHN:** Jewish spy ring in Palestine. EP can flip one Turkish Army within 3 hexes of Jerusalem (0814).
- If Roumania is EP but all hexes of Roumania are CP-controlled, and Russia has not collapsed, roll a die. On a 6, the shattered Roumanian Army evacuates from Russia to the Near East... deploy 1 Roumanian Army on the British there....
- ★ (+F) **THE TIGER:** Georges Clémenceau new French Prime Minister.
- ★ (+I) **RAPALLO CONFERENCE:** Allies pledge support for Italy.
- **MEINERTZHAGEN:** British deception devastates Turkish army. EP may point to any Turkish Army adjacent to a British Army and roll a die. CP must destroy that number of Divs in the designated Turkish Army.
- **BALFOUR DECLARATION:** Britain expresses support for a Jewish Homeland in Palestine. Roll for US ENTRY.
- If Kovno (3016) is EP, roll to reduce RUSSIAN REVOLUTION.
- **DERSIM KURDISH REVOLT:** Subtract 2 from Turkish Army Max.

CP ● OPERATION ALBION; CP ● ARZ VON STRAUSSENBERG  
EP ● TANKS: Place 1 coin for Mk IV Tanks; EP ● ALLENBY

### 1917 Chit 8: AHI, RU3

- **L.59 ZEPPELIN RAID:** If any German coin remains on any of the 3 colonial maps, the CP may roll a die. On a 6, CP places one coin in any German Colonial area in Südwest Afrika, Ost-Afrika, or Kamerun (area must have no EP units in it).
- **VON LETTOW-VORBECK:** If any German coin remains on any of the 3 colonial maps, the CP places four new coins on the same map (coins cannot stack; area must have no EP units in it).
- Reds demand "Peace! Land! Bread!" Roll for RUSSIAN REVOLUTION.
- ★ (+I) **DIAZ:** Italy rallies around imaginative new commander.
- **FOCH PROMISES AID:** Roll for ROUMANIAN ENTRY.
- If Constantinople (1813) is EP, roll to reduce RUSSIAN REVOLUTION.
- **HALIFAX EXPLOSION:** Munitions ship detonates in Nova Scotia harbour, killing thousands. Flip the Canadian Army.
- **BICHARAKOFF'S COSSACKS:** If Russia has collapsed, the EP may place the Terek Cossack MF Army on any British Army in Persia, Mesopotamia, Turkish Arabia or Armenia. Treat it as British from now on; it can be rebuilt on any EP-controlled hex in those four countries.
- **HABSBURG INTEGRITY:** EP leaders oppose break-up of Austria-Hungary. Roll to reduce ROUMANIAN ENTRY.
- **AGHA PATRUS:** If hex 1020 is EP-controlled, deploy the Assyrian MF Army there as an EP minor ally. See Rule 10.5.
- **UNEXPECTED RAINS:** Flip all armies in Turkish Arabia.
- If Russia is still EP, deploy the Czech Legion MF in the Russian Army. It is treated as a Russian unit for all purposes.
- **FINNISH CIVIL WAR:** See Rule 15.5.
- **REACTIONARY HETMANATE:** CP may deploy the two Ukrainians on any CP-

controlled Ukraine hex. Each is 2 German Divs for garrison purposes (rule 13.2).

- **ZIONISTS:** Roll two dice. On a 12, deploy the Zionist "Jewish Legion" on any German Army; treat as German for all purposes. On any other roll, deploy it on any EP-controlled hex in the Near East and treat it as British for all purposes; however, it does not count against the British NE deployment limit (rule 6.3).
- ★ (-D) **BLOCKADE** leaves German civilians starving.

CP ● GAS: Add 2 coins for mustard gas; CP ● VON WALTER

### 1918 Chit 1: OT3

- **FINNISH CIVIL WAR:** See Rule 15.5.
- **ÅLAND CRISIS:** If Sweden is neutral and hex 3714 is unoccupied, Swedish forces occupy the Åland Islands; move one Swede from 3713 to 3714. Roll 2 dice: on a 12, diplomatic wrangling breaks into war. Sweden joins the CP.
- **ARAB DESERTIONS:** If any hex in Turkish Arabia is controlled by an Arab unit, subtract 3 from the Turkish Army Max.
- **SEVERE FLOODING:** Flip all units in Mesopotamia and Persia, but only if this Chit is drawn on a Winter or Spring turn.
- **MAR BINYAMIN SHIMUN XIX,** Patriarch of the Nestorians, is murdered through Kurdish treachery. Flip the Assyrian Army.
- **LITHUANIA DECLARES INDEPENDENCE.** Roll a die. If there are no EP-controlled hexes in the Baltic States, reduce German Army Max by that amount; if there are no CP-controlled hexes, reduce Russian Army Max.
- If Kovno (3016) is EP, roll to reduce RUSSIAN REVOLUTION.
- **FOURTEEN POINTS:** America issues its plan for world peace. Roll a die, and reduce the Austro-Hungarian Army Max by that amount (as non-German minority troops desert). Also reduce German Army Max by 4.
- **ANTI-WAR STRIKES:** -3 to French Army Max if 3305 is German.
- **BLACK HEROES.** Deploy the US 92/93 xx MF Army in France if US is EP; if US is neutral put in MF Reserve Box (it will be available when US joins).

### 1918 Chit 2: OT3

- **TREATY OF BREST-LITOVSK.** If Russia has collapsed, reduce CP Garrison limit (13.2) to 30 Divs, at least 20 of which must be German.
- **SIBERIAN INTERVENTION:** If Russia has collapsed, EP forces occupy Russia's Arctic and Siberian cities. Reduce British Army Max by 2 Divs, and remove the Japanese Army from the game.
- **MARITSA RAILWAY CRISIS:** If Bulgaria and Turkey are CP, Germany cedes Turkish land to Bulgaria. Flip all Bulgarian Armies and roll 2 dice. If roll is lower than the number of EP-controlled Turkish surrender cities, Turkey surrenders.
- ★ (-F) **PARIS GUN.** (Only if German units are in or next to 3305.)
- **DRAFT RIOTS IN QUÉBEC:** Flip the Canadian Army.
- **MANPOWER SHORTAGE:** Reduce British Army Max by 5 Divs.
- **GENERAL RUDOLF STÖGER-STEINER VON STEINSTÄTTEN:** Reduce AH Army Max by 3: Austrian soldiers are sent home to suppress strikes.
- **ROSA LUXEMBURG:** If Russia has collapsed, socialist agitation cripples German Army; reduce German Army Max by 4.

- **BREAD RIOTS:** If the CP have Naval Supremacy in the North Sea, reduce French Army Max by 2.
- **KHARKOV GOVERNMENT:** If Russia has collapsed, Communists rise up against the Ukrainian Reactionary Hetmanate. Roll a die. On a 6, remove Ukrainian MF units from the game.
- **ESTONIA DECLARES INDEPENDENCE.** Roll a die. If there are no EP-controlled hexes in the Baltic States, reduce German Army Max by that amount; if there are no CP-controlled hexes, reduce Russian Army Max.
- EP ● **MUDROS ARMISTICE;** EP ● **LOOTING;** EP ● **BACKS TO THE WALL;** CP ● **KAISERSCHLACHT** (2 coins); CP ● **ACHTUNG PANZER!;** EP ● **TANKS:** Place 2 coins for Mk A “Whippet” tanks.

### 1918 Chit 3: 12

- **GAVRILO PRINCIP,** the Serb assassin who started the war, dies of natural causes. No effect, but it’s worth reflecting over.
- **DUNSTERFORCE:** Deploy the British Dunsterforce MF Army on any EP-controlled hex in Persia. See Rule 10.2.
- **ZEEBRUGGE/OSTEND RAIDS:** The EP get a “free” Naval Supremacy Challenge (8.3) in the North Sea (ignore any adverse result).
- **SEVERE FLOODING:** Flip all units in Mesopotamia and Persia, but only if this Chit is drawn on a Winter or Spring turn.
- **KARL LIEBKNECHT:** Socialist agitation wracks the German Army. Reduce German Army Max by 4, if US Armies are in Europe.
- **MANPOWER SHORTAGE:** Reduce British Army Max by 4 Divs.
- ★ (-F) **ARAB WORLD OPINION:** If any Forts or Surrender Cities in Tunisia, Libya, or Egypt are CP-controlled, roll two dice instead of one. In addition, if any of those Forts/Surrender Cities is CP-controlled, remove all Arab Northern Army units from the game permanently.
- **DOBRUDJA CRISIS:** If hex 2014 is CP, CP must remove one Bulgarian Army permanently from the game after the Germans refuse to take Bulgaria’s territorial claims seriously.
- **Civil unrest in Russia:** Roll for **RUSSIAN REVOLUTION.**
- **BREAD RIOTS:** If the CP have Naval Supremacy in the North Sea, reduce French Army Max by 2.
- **LEBANESE CHRISTIANS:** If hex 0915 is EP-controlled, deploy the Maronite Christian MF Army there as an EP minor ally. See Rule 10.5.
- EP ● **TANKS:** Place 2 coins for Renault FT 17 tanks.
- EP ● **FOCH.** Roll two dice. On a 12, France’s Marshal Foch dies in a car accident and no coin is deployed. On any other roll, he becomes Allied “Generalissimo” and the coin is deployed and any unused “HAIG” coins are removed.

### 1918 Chit 4: AH2

- **SOPWITH CAMEL:** Mass-production of planes gives EP decisive superiority in the air. Move the AIR coin to the “Mass Produced” box.
- **GEORGES PANVIN:** French code-breaker decodes German attack plans. EP may point to any one German stack adjacent to a French stack, and roll a die: the

Germans must destroy that many Divs.

- **SPANISH INFLUENZA:** If the CP do not have Naval Supremacy in the North Sea, reduce German Army Max by 14 Divs. If CP do have Naval Supremacy in the North Sea, reduce French Army Max by 8 Divs.
- **BERLIN TO BAGHDAD RAILWAY:** If there is not a line of CP-controlled or neutral hexes connecting Berlin (3111) and Constantinople (1813), roll a die and reduce Turkish Army Max by that amount.
- **Inflation in Russia:** Roll for **RUSSIAN REVOLUTION.**
- **“TREATY OF PEACE AND FRIENDSHIP”:** If Russia has collapsed, Erivan (1222) is EP, there are Turkish forces within three hexes of Erivan, and no other Armenian P.C. marker is EP controlled, Turkey agrees to leave Armenia alone for the moment. Remove all Armenian units from the game, but put one in 1222. The hex is permanently off limits to both players; retreat any other EP units there.
- **MANPOWER SHORTAGE:** Reduce British Army Max by 5 Divs.
- **MALINOFF GOVERNMENT:** The EP may sign a separate peace with Bulgaria. See Rule 15.12.
- **INDEPENDENT AIR FORCE:** British bomb German cities. Roll a die; CP must destroy that many German Divs.
- **DEVIL DOGS.** US Marines arrive. Deploy the “USMC” USA MF Army; if US is neutral put in MF Reserve Box (it will be available when US joins).
- EP ● **TANKS:** Place 2 coins for Mk V “Hermaphrodite” tanks.
- EP ● **PEACEFUL PENETRATION;** CP ● **REICHSBAHN** (2 coins)

### 1918 Chit 5

- **BLACK DAY OF THE ARMY:** Whichever side does NOT control Paris (3305) gets a huge blow to morale. If Paris is EP, reduce German Army Max by 14. If Paris is CP, reduce French Army Max by 7.
- **WORKING CLASS CONSCRIPTS:** CP Player may choose to draft workers for the Army and raise German Army Max by 15. If CP does so, roll a die. On a 1 or 2, the workers revolt and Germany surrenders.
- **OTTOMAN SULTAN MOHAMMED V DIES:** Reduce Turkish Army Max by 2.
- **ITALIAN MALARIA:** CP may flip any one Italian Army.
- **CZECH DESERTERS:** EP may flip any one Austro-Hungarian Army.
- **PLOT TO KILL THE CZAR:** Roll for **RUSSIAN REVOLUTION.**
- **LENIN SHOT!** If Russia has collapsed, roll a die. On a 1, Lenin dies and Trotsky takes over: Russia returns to play, with an Army Max of 50. EP player may assign 50 Russian Divs to any number of Armies in Russia proper.
- **GRAVY TRAIN:** If Paris (3305) is EP, Germany cuts off subsidies to Bulgaria and requisitions Bulgarian food and supplies. Roll a die; on a 6, Bulgaria surrenders immediately.
- **ROUMANIAN OIL:** If Ploiesti (2114) is neutral or EP-controlled, CP economies suffer from severe shortages. Remove all “Reichsbahn” coins and roll two dice; CP must flip that number of German and/or Austro-Hungarian Armies.
- **TAURUS MOUNTAIN TUNNEL** closed for repairs: If hex 1215 is CP, CP must flip one Turkish Army in Turkish Arabia.
- **ROYAL MANIFESTO:** Austrian Emperor Karl calls for more minority rights in his empire, a move vetoed by Germany. Reduce A-H Army Max by 4, as yet more Slavs and Italians desert.
- **SCANDALOUS INCIDENT:** If any hex in or adjacent to Georgia is Turkish-

controlled, there is a German-Turkish clash of interests in the Near East. Remove one "Deutschland über Allah" coin (if not yet played) and roll a die: on a 6 Georgia (if independent and neutral) joins the EP.

### 1918 Chit 6

- **ARMY OF ISLAM:** If Baku (1125) is not CP, reduce Turk Army Max by 3.
- **ATAMAN KRASNOFF:** Germany seeks support from Don Cossacks. If Russia has collapsed, roll a die. On a 6, deploy the Don Cossack MF Army on any German-controlled unit in the Ukraine; treat it as German for all purposes; use it on the Western Front if you feel like it.
- **BERLIN TO BAGHDAD RAILWAY:** If there is not a line of CP-controlled or neutral hexes connecting Berlin (3111) and Constantinople (1813), roll a die and reduce Turkish Army Max by that amount.
- **ITALIAN TORPEDO BOATS:** If there is Naval Parity in the Adriatic and Italy is EP, the EP now achieve Naval Superiority there.
- **LUDENDORFF'S NERVOUS BREAKDOWN:** If there are US units on the map, and Paris (3305) is EP, reduce German Army Max by 4. (His doctor told him to relax and sing German folk songs.)
- **BREAD RIOTS:** If CP has Supremacy in North Sea, -2 to French Army Max.
- **COUNT TISZA'S "SARAJEVO SPEECH":** Chauvinistic Magyar destroys last Slav support for the Habsburg Monarchy. Reduce Austrian Army Max by 3.
- **ALEXANDER STAMBOLISKY:** If any hex in Bulgaria or Serbia is EP-held and Bulgaria is CP, roll a die. On a 6, Bulgaria surrenders after a leftist coup.
- **ARMENIAN VOLUNTEERS:** See Rule I4.2.
- If Riga (3117) is EP, roll to reduce RUSSIAN REVOLUTION.
- **GENERAL GOIGINGER:** Up to ten Austro-Hungarian Divs may be placed in one A-H Army in Germany, France, and/or Belgium (overrules I0.6, paragraph 2).
- **FRANCHET D'ESPEREY:** Remove any unused "Sarrail" coins.

### 1918 Chit 7

- **THOMAS MASARYK:** If there are any EP units inside Austria-Hungary, Serbia, or Albania, deploy the Czech Legion MF in Prague (2810); it traces supply from Prague; any CP Armies there must retreat. If the Czech Legion is already on the map, the EP player can choose to leave it there or put it in Prague.
- **MONTENEGRIN RESURGENCE:** If Montenegro (2208) is unoccupied or has fewer than 2 CP Divs in it, retreat any CP units there and deploy the Montenegrin Army in the hex. Montenegro returns as an EP minor ally.
- **AL-QUDS:** If Jerusalem (0814) is EP, reduce Turkish Army Max by 3.
- If any Beach Head Marker is available (see Rule 6.5), the EP now receives it. It may only land French Armies in Turkish-controlled territory.
- **CORPSE-EATING RATS:** EP may flip any one entrenched CP Army.
- **BREAD RIOTS:** If the CP have Naval Supremacy in the North Sea, reduce French Army Max by 3. If the CP does not have Naval Supremacy in the North Sea, reduce German Army Max by 4.
- **HUNGARIANS PERSECUTE JEWS:** Reduce Austrian Army Max by -1.
- **CUBAN VOLUNTEERS:** Roll a die. On a 6, increase French Army Max by 1.
- **"DEMOCRAT RISING":** Roll a die. On a 6, civil war breaks out in Portugal;

remove the Portuguese Army permanently from the game.

★ (-GB) **SECRET U-BOAT BASES:** Roll one die for each of the following colonial areas in German hands: Togoland, Samoa, Kaiser Wilhelms Land, Kiautschau, Duala, Omaruru, Lüderitzbucht, Tanga, Dar-es-Salaam.

★ (+ F) **SERGEANT YORK:** Innocent, brave Yank thrills Allied morale. (Don't roll if US is neutral.)

■ **FALL OF THE CZAR:** This Event occurs only if the 1917 "Fall of the Czar" Event did not occur, and Russia is still EP. If Warsaw (2814) is CP and there are no Russian units in Germany, Czar Nicholas II abdicates. Roll a die. On a 1-4, his wise cousin becomes Czar Michael IV: Roll three dice and reduce RUSSIAN REVOLUTION by that amount. On a 5-6, Michael refuses the throne and a Republic is proclaimed: Roll for RUSSIAN REVOLUTION.

■ **TROPICAL DISEASE:** CP may flip one EP Army on the Colonial map.

■ **SALONIKA ARMISTICE:** If any hex in Serbia, Roumania, Macedonia or Bulgaria is EP and Paris (3305) is EP, Bulgaria surrenders immediately.

EP ● **EVERYONE INTO THE BATTLE!**

### 1918 Chit 8

★ (-D) **GERMAN NAVAL MUTINY:** Roll only if Paris (3305) is EP and CP does not have Naval Supremacy in the North Sea. If North Sea is at Parity and the Mutiny occurs, move marker to EP Naval Supremacy.

■ **FREISTAAT BAYERN:** If Paris (3305) is EP and Russia has collapsed, Bavaria goes Bolshevik. Remove the "Bav" German MF Army from the game.

■ **COLONIAL REBELLION:** If Paris (3305) is CP, French colonies revolt against Paris. Remove the "Col" French MF Army from the game.

■ **ACROMA TREATY:** If all Forts and Surrender Cities in Tunisia, Libya and Egypt are EP-controlled, the Senussi surrender: Remove all Senussi units from the game permanently.

■ **BELGRADE CONVENTION:** If Italy is EP, Austria-Hungary is CP, Paris (3305) is EP, and supplied EP units are in Belgrade (2311), Austria-Hungary surrenders.

■ If Riga (3117) is EP, roll to reduce RUSSIAN REVOLUTION.

■ **ARMY OF THE DANUBE:** If Roumania is neutral, it joins whichever side controls Paris (3305). If Roumania has been conquered by the CP, and there are supplied CP units in Bulgaria, Serbia, or Ukraine or Roumania, Roumania rejoins the war as an EP nation: All hexes of Roumania become EP-controlled unless occupied by CP units, and the whole Roumanian Army deploys on EP-controlled hexes there, subject to stacking restrictions (rule 5.1).

■ **BREAD RIOTS:** If the CP have Naval Supremacy in the North Sea, reduce French Army Max by 3. If the CP does not have Naval Supremacy in the North Sea, reduce German Army Max by 4.

■ **BATTLE FOR AKHALKALAK:** If Georgia is neutral and hex I222 is EP, roll a die: on a 6, Georgia becomes a CP nation.

■ **LATVIA DECLARES INDEPENDENCE.** Roll a die. If there are no EP-controlled hexes in the Baltic States, reduce German Army Max by that amount; if there are no CP-controlled hexes, reduce Russian Army Max.

■ **Strikes in Russia:** Roll for RUSSIAN REVOLUTION.

■ **SHEIKH MAHMOOD** proclaims himself King of the Kurds. Flip all units (CP and EP) in and adjacent to 0821.

■ **ARMENIAN-AMERICAN VOLUNTEERS:** Roll one die. On a 1-3, deploy the "AAV"

Armenian MF on any EP hex in Armenia.

★ (-D) BLOCKADE leaves German civilians starving.

■ AGHA PATRUS: If hex 1020 is EP-controlled, deploy the Assyrian MF Army there as an EP minor ally. See Rule 10.5.

■ ADOLF HITLER: Roll a die. On a 6, an obscure German soldier dies after being

gassed at the front. This has no effect on the game, it just means that 20th century history is going to be really, really different.

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## DEATH IN THE TRENCHES – OFFICIAL ERRATA – 7 May 2006

### MAP:

*Note: Most map errata are placenames and do not affect play!*

Hex 1911: Blocked hexsides should extend out to sea; this hex is NOT a coastal hex.

Hex 2311 is BELGRADE not Újvidek.

The hexside between 2311 and 2411 should be blocked.

Hex 2405 is ROME not Civitavecchia.

Hex 2614 is LEMBERG (sp.)

Hex 2709 is BAINSIZZA PLATEAU not Salzburg.

Hex 3305 is PARIS not Rouen.

Hex 3706 is BIRMINGHAM not Manchester.

Hex 3707 is MANCHESTER not Hull.

Hexes 3725 and 3824 are impassable and should be blacked out.

India Box (clarification): North India is adjacent to hex 0425 in Persia (rule 11.1).

### COUNTERS:

*There are minor cosmetic errors on the counters and one strength change:*

The Swiss army with no unit designation should be 2 XXXX.

The French 2 XXXX Div Max is missing its (F) bumper sticker.

The Gurkha army should have a Minor Force red star.

The “Baku Soviet” counter should have the strength of 0-4-14.

### SPECIAL EVENT SHEETS:

1. The EP Special Event should read “OFFENSIVE À L’OUTRANCE.”

2. The EP “MUDROS ARMISTICE” Special Event should read: “Forces Turkish surrender. If three of four cities are EP, Turkey surrenders when this coin is played. Cities are: Baku (1125), Salonika (1910), Mosul (0920) and Damascus (0916).”

3. The EP “PUTNIK” Special Event should read: “Coin play at start of EP pulse ‘resurrects’ one Serb Army from the Minor Forces Casualty Box. It may deploy in any EP-controlled hex in Serbia, and any other Serb units in that hex unflip. If they attack immediately, add +10 Firepower.”

4. The EP “NIVELLE” Special Event should include: “Normal strength if stacked with Americans. Note that if the hex is EP-held at the end of the turn, you get the coin back. You keep getting it back as long as you succeed.”

5. The CP “KAISERSCHLACHT” event should read: “If used, no German Army **is considered entrenched** for the rest of the game.”

6. The CP “HOFFMANN” event should include: “Can only be used on German armies in Germany or Poland, and no more than once per turn.”

7. The CP “REICHSBAHN” event should include: “A unit using Reichsbahn may not begin or end its move more than two hexes beyond Germany and/or Austria-Hungary.”

8. The CP “SARRAIL” coin, when played, only succeeds on a die roll of 2-6. On a roll of 1, the chit is wasted

and the EP stack is not flipped. The CP may only play “Sarrail” once per pulse.

**DICE ELIMINATION TABLE (off-map sheet)**

*Clarification:* a “0” on a d10 is a TEN, not a ZERO.

**COLONIAL MAPS (off-map sheet)**

*Clarification:* Some users of the game found the “Fraktur” (old German) lettering confusing and illegible. The names of the four colonial boxes (in grey) are: Togoland, Samoa, Kaiser Wilhelms Land, and Kiautschau. In the “Kamerun” map the German names are Mora, Garua, Ngaundere, Duala, Jaunde and Lomië. In the “Südwest-afrika” map the German names are Omaruru, Tsumeb, Windhuk, Lüderitzbucht and Keetmanshoop. In the “Deutsch-Ostafrika” map the German names are Tabora, Kondoa Irangi, Bismarckburg, Tanga, Neu-Langenburg, Daressalam and Sphinxhaven.

**OMNIBUS MARKERS TRACK (off-map sheets)**

*Clarification:* There should be two copies of this provided with the game, one for each player. Note that unit deployment is NOT secret unless using an optional rule. Two copies are recommended to avoid clutter.

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