

Der Weltkrieg

Simulation Series



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Duration Campaign Rules

For

World War One

1st Edition

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1. Credits

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2. Introduction

This rulebook is a consolidation of all rules pertaining to the WWI Duration Campaign of the Der Weltkrieg Simulation Series, currently including Western Front, Tannenberg and Galicia, Serbia and Romania, Gorlice-Tarnow Breakthrough and Brusilov Offensive, and Italian Front.

Maps: 5-3, 4-5, 4-5N, 4-5E, 5-5, 5-5S, 6-4, 6-5, and 6-6.

First Turn: Turn 1 of August 1914.

Last Turn: Turn 3 of November 1918.

Combatants: The Central Powers vs. The Entente.

Rail Lines: All part of the network of the country they are in except those in Luxembourg, which are part of the German rail network (the Germans owned and operated the Luxembourg rail system before the outbreak of war).

Rail Capacities:

The German Rail Network has a capacity of 20 divisions. It may not be used until Turn 6 of August, and is halved until Turn 1 of September. However, Siege Artillery units may use rail movement on map 5-4 for the 3rd and 4th turns in August.

The Austro-Hungarian Rail Network has a capacity of 10 divisions. It may not be used until turn 5 of August and is halved until Turn 1 of September. It may be used on any map or combination of maps.

The French Rail Network has a capacity of 15 divisions. It may not be used until Turn 6 of August, and is halved until Turn 1 of September.

The Belgian Rail Network has a capacity of 5 divisions. It may not be used until Turn 6 of August, and is halved until Turn 1 of September.

The Russian Rail Network has a capacity of 10 divisions. It may not be used until turn 1 of September and is halved until Turn 3 of September. It may be used on any map or combination of maps.

The Serbian Rail Network has a capacity of 1 division. It may not be used until Turn 5 of August.

The Italian Rail Network has a capacity of 7 divisions. It may not be used until the turn after it enters the war, and is halved (rounded down) until four turns after it enters.

3. Germany

3-1 Germany begins the game as part of the Central Powers.

3-2 The German army is set up according to West Front rulebook section 4-4, and Tannenberg and Galicia rulebook sections 4-2 and 8-3. It mobilizes according to the schedule of section 28.

Special Restrictions

3-3 German infantry units that mobilize on Turn 1 of August 1914 must move adjacent to Liege.

3-4 Until August turn 6, the German player must maintain a line of hexes from Metz (hex 2415) to Strasbourg (hex 3018) that are occupied by a German infantry unit, or in the ZOC of a German infantry unit.

3-5 The German units that start on map 5-5 are under the control of the Austro-Hungarian 1st Army. These units must move to be within the 4 movement point supply range of this army's Headquarters as soon as possible. Once inside this supply range, they may not voluntarily leave it.

3-6 Austro-Hungarian HQs may expend supply for German Landwehr units in 1914.

3-7 The German forces sent to aid the Austro-Hungarian army are released from their restriction (that is, staying in close proximity of the Austro-Hungarian 1st Army HQ) when the German 9th Army HQ arrives as a reinforcement.

3-8 When the two or three of the German AlpK units (regiments or brigades) are stacked together, they are considered to

be one division. This means that the combined strength of the AlpK units stacked together are reduced due to excessive supply line length, not a reduction for each regiment. This also means that the three regiments are one division for stacking purposes.

3-9 The German Jgr division is considered to be a brigade for stacking purposes whenever it is at or below half strength.

3-10 In addition to the DM points accumulated under the normal rules, starting with the Monthly Special Turn of January 1915, Germany accumulates 8 DM points each Monthly Special turn for the duration of the game (due to lack of imports).

3-11 Germany suffers 'Shaken National Morale' when it accumulates 1500 DM points. It suffers 'Economic Collapse' when it accumulates 2200 DM points. It surrenders when it suffers 2500 DM points.

German Reinforcements

3-12 Unless otherwise specified, German reinforcements appear in any German city, in Brussels, or any rail line on a map edge in Germany.

3-13 The German new unit reinforcement schedule can be found in section 29-1.

3-14 During December 1914, Germany receives:
1st Turn of Month: 10 Supply Points
1st, 3rd, 4th, 5th, 7th Turns of Month:
1 x 5-4 InfXX RPL

3-15 During January 1915, Germany receives:
1st Turn of Month: 10 Supply Points
1st, 2nd, 3rd, 5th, 6th, 7th Turns of Month:
1 x 5-4 InfXX RPL

3-16 From the start of February 1915 until Germany suffers 'Shaken National Morale', Germany receives:
1st Turn of Odd Month: 40 Supply Points
1st Turn of Even Month: 35 Supply Points
1st, 2nd, 3rd, 5th, 6th, 7th Turns of Month:
1 x 5-4 InfXX RPL

3-17 After Germany suffers 'Shaken National Morale' until Germany suffers

'Economic Collapse', Germany receives:
1st Turn of January, April, July, October:
30 Supply Points
1st Turn of February, March, May, June, August, September, November, December: 25 Supply Points
Odd Turns of Month:
1 x 5-4 InfXX RPL

3-18 After Germany suffers 'Economic Collapse', Germany receives:
1st Turn of Month: 15 Supply Points
1st, 5th Turn of Even Month:
1 x 5-4 InfXX RPL
1st Turn of Odd Month:
1 x 5-4 InfXX RPL

4. Great Britain

4-1 Great Britain starts the game as part of the Entente.

4-2 The British army is set up according to West Front rulebook section 4-3. It mobilizes according to the schedule of section 28.

4-3 Great Britain suffers 'Shaken National Morale' when it accumulates 900 DM points. It suffers 'Economic Collapse' when it accumulates 1300 DM points. It surrenders when it suffers 1500 DM points.

British Reinforcements

4-4 British reinforcements begin in any Entente controlled port on map 5-3 or on a rail line on the western edge of map 5-3 two turns later (and entrained).

4-5 The British new unit reinforcement schedule can be found in section 29-2.

4-6 During December 1914, Great Britain receives:
6th Turn of Month:
1 x 5-3 InfXX RPL

4-7 From the start of January 1915 until the end of November 1915, Great Britain receives:
1st Turn of Month: 5 Supply Points
6th Turn of Month:
1 x 5-3 InfXX RPL

4-8 From the start of December 1915 until the end of June 1916, Great Britain receives:
1st Turn of Month: 10 Supply Points
6th Turn of Month:
1 x 5-3 InfXX RPL

4-9 From the start of July 1916 until the end of December 1917, Great Britain receives:

1st Turn of Month: 15 Supply Points
1st, 3rd, 5th, 6th Turns of Month:
1 x 5-3 InfXX RPL

4-10 From the start of January 1918, until Great Britain suffers 'Shaken National Morale', Great Britain receives:

1st Turn of Month: 20 supply points
1st, 3rd, 5th, 6th Turns of Month:
1 x 5-3 InfXX RPL

4-11 After Great Britain suffers 'Shaken National Morale' until Great Britain suffers 'Economic Collapse', Great Britain receives:

1st Turn of Month until the end of December 1917: 10 Supply Points
1st Turn of Month starting January 1918: 15 Supply Points
Even Turns of Month:
1 x 5-3 InfXX RPL

4-12 After Great Britain suffers 'Economic Collapse', Great Britain receives:

1st Turn of Month: 5 Supply Points
1st Turn of Month:
1 x 5-3 InfXX RPL

4-13 Starting February 1915, Great Britain receives:

6th Turn of February, May, August, November:
1 x 4-3 InfXX RPL (Canadian)

This reinforcement is IN LIEU OF the 5-3 normally received by Great Britain.

4-14 Starting March 1916, Great Britain receives:

6th Turn of March, June, September, December:
1 x 4-3 InfXX RPL (Australian)

This reinforcement is IN LIEU OF the 5-3 normally received by Great Britain.

5. France

5-1 France starts the game as part of the Entente.

5-2 The French army is set up according to West Front rulebook section 4-1. It mobilizes according to the schedule of section 28.

Plan 17

5-3 All 6-4 and 7-4 units in the French 1st, 2nd, 3rd, and 4th armies must make every effort to conduct an attack by the end of the 5th turn in August 1914. The French player decides exactly which turn each of the four armies attacks. Different armies may attack on different turns. When one of these armies conducts its mandatory attacks, all of the 6-4 and 7-4 infantry assigned to that army must attack. The French player may decide to have an army attack earlier than the 5 August turn only if all the 6-4s and 7-4s assigned to that army are in a position to attack. If the French player delays an army's attack until the 5 August turn, then the 6-4s and 7-4s of that army that can only attack hexes containing a fortress of strength 12 or greater are not forced to participate in the mandatory attack.

Example: (The French player moves so that all of the 6-4s and 7-4s of the 3rd and 4th armies are in a position to attack on the 4 August turn. He conducts the mandatory attacks for these two armies on that turn, attacking with seven 6-4s of the 3rd army and six 6-4s and 7-4s of the 4th army. On the next turn, the 5 August turn, the 1st and 2nd armies must attack. But those 6-4s or 7-4s whose only option is to attack a hex containing a major fortress need not attack. This could mean, for example, that while all ten of the 1st armies 6-4s must attack, that some of the 2nd army units need not attack as the only hex they could attack - is 2416)

5-4 French Infantry units that are set-up under the control of the 1st, 2nd, 3rd, and 4th HQs may only move in an easterly or northerly direction (north, northeast, southeast, or some combination thereof) until each completes its attacks (this means that units belonging to different armies may be released at different times).

5-5 France suffers 'Shaken National Morale' when it accumulates 900 DM points. It suffers 'Economic Collapse' when it accumulates 1305 DM points. It surrenders when it suffers 1500 DM points.

French Reinforcements

5-6 Unless otherwise specified, French Reinforcements appear in any French city or any rail line on a map edge in France.

5-7 The French new unit reinforcement schedule can be found in section 29-3.

5-8 From the start of December 1914 until the end of January 1915, France receives:

1st Turn of Month: 7 Supply Points
1st, 3rd, 4th, 5th, 7th Turns of January:
1 x 4-3 InfXX RPL
Odd Turns of December:
1 x 4-3 InfXX RPL

5-9 From the start of February 1915 until France suffers 'Shaken National Morale', France receives:

1st Turn of Month: 25 Supply Points
1st, 3rd, 4th, 5th, 7th Turns of January, February, April, May, July, August, October, November:
1 x 4-3 InfXX RPL
Odd Turns of March, June, September, December:
1 x 4-3 InfXX RPL

5-10 After France suffers 'Shaken National Morale' until France suffers 'Economic Collapse', France receives:

1st Turn of Odd Month: 20 Supply Points
1st Turn of Even Month: 15 Supply Points
Even Turns of Month:
1 x 4-3 InfXX RPL

5-11 After France suffers 'Economic Collapse', France receives:

1st Turn of Month: 5 Supply Points
1st Turn of Month:
1 x 4-3 InfXX RPL

5-12 Every tenth French RPL reinforcement is a Colonial or North African RPL (player's choice), instead of the regular 4-3 RPL unit.

6. Austria-Hungary

6-1 Austria-Hungary starts the game as part of the Central Powers.

6-2 The Austro-Hungarian army is set up according to Tannenbergs and Galicia rulebook section 8-2 and Serbia and Romania rulebook section 4-1. It mobilizes according to the schedule of section 28.

Preplanned Objectives

(Rules 6-3 through 6-5 are optional, but they put players under the same constraints as their historical counterparts)

6-3 Units are controlled by the Headquarters under which they are set-up according to the set-up instructions for the scenario. Reinforcements are controlled by the Headquarters they are nearest (in terms of movement points) when they are placed on the map.

6-4 Until the end of turn 4 of September 1914, the listed Headquarters on map 5-5 must move as close to the objective (as given below) during their Movement Phases. In doing so, they are never required to enter an enemy ZOC, but may do so if the player wishes. Infantry units belonging to the HQ (as specified by the setup instructions) must be as close to the objective as the HQ or closer. In doing so, they are not required to move out of the unreduced supply range of the HQ, but may do so if the player desires. An army's units must move to occupy its objective. Sitting outside a vacant objective is not allowed. Also, units may opt not to move if they start the Movement Phase in an enemy ZOC. [Note - throughout this rule "closeness" is measured in terms of hexes, NOT movement points]

Independent infantry brigades and cavalry units are not constrained by this rule. These units may move wherever they wish.

6-5 The objective of each Army is given below:

<u>Army</u>	<u>Objective Hex</u>
AH 1st	2803 (Lublin)
AH 4th	3203 (Cholm) OR 3601 (Kowel)
AH 3rd	any enemy ZOC
AH Kov or 2nd	any enemy ZOC

The objective of any unit under the control of the Austro-Hungarian 2nd, 3rd, or Kov Armies is an enemy Zone of Control. When the units under the control of these armies move, they must make every effort to enter an enemy ZOC. If they cannot, they must move as close as possible to an enemy unit (in terms of hexes between them and the nearest enemy unit).

If an army has two objectives, Individual units under the control of that army may choose which objective they will move toward.

6-6 All Austro-Hungarian units are released from the requirement to move towards their objectives after Russian units control any objectives given for

Russian armies or after Turn 4 of September 1914.

6-7 The Austro-Hungarian 1st and 4th armies must spend at least 8 supply points each on attacks by forces they control during the 6th August 1914 turn if possible. The Austro-Hungarian 1st, 4th, and 3rd armies must spend at least 8 supply points each on attacks by forces they control during the 7th August 1914 turn if possible. Every effort must be made by the Austro-Hungarian player to insure these attacks are carried out.

6-8 During the 3rd turn of August, all Austro-Hungarian units capable of movement on map 6-5 must move into an enemy Zone of Control if possible, by expending as few movement points as possible. If such a unit is already in an enemy Zone of Control, it may not move.

All Austro-Hungarian units under the control of the 5th Austro-Hungarian army (see setup instructions for the list of those units) in an enemy Zone of Control during the combat phase of the 3rd turn of August must participate in an attack.

During the 4th turn of August, all Austro-Hungarian units capable of movement on map 6-5, except Headquarters, must end the movement phase in an enemy Zone of Control if possible. Units that start the turn already in an enemy Zone of Control may move, but must still end the movement phase in an enemy Zone of Control.

Austria-Hungary Italian Front Garrison.

6-9 Prior to Italy joining the Entente, Austria-Hungary kept a garrison along the Italian border. The following units are deployed by the Austro-Hungarian player on his territory on map 6-4. Only the garrisons of Trieste, Fiume, and Pola (112L Brigade) must be placed in specific locations (namely the place they garrison). These forces may not be moved from map 6-4 until Italy joins the Entente. At that time the Central Powers may move units on or off of map 6-4 as they see fit (and according to other rules regarding linking):

Italian Front Garrison:

Tirol XXXX HQ	5 sp
1 x 0-3 Eng III	T
9 x 2-4 Inf X	96, 179, 180, 181, 183, 184, 185, 187, 112L

2 x 1-4 Inf X	Trste, Fium
11 x 2-4 Mtn X	50M, 51M, 52M, 53M, 54M, 55M, 56M, 57M, 58M, 59M, 60M

Forts as described in May 1915 Italian Front scenario.

6-10 The Austro-Hungarian forces deployed on map 6-4 prior to Italian entry into the war may construct trenches anytime they want in Austro-Hungarian territory in accordance with trench construction rules.

6-11 The Austro-Hungarian may move other units to and from map 6-4 prior to Italian entry into the war, but he may not violate Italian territory prior to that time.

Special Restrictions

6-12 One Austro-Hungarian infantry brigade must remain in one of the Przemsyl fortress hexes at all times. The Przemsyl fortresses may not be abandoned (removed) at any time.

6-13 The Austro-Hungarian units acting as the garrisons of (map 6-4) Trieste (3419), Fiume (3620), and Pola (3423) cannot move unless forced to retreat from the hex they occupy at the start of the game.

6-14 When two Austro-Hungarian brigades are stacked together, the two brigades are considered to be one division. This means that the combined strength of the two brigades is reduced due to excessive supply line length, not a reduction for each brigade.

6-15 All 1-4 Austro-Hungarian Mountain Brigades in previously published games should be replaced by the 2-4 Brigades. These units remain as 1-4 (maximum strength 1) units until moved onto map 6-4, at which time a strength point is added to them, also giving them a maximum strength of 2. If they are later moved off map 6-4, they revert back to their previous maximum strength and lose one strength point.

6-16 The Austro-Hungarian 61st and 62nd 2-4 Inf Xs may combine to form the 31st 4-4 Inf XX at the end of any movement phase if they are in the same hex. Similarly, the 13th and 14th 1-4 Inf Xs can combine at any time to form the 7th 3-4 Inf XX (at full strength).

6-17 In addition to the DM points accumulated under the normal rules, starting with the Monthly Special Turn of January 1915, Austria-Hungary accumulates 3 DM points each Monthly Special turn for the duration of the game (due to lack of imports).

6-18 Austria-Hungary suffers ‘Shaken National Morale’ when it accumulates 550 DM points. It suffers ‘Economic Collapse’ when it accumulates 775 DM points. It surrenders when it suffers 900 DM points. Austria-Hungary will also surrender at any point that an Entente infantry unit occupies either hex comprising Budapest.

A u s t r o - H u n g a r i a n Reinforcements

6-19 Unless otherwise specified, Austro-Hungarian reinforcements appear in any Austro-Hungarian city.

6-20 The Austro-Hungarian new unit reinforcement schedule can be found in section 29-4.

6-21 From the start of January 1915 until Austria-Hungary suffers ‘Shaken National Morale’, Austria-Hungary receives:

1st Turn of Month: 25 Supply Points

1st, 2nd, 3rd, 5th, 6th, 7th Turns of Even Month:

1 x InfXX RPL

1st, 3rd, 4th, 5th, 7th Turns of Odd Month:

1 x InfXX RPL

6-22 After Austria-Hungary suffers ‘Shaken National Morale’ until Austria-Hungary suffers ‘Economic Collapse’, Austria-Hungary receives:

1st Turn of Odd Month: 20 Supply Points

1st Turn of Even Month: 15 Supply Points

Even Turns of Month:

1 x InfXX RPL

6-23 After Austria-Hungary suffers ‘Economic Collapse’, Austria-Hungary receives:

1st Turn of Month: 5 Supply Points

1st, 5th Turn of Even Month:

1 x InfXX RPL

1st Turn of Odd Month:

1 x InfXX RPL

6-24 The ‘national origin’ of Austro-Hungarian RPL divisions received as reinforcements is based on the following rotating schedule (repeat ‘First’ after ‘Eighth’):

First: 1 x 4-3 InfXX RPL

Second: 1 x 3-3 InfXX RPL

Third: 1 x 2-3 InfXX RPL (Croat)

Fourth: 1 x 2-3 InfXX RPL (Czech)

Fifth: 1 x 4-3 InfXX RPL

Sixth: 2 x 2-3 InfXX RPL (Croat)

Seventh: 1 x 3-3 InfXX RPL

Eighth: 1 x 2-3 InfXX RPL (Polish)

7. Russia

7-1 Russia begins the game as part of the Entente.

7-2 The Russian army is set up according to Tannenberg and Galicia rulebook sections 4-1 and 8-1. It mobilizes according to the schedule of section 28.

Preplanned Objectives

(Rules 7-3 through 7-6 are optional, but they put players under the same constraints as their historical counterparts)

7-3 Units are controlled by the Headquarters under which they are set-up according to the set-up instructions for the scenario. Reinforcements are controlled by the Headquarters they are nearest (in terms of movement points) when they are placed on the map.

7-4 Until the end of turn 4 of September 1914, the listed Headquarters on map 5-5 must move as close to the objective (as given below) during their Movement Phases. In doing so, they are never required to enter an enemy ZOC, but may do so if the player wishes. Infantry units belonging to the HQ (as specified by the setup instructions) must be as close to the objective as the HQ or closer. In doing so, they are not required to move out of the unreduced supply range of the HQ, but may do so if the player desires. An army’s units must move to occupy its objective. Sitting outside a vacant objective is not allowed. Also, units may opt not to move if they start the Movement Phase in an enemy ZOC. [Note - throughout this rule “closeness” is measured in terms of hexes, NOT movement points]

Independent infantry brigades and cavalry units are not constrained by this rule. These units may move wherever they wish.

7-5 The objective of each Army is given below:

<u>Army</u>	<u>Objective Hex</u>
Russian 3rd	3609 (Lemberg)
Russian 4th	3111 (Przemysl) OR 1911 (Crackow)
Russian 5th	3111 (Przemysl)
Russian 8th	3609 (Lemberg) OR 4013 (Stanislaw)
Russian 9th	3111 (Przemysl) OR 1911 (Crackow)

If an army has two objectives, Individual units under the control of that army may choose which objective they will move toward.

Should the objective(s) of a Russian Army be obtained, the Army’s new objective is Przemysl (hex 3111).

7-6 Russian units under control of a specific army are not required to move toward their objective if there is an enemy unit within 2 hexes of the placement hex of that army’s Headquarters (example, units of the Russian 4th army can move wherever the Russian player desires if there is an Austro-Hungarian unit within two hexes of Lublin).

7-7 The Russians had no intention of fighting through the streets of Warsaw. The city was abandoned to the enemy when threatened with encirclement. To reflect this, all Warsaw fortresses are immediately removed from play when the Central Powers player takes Novogeorgisk (map 4-5 hex 1918), or when all but one of the rail lines leading east of the city is covered by a Central Powers Zone of Control (there are 3 such rail lines, 2119 to 2713, 2119 to 2618, and 2119 to 2802[map5-5]).

7-8 Russia suffers ‘Shaken National Morale’ when it accumulates 750 DM points. It suffers ‘Economic Collapse’ when it accumulates 1100 DM points. It surrenders when it suffers 1250 DM points.

Russian Surrender

7-9 Should Russia surrender, the Austro-Hungarian player is required to maintain a garrison (units on map 5-5) equal to the following forces:

4 Headquarters (with total of 40 sp)

3 Engineer III

1 4-3 Siege Artillery I

3 2-4 Artillery III

12 Cavalry Strength Points

AND (either of two options below, depending on whether or not Romania has entered the war)

170 Infantry Strength Points (post Romanian war entry)
OR

150 Infantry Strength Points (pre-Romanian war entry)

7-10 If the Austro-Hungarian player has fewer forces in Russian and Romanian territory, he has one month to move forces into these areas to meet this requirement. Forces may only be moved from these areas if they are in excess of the garrison requirement.

7-11 The Austro-Hungarian player may reduce the garrison as per the Eastern Front garrison reinforcement schedule (use the listed units or an equivalent number of strength points).

7-12 Should Russia surrender, Germany is required to keep forces on the Eastern Front. These forces may include those in Romania if Romania is a member of the Entente. Otherwise, all of these forces must be in territory that was Russian at the beginning of the war.

German Garrison of Russia after Russian Surrender:

4 Headquarters (with combined total of no less than 25 sp)
3 x 0-3 Engineer Regiments
20 strength points of Cavalry Units
100 strength points of Infantry/Mountain Units

7-13 Should Russia surrender, Romania is also considered to immediately surrender. Should Russia surrender prior to Romania entering hostilities, Romania no longer becomes a belligerent.

Russian Reinforcements

7-14 Unless otherwise specified, Russian reinforcements arrive in any Russian city or any rail line on a map edge in Russia.

7-15 The Russian new unit reinforcement schedule can be found in section 29-5.

7-16 From the start of December 1914 until Russia suffers 'Shaken National Morale', Russia receives:
1st Turn of Month: 20 Supply Points
Odd Turns of Month:
1 x 3-3 InfXX RPL

Even turns of Month:

2 x 3-3 InfXX RPL

7-18 After Russia suffers 'Shaken National Morale' until Russia suffers 'Economic Collapse', Russia receives:

1st Turn of Month: 15 Supply Points

All Turns of Month:

1 x 3-3 InfXX RPL

7-19 After Russia suffers 'Economic Collapse', Russia receives:

1st Turn of Month: 5 Supply Points

Even Turns of Month:

1 x 3-3 InfXX RPL

7-20 During even turns of a month (or just the 2nd and 6th turns of a month after Russia suffers 'Shaken National Morale') until all reinforcement divisions marked with an asterisk (101-127) are created, Russia must take a 2-3 InfXX RPL in lieu of the normal 3-3 InfXX RPL. The divisions marked with an asterisk can only be created by removing two Opolchenie Inf Xs, using one 2-3 Inf X RPL, or removing two strength points from any on-map unit(s). Once all reinforcement divisions with an asterisk have been created, 3-3 InfXX RPL units may replace infantry losses from any Russian unit.

8. Italy

Italian Entry

8-1 Italian entry into the war is variable. Starting March 1915, a die is rolled during each monthly special turn in order to determine the status of Italy. 2 is subtracted from the die roll if Serbia still has supplied units in their country. 1 is subtracted for each full 60 DM points suffered by Austria-Hungary. Italian entry is triggered if the adjusted die roll is less than 1. When Italian entry is triggered, Italy formally joins the Entente at the start of the 7th Entente movement phase the second month after the triggering die roll. (Example: die roll trigger occurs in June 1915, Italy joins the Entente in the 7th turn of August 1915). Adjust the Italian mobilization schedule to match the variable entry dated. Italian reinforcement schedule remains constant.

8-2 The Italian army is set up according to Italian Front Rules section 5-3. It mobilizes according to the schedule of section 28 when Italy becomes a belligerent.

Special Restrictions

8-3 The Italian army had serious dissipation in its efforts due to belief in a "broad front" strategy. As with other armies, these prewar beliefs/plans could not just be done away with by a single command. Only bad experience would change the mind of the senior officer corps. The effect of the Italian "broad front" strategy is as follows:

1. Two Italian Armies are responsible for the Isonzo sector, the 2nd and the 3rd. Drawing a line east-west through the hexside 3217/3218, the 3rd army is responsible for everything south of this line and the 2nd army is responsible for everything north (at least one full hex north anyway, the boundary between 2nd army and any corps or army to the north is not fixed by a rule). Units in hexes that straddle this line must be divided as evenly as possible between control of these two armies. This rule ceases effect in 1917.

2. Units of these two armies may not make combined attacks before 1917.

3. If one of these two armies makes an attack in 1915, the other must attack with at least half as many strength points. If one army makes an attack in 1916, the other must attack with at least a third as many strength points. There is NO requirement for this starting 1917.

4. The Italian player is not allowed to voluntarily sacrifice a HQ unit to get out of these restrictions. If either (or both) of the Headquarters involved in this rule are lost, then the Italian player must move other Headquarters to the area to take over the appropriate sector.

5. Italian Headquarters may not expend more than 12 supply points for a single attack during 1915. During 1916, this limit is increased to 18. There are no restrictions after 1916.

8-4 Italian units may not construct trenches west of hexrow 29xx until 1917 or until a Central Powers unit occupies a hex in Italy containing clear terrain.

8-5 An official state of war did not exist between Germany and Italy until well after Italy entered the war. Thus, before turn 6 of August 1916, no German unit may enter or attack into Italy. They may operate normally within Austro-Hungarian borders. If playing a linked

duration campaign game, the German player may at any time officially declare war on Italy, and operate units inside of Italy normally.

8-6 Italy suffers 'Shaken National Morale' when it accumulates 300 DM points. It suffers 'Economic Collapse' when it accumulates 450 DM points. It surrenders when it suffers 500 DM points.

Italian Surrender

8-7 Should Italy surrender, the Austro-Hungarian player is required to maintain a garrison (units in Italian cities on map 6-4) equal to the following forces:

2 Headquarters (with total of 15sp)

4 x 5-4 Inf XX

3 x 4-4 Inf XX

5 x 3-4 Inf XX

11 x 2-4 Inf X

3 x 1-4 Inf X

20 x 2-4 Mtn X

8-8 If the Austro Hungarian player has fewer forces on map 6-4 at the time of Italian surrender, he has one month to move forces onto map 6-4 to meet this requirement. Forces may only be moved off of map 6-4 after Italian surrender if they are in excess of the garrison requirement.

8-9 The Austro Hungarian player may reduce the garrison due to withdrawals mandated by the reinforcement schedule as coming from the Italian Front. Like units may be substituted if the exact unit is unavailable.

Italian Reinforcements

8-10 Italian reinforcements appear in either Milano (map 6-4 hex 1421), Bologna (map 6-4 hex 2326), or any rail line on a map edge in Italy.

8-11 The Italian new unit reinforcement schedule can be found in section 29-6.

8-12 From the start of the first full month after Italy enters the war until Italy suffers 'Shaken National Morale', Italy receives:

1st Turn of Month: 10 Supply Points.

2nd, 6th Turn of Month:

1 x 3-3 InfRPL

4th Turn of Even Month:

1 x 3-3 Mtn RPL

8-13 After Italy suffers 'Shaken National Morale' until Italy suffers 'Economic Collapse', Italy receives:

1st Turn of Odd Month: 10 Supply Points

1st Turn of Even Month: 5 Supply Points

1st, 5th Turn of Odd Month:

1 x 3-3 InfRPL

1st Turn of Even Month:

1 x 3-3 InfRPL

5th Turn of Even Month:

1 x 3-3 Mtn RPL

8-14 After Italy suffers Economic Collapse, Italy receives:

1st Turn of Month: 5 Supply Points.

1st Turn of Month:

1 x 3-3 InfRPL

9. Serbia

9-1 Serbia starts the game as part of the Entente.

9-2 The Serbian army is set up according to Serbia and Romania rulebook section 4-2, and Montenegrin army according to 4-3. They mobilize according to the schedule of section 28. In addition to these forces, the nine 1-4 infantry regiments (III) are immediately deployed according to Serbia booklet rule 11-4 whenever any of the following conditions exist:

1. Bulgaria joins the Central Powers.

2. When any Central Powers unit crosses the Ibar, W. Morava, or Nisava rivers.

3. When any Central Powers unit enters Albania.

4. When any German unit moves adjacent to Serbian territory as described by the 1914 Serbian border.

The Macedonian Front

9-3 The Duration Game does not yet portray the events and possibilities of the 'Macedonian' front that developed after the fall of Serbia. This is not really possible until Duration games involving the Turkish fronts (especially Gallipoli) are available. In the Duration Game, the Central Powers player is just required to withdraw forces from play that were used to 'cover' the Greek border and later the Entente enclaves in Greece.

9-4 When all Serbian cities are controlled by the Central Powers player, All Serbian and Montenegrin units are removed from play, and the Central Powers player must remove the following units from play:

- A German HQ

- A German 5-5 Inf XX

- Eight Strength points of Austro-Hungarian infantry and/or mountain units.

- Two Bulgarian HQs

- Eight full strength Bulgarian infantry divisions (note that a Bulgarian infantry division has three brigades).

The German Units removed may be part of the German & Austro-Hungarian 'exchange program' so as to not necessarily trigger the effects of additional German assistance to Austria-Hungary.

9-5 There are no French or British reinforcements in Greece in the East Front Duration Game, and Greece joining the Entente is NOT an option.

Serbian Reinforcements

9-6 Unless otherwise specified, Serbian reinforcements appear in any city in Serbia.

9-7 The Serbian new unit reinforcement schedule can be found in section 29-7.

9-8 From the start of January 1915 until Serbian forces are removed from play, Serbia receives:

1st Turn of January, April, July, October: 5 Supply Points

1st Turn of January, April, July, October:

1 x 2-3 InfRPL

9-9 The Serbian 'Bran', 'Sok2', and 'Kraj' divisions do not arrive as reinforcements, but they may be built from replacements or other units starting in 1915.

10. Belgium

10-1 Belgium starts the game as part of the Entente.

10-2 The Belgian army is set up according to West Front Rules section 4-2. It mobilizes according to the schedule of section 28.

Special Restrictions

10-3 All Belgian units (except the units which set-up in hex 1807) must move into one of three hexes during the Entente Movement Phase of the 3rd August turn: Hex 1504, 1603, and/or 1604. If they cannot move to these locations during the specified turn, they must move there as

soon as possible. These units must remain in the three hexes as long as the German player keeps at least 10 Strength Points of units within 1 hex of Brussels (1606), or until they are attacked. They may freely move between these hexes prior to then, and may conduct attacks against adjacent units. The player regains full control over these units when they are attacked or during the first turn in October (whichever comes first).

10-4 All Belgian units set-up in hex 1807 must remain in place until attacked or until the first turn of October (whichever comes first). Once attacked, the Belgian player may move them, but they must make every effort to be with their compatriots in hexes 1504, 1603 or 1604 (unless it is after 1 October 1914, or the units in one of the listed hexes has been attacked).

10-5 Belgian units in or adjacent to Liege (hex 2107) that are attacked prior to their mobilization completion must retreat (if a loss of some kind is the result of the attack) if possible to retreat into a hex not in an enemy zone of control. In the Entente movement phase following this required retreat, they must make every effort to be with their compatriots. Prior to the 3rd August turn, this means in the same hex as another Belgian infantry unit. Starting the 3rd August turn, it means being in hexes 1504, 1603 or 1604. (They are released from these restrictions the same as other Belgian units). If such units do not retreat while in or adjacent to Liege, they engage in combat normally.

10-6 Antwerp (hex 1604) is considered surrounded if it cannot trace a line of communication to France AND if the the Scheldt is blocked. The Scheldt is considered blocked if Germany occupies either hex 1504 or 1603. Otherwise, Entente units that can trace a line of communication to Antwerp are not considered surrounded.

10-7 Belgium suffers no effects from DM accumulation. Belgium fights on until both France and Great Britain surrender.

Belgian Reinforcements

10-8 Belgian reinforcements appear in any hex on map 5-3 controlled by the Entente player.

10-9 The Belgian new unit reinforcement schedule can be found in section 29-8.

10-10 Belgium receives RPL reinforcements twice per year during 1915, 1916, and 1917:

1st Turn of January, 1st Turn of July:
1 x 4-3 InfXX RPL

10-11 Should any Belgian cities be under Entente control after 1914, Belgium receives additional reinforcements. For each city (or double for each urban hexside) of Belgium under Entente control, Belgium receives an additional 4-3 InfXX RPL per year. This additional reinforcement appears on the first turn of the month. No more than one RPL unit per month may arrive. This means that there may be a "queue" of additional RPL units that could appear during a year. If a city or hexside is lost from Entente control before the accrued RPL can arrive, it is lost.

11. Bulgaria

Bulgarian Entry

11-1 Bulgaria joins the Central Powers at the start of the next turn after any Central Powers unit is adjacent to Nish (map 6-5 hex 2413), or the start of the next turn after any Central Powers unit occupies Belgrade (map 6-5 hex 1607) after the 1 April 1915 turn, or on the 2 October 1915 turn, whichever of the three possible conditions comes first.

11-2 The Bulgarian army is set up according to Serbia and Romania rulebook sections 11-3 and 14-4 when Bulgaria becomes a belligerent. The exceptions to these sections are that the units of the 1st infantry division (1/1, 2/1, and 3/1), the 1/6 infantry brigade, the 1st cavalry division, and the 1st engineer regiment are set up according to 11-3, and NOT according to 14-4 (units are not in two different places at the same time).

11-3 Bulgaria does not suffer 'Shaken National Morale' or 'Economic Collapse' in the course of this game. However, there are limits to the amount of losses it can take on the Eastern Front. This limit is 50 DM points. Bulgarian forces are removed from this game if this limit is reached.

11-4 Bulgaria surrenders when *Germany* suffers 2450 DM points.

Reinforcements

11-5 The Bulgarian reinforcement schedule can be found in section 29-9.

12. Ottoman Empire

12-1 By the time the first Ottoman reinforcements enter, the Ottoman Empire is part of the Central Powers.

Ottoman Reinforcements

12-2 Ottoman Reinforcements may be placed on any rail line on a map edge in Bulgaria.

12-3 The Ottoman reinforcement schedule can be found in section 29-10.

13. Romania

13-1 Romania joins the Entente after Austria-Hungary suffers 'Shaken National Morale' due to Demoralization. At the instant that Austria-Hungary is 'Shaken', a single die is rolled. Two is added to the die roll. The result is the number of complete turns that must pass until Romania becomes an active Entente belligerent. Example, in the course of the 3 Jun 1916 turn, Austria-Hungary accumulates enough Demoralization points to become 'Shaken'. A die roll of two means that four complete turns must pass before Romania becomes a belligerent. This means that the Entente player can move Romanian forces starting on the 1 July 1916 turn.

13-2 The Romanian army is set up according to Serbia and Romania rulebook section 14-1 when Romania becomes a belligerent.

13-3 If Romania suffers a serious reverse, all 3 of the Bucharest fortresses are immediately removed from the map, and no Entente unit may defend inside any of the 3 hexes vacated by these forts (Bucharest is declared an open city). This reverse is defined as the Central Powers player having units operating inside Romania in hexes containing clear terrain that are both north of the Danube and Dambovija rivers (ex. Hex 1515).

13-4 Romania does not experience 'Shaken National Morale' or 'Economic Collapse'. It surrenders when it suffers 250 DM points.

Romanian Reinforcements

13-5 Romanian reinforcements appear on map 6-6 hex 1901 unless otherwise specified.

13-6 The Romanian new unit reinforcement schedule can be found in section 29-11.

13-7 From the start of the fourth full month after Romania enter the war, Romania receives:

1st Turn of January, April, July, October:
5 Supply Points

1st Turn of February, March, May, June, August, September, November, December:

1 x 2-3 InfXX RPL

14. Greece

14-1 In the duration campaign at present, Greek forces do not play a role.

15. United States of America

15-1 By the time the first United States reinforcements enter, the United States is part of the Entente.

15-2 The United States strongly desired that her forces operate under their own command. The French and British were of a different opinion. A compromise was reached. Up to 8 United States infantry divisions (brigades count as half divisions) may have attack supply expended for them by British or French headquarters during a single turn. Up to 16 United States infantry divisions (brigades count as half divisions) may have counterattack supply expended for them by British or French headquarters during a single turn. These allowances are halved after the appearance of the first US HQ as a reinforcement. Furthermore, two United States units may recombine at a British HQ and two at a French HQ per month.

15-3 The United States 93rd Provisional division was comprised solely of troops of African descent. It was not a double sized division, so it only counts as one division for stacking and rail movement purposes. It was placed under French command. This unit may only have supply expended for it by French Headquarters. Its losses count as United

States DM points. It may be rebuilt only with other United States units. If combined with other United States units, it is returned to full strength first.

USA Reinforcements

15-4 United States reinforcements begin on any rail line on the western map edge of map 5-3.

15-5 The United States new unit reinforcement schedule can be found in section 29-13.

15-6 From the start of May 1917 until the end of April 1918, The United States receives:

1st Turn of Month: 5 Supply Points

15-7 From the start of May 1918 until the end of June 1918, The United States receives:

1st Turn of Month: 10 Supply Points

15-8 From the start of July 1918 until the end of the game, The United States receives:

1st Turn of Month: 10 Supply Points

1st Turn of Month:

1 x 5-4 InfXX RPL

(Use reduce strength 6-4 Inf Xs as these units).

Note that The United States broke up some regular units to use their troops as replacements for existing formations. These units are shown on the Reinforcement schedule with (RPL) given after the unit's numbered designation.

The United States was a major supplier of munitions to the Entente from the start of the war (while neutral, it would have supplied munitions to the Central Powers as well, if it were not for the effective British blockade). This is already factored into the French and British supply point reinforcement rates. Once the United States formally joined the Entente in 1917, these deliveries increased.

15-9 United States Supply Point reinforcements may be taken as either French or British supply points (or combination thereof) until the arrival of a United States Headquarters. Thereafter, they can be taken as US, French, or British supply points (or combination thereof).

15-10 The United States may transfer supply reinforcements to the 1st XXXX

HQ before it enters as a reinforcement. When the HQ arrives as a reinforcement, it starts with all supplies that have been transferred to it. A maximum of 25 supply points may be added to the 1st XXXXHQ in this manner.

16. General Rules

Replacement of Lost Headquarters, Engineers, Artillery, and Mountain Units

16-1 This game does not provide for the production or rebuild of Headquarters and Engineers. Instead, Headquarters or Engineer units that are destroyed reappear as reinforcements three full months after they are destroyed. So if such a unit is destroyed on the 3 September turn, it would appear again as a reinforcement on the 4 December turn.

16-2 In this game, lost artillery strength points may be replaced by the use of double the number of infantry replacement strength points. Replaced artillery strength points must be of the same nationality as the used infantry replacements.

16-3 French and German RPL units may be used to rebuild mountain type units. Any nationality may use RPL units to rebuild marine type units. British RPL units may be used to rebuild Irish and Indian units. Italian mountain RPL units may be used to rebuild either Mountain or Alpini units. Croat RPL units may be used to rebuild Croatian mountain type units. Austrian RPL units may be used to rebuild Austrian mountain type units.

'We gave you an Army, we expect you to use it'

Commanders of Armies are expected by their nations to use the forces at their disposal. No Commander could have survived in his position had he decided upon a strategy of just sitting their and waiting for the enemy to exhaust themselves over the course of a couple of years. Commanders were expected to attack the enemy when they had sufficient resources to do so. Those that did not would not be in charge for long. The following rule puts this demand on each player.

16-4 Germany may not have more than 175 Supply Points total in its

Headquarters during 1915, no more than 235 during 1916, no more than 425 during 1917, and no more than 350 starting 1918.

16-5 Great Britain may not have more than 20 Supply Points total in its Headquarters during 1915, no more than 60 during 1916, no more than 75 in 1917, and no more than 100 starting 1918.

16-6 France may not have more than 75 Supply Points total in its Headquarters during 1915 and no more than 150 starting 1916.

16-7 Austria-Hungary may not have more than 100 Supply Points total in its Headquarters during 1915 before Italy enters the war, no more than 140 during 1915 after Italy enters, and no more than 165 starting 1916.

16-8 Russia may not have more than 125 Supply Points total in its Headquarters during 1915 and no more than 175 starting 1916.

16-9 Italy may not have more than 70 Supply Points total in its Headquarters.

16-10 Belgium may not have more than 20 Supply Points total in its Headquarters starting 1915.

16-11 The United States may not have more than 30 Supply Points total in its Headquarters.

16-12 No Headquarter of Serbia, Bulgaria, or Romania may ever contain more than 25 Supply Points. (This prevents major powers from 'dumping' excess supply to minors).

16-13 Players that exceed these totals during the monthly special turn are relieved of command, and they forfeit the game.

16-14 Players may not voluntarily destroy Supply Points in order to avoid going over the limits.

16-15 For each supply point spent on attacking artillery, a supply point must be expended on infantry within two turns of the original expenditure.

Off Map Transfers

16-16 The Entente player may send forces by rail between maps 4-5E, map 5-5, and map 6-6. Such forces sent by rail remain entrained while off-map, and

count against rail capacity during that time. It takes 2 turns to move by rail between maps 5-5 and 6-6 or between maps 4-5E and 5-5. It takes 4 turns to move by rail between maps 4-5E and 6-6. Any such rail movement is from an active rail hex belonging to the Russian rail network that is on a map edge.

16-17 Units moving from the Western Front (map 5-3) to the Eastern Front (maps 4-5 and 5-5) spend an entire turn entrained and off any map. Units move between rail hexes of the German Rail network on the eastern edge of map 5-3 and rail hexes of the German Rail network on the western edge of maps 4-5 and 5-5. They are placed on the Eastern Front during the Reinforcement Phase of the next turn. This means that if a unit is moved off the map by rail during the 4th turn of September, it would stay off the maps during the 5th September turn, and would appear on the other Front on the 6th September turn. The same process is used for moving from the Eastern Front to the Western Front.

16-18 Transfer of units from between the Western and Italian Fronts is done by exiting them off the south edge of map 5-3 or off of the west edge of map 6-4. Units appear on a corresponding rail line on the other side after 2 turns in transit. During off-map transit, they count against the rail capacity of both France and Italy.

West Front Rules

17. The Hindenburg Line

17-1 The Hindenburg Line was a series of improved trenches. Hindenburg Line trenches may only be constructed by the Germans, starting in 1916.

17-2 To construct a Hindenburg Line, an active double track rail line must exist in the hex. An engineer unit must be in place in the hex at the start of the first non-winter turn of the year. At this time a Hindenburg Line marker is placed underneath a trench construction marker in the hex. At the start of the first winter turn, the trench construction marker is removed, and is replaced by the Hindenburg Line marker.

17-3 The constructing engineer unit may not move away from the hex for any reason during construction. If it does so,

the Hindenburg Line marker is removed and construction is abandoned. It may only be restarted after the next winter.

17-4 The German player is restricted by the counter mix in constructing Hindenburg Line hexes. Only a number equal to those in the counter mix may exist or be under construction.

17-5 Hindenburg Line markers give the defender a -3drm when attacked. There is no corresponding counterattack benefit.

17-6 Hindenburg Line markers are never removed due to not being in an enemy ZOC, nor are they removed if unoccupied. They are only removed if occupied by the enemy, in which case they are replaced with devastation markers.

18. Gas

Note - Although Gas was used increasingly from 1915 on (by 1918 a third of artillery shells were gas), it was a weapon of dramatic impact only twice, at the first use of Chlorine Gas, and, to a lesser degree, at the first use of Phosgene Gas. Hindsight tells us this. Military planners during the war were not so sure how gas would work on the battlefield. Sometimes it did not work at all. The following rules are meant to replicate the uncertainty associated with the first use of a new gas.

18-1 GAS counters are received as reinforcements only in the campaign game (if they are used in a scenario, they are part of the initial force). Starting with the first monthly turn of the game (September 1914), each player rolls two dice to determine if a GAS counter is received by a player. On a roll of '2' or '12' the German player is granted a single GAS counter. On a roll of '2' the Entente player is granted a single GAS counter.

18-2 A player may save the GAS counter for future use. If a GAS counter acquired in a previous month is still available during the monthly turn, two dice are rolled to see if the GAS counter is lost (the enemy has developed effective countermeasures). On a roll of '2', '3', or '12' the German player loses a previously acquired GAS counter. On a roll of '2', '3', '4', '11', or '12' the Entente player loses a previously acquired GAS counter.

18-3 GAS counters are only used in an attack. Prior to combat resolution, the owner of the counter may place it on any hex that contains an enemy trench (or Hindenburg Line) marker, that does not contain any Rough, Wooded Rough, or Mountain terrain that could be used for defense. Only one GAS counter may be used in an attack. Once used, the GAS counter is expended.

18-4 Once placed, the attacker must determine the effectiveness of the gas before combat is resolved (but AFTER the attacker has expended supplies for the upcoming attack). Two dice are rolled to determine Gas effectiveness. Use the following table for results:

‘2’ or ‘3’ - Gas contaminates attacker prior to attack.

Result: There is no attack. No refund of expended supply points. Total attacking strength points. Divide by 3 (rounding down). Roll one die (unmodified) on resulting column of 1914-1916 CRT (regardless of actual date). Result is loss of attacking strength points. No loss to defender.

‘4’ or ‘5’ - Gas impedes the attack.

Result: Attack is resolved with an additional -2 drm on the attack. Counterattack receives a corresponding +2 drm.

‘6’, ‘7’, or ‘8’ - Gas has minor effect.

Result: Attack resolved with an additional +2 drm on the attack. Counterattack receives a corresponding -2 drm.

‘9’ or ‘10’ - Gas has major effect.

Result: Attack is resolved with an additional +2 drm on the attack. Counter attack receives a corresponding -2 drm. No defender artillery or fortress units participate in counterattack. Retreat of defenders required if attack results in loss of more than half defending infantry type strength points.

‘11’ or ‘12’ - Gas has catastrophic effect.

Result: As for major effect, yet retreat of defender required if attack results in any defender loss.

19. Tank Units

19-1 Tank units are those units having a tank silhouette instead of a unit symbol.

19-2 Tank units may not use column movement nor may they participate in column attacks.

19-3 When a tank unit moves by any means other than rail movement, it may suffer break-downs. Roll one die for every tank strength point that is moving on its own. Note that this applies to tank units retreating or advancing after combat in addition to those moving during the movement phase. The following table determines if a tank strength point is removed due to break-down:

1916: die roll of 1 thru 3.

1917: die roll of 1 or 2.

1918: die roll of 1.

Example: A 6-3 tank unit in 1917 moves during a movement phase by regular movement. For this unit, a die is rolled six times, and a 1 or 2 is rolled twice.. The unit loses 2 strength points in this move.

19-4 A Tank battalion counts as a single division for purposes of rail movement. A Tank brigade counts as 3 divisions for purposes of rail movement.

19-5 Tank units may move up to 20 hexes per turn by rail movement. This includes entraining and detraining.

19-6 Tank units may not use both rail and regular movement in the same movement phase.

19-7 Three tank battalions, or one tank brigade (two if at a friendly HQ and not in an enemy ZOC), may stack in a hex. These tank unit(s) are in addition to other units allowed by stacking limits.

19-8 Tank strength points are added to the strength point total of the attacker.

19-9 Tank units help the attacker to force the defender to retreat. When the total of losses called for on the CRT due to the attack, PLUS the number of attacking tank strength points, exceeds the number of defending infantry type strength points, the defenders are forced to retreat. The ONLY exceptions to this are if the defender is using urban or mountain terrain in the defense.

19-10 Tank units that participate in an attack may advance after combat into a hex the defender retreats from.

19-11 Tank units participating in an attack take losses in addition to the normal losses called for by a counter

attack on the CRT. The tank losses in strength points are dependent on three factors: CRT counter attack losses, number of attacking tank units, number of attacking divisions. Tank strength point losses are calculated by the following formula:

Number of attacking tank battalions divided by number of attacking divisions multiplied by CRT counter attack loss. Fraction at end of calculation is rounded down.

(Note - Tank Brigades count as 3 tank battalions.)

Example: 9 divisions with a tank brigade attack. The counter attack calls for the loss of 8 strength points. The attacker will have to lose 8 strength points, PLUS tank strength points = $3 / 9 \times 8 = 2$ tank strength points.

19-12 Tank strength points are used in counterattack calculations for determining the strength of the counter attack. Each tank strength point counts as a half strength point in determining if retreat is required.

Example: a 7-4 infantry division and a 12-4 tank brigade are alone in a hex containing a trench marker that is attacked. A retreat is called for if the defender must lose more than 13 strength points (7 plus half of 12 = 7+6 = 13).

19-13 Defending tank strength points are lost only after all defending infantry type strength points are gone.

19-14 Should tank versus tank combat occur, there are two separate counter attacks. First, by the non-tank defending units. Resolve this as described by previous rules. Second, a counterattack by defending tank units only. The resulting counterattack losses are taken solely by attacking tank strength points (excess losses are not applied to non-tank units).

19-15 Tank units are supplied in the same manner as other combat units. Tank units may not be supplied through extended supply lines. Tank units may not attack or counterattack if they would be reduced in effectiveness due to extended supply lengths.

20-16 British tank units have a maximum strength of “8” until 1 October 1917. After that point, they may be brought up to the full “12” point strength shown on the counters. (This is due to improvements in tank design)

20. Rail-Based Units

20-1 Some units do not have a regular movement factor. Instead, they have the letters “RR”. Units with such a movement factor are rail bound. They may only exist in hexes containing an active friendly rail line. Such units have a rail movement allowance of 20 hexes per turn. Moving them does count against the use of rail capacity.

20-2 Rail-based units may retreat, but may only do so into hexes they are allowed to be in, and must do so along an active rail line. Failure to do so results in the loss of the unit. Failure of such units to be in an active rail line for any reason results in the loss of the unit.

21. Foreign Entente Units

21-1 Portuguese units are considered British units for supply purposes. The British player also accumulates DM points for the losses of these units.

21-2 Russian, Polish, and Italian units on map 5-3 are considered French units for supply purposes. The French player also accumulates DM points for the losses of the Russian and Polish units on map 5-3.

22. Entente Front Line Sectors

22-1 The Entente had field armies from multiple nations manning their Front Lines on the Western Front. Each such nationality had a sector of the front. In game terms, certain non-French nationalities are given a described sector for set-up purposes at the start of each scenario. Belgium, Great Britain, and the United States have described sectors. Italian, Russian, Polish, and Czech units are considered French for sector considerations. Portuguese units are considered British for sector considerations.

22-2 The forces of non-French armies may only be set up in the front line hexes of their national sector at the start of a scenario. Non-French forces may also be initially deployed up to two hexes to the rear of their sector. French forces may be set up with non-French forces in any sector “flank” front line hex. Flank hexes are the left and right limit of a sector. French forces may also be deployed to

the rear of a non-French sector, but only in hexes adjacent to a sector flank hex.

22-3 A nationality may have multiple sectors. In this case, each sector has a left and right flank hex.

22-4 A sector is considered to be at least three hexes deep (a player may opt to make it deeper). One of these hexes is the front line. The sector may bow inward as you move rearward from the front line (it may also bow outward if the Entente player wishes). The Entente player may describe the edges of the sector as a hex adjacent to the front line, and then a hex adjacent to that, but not adjacent to the front line. (Example: British sector has front line of 1006, 0907, and 0908. Second hex deep of sector would be hexes 0806 and 0807 [hex 0906 cannot be the second hex ‘deep’ because it is also on the front line]. Third hex deep of sector is hex 0707 only).

22-5 Entente non-French nationalities may change their sector boundaries as the Entente player desires in the course of a game, but must remain within the following restrictions:

1. A nation must have a Headquarters for each sector, if it is to have more than a single sector.
2. A nation may never have more than 2 separate sectors.
3. A nation may always have at least one sector, even if it has no headquarters.

22-6 Restrictions on French forces in another nationality’s sector are always enforced. French forces may be in a sector, but only in or adjacent to the flank hexes. Forces may use rail movement through an allied country’s sector, but may not end the turn in those sectors (except for French in flank and adjacent hexes), even when remaining entrained.

22-7 The Belgian army had a strong desire to remain on Belgian soil. The Belgian army sector may not include hexes outside of Belgium unless it also includes every hex of Belgium still under Entente control. If the Belgian army does not have a sector (usually due to the loss of the Belgian HQ), then Belgian forces must either be in Belgium, or in hexes as close to Belgium as possible.

22-8 The United States may have forces operating in French or British sectors, but only up to the limits that counter-attack supply could be expended for such units (see rule 15-2).

22-9 In 1918 (only) the British army may have up to six divisions in non-British sectors. These divisions may even be in front line hexes.

23. German Assault Unit Creation and Conversion

23-1 In late 1917, after the development and refinement of so called “infiltration” or “von Hutier” tactics on the Eastern Front, the German army began the training and conversion of units on the Western Front to “stosstruppen” (literally “push troops”). In 1917 (and some in 1918) this conversion is handled by the German Reinforcement schedule. Units to be converted to stosstruppen are withdrawn and replaced with the new assault unit counter.

23-2 The Germans converted masses of units to stosstruppen in 1918. To do so, fit men were stripped from non-converted units. The mass conversion (covering units not automatically converted by the German Reinforcement schedule) begins with the start of the Trench construction phase at the beginning of February 1918. At that time, units to be converted to stosstruppen must be outside of enemy ZOCs and stacked with a German Headquarter.

23-3 The number of units that can be converted from infantry and mountain to assault or mountain assault is dependent on the amount of DM points the German player has accumulated at the beginning of 1918.

If the German player has 1800 DM points at that time (the historical amount) the German player may convert 20 additional units to 12-5 assault (or mountain assault) and 10 additional units to 10-5 assault (or mountain assault).

For every full 50 DM above 1800 DM accrued by Germany at the beginning of 1918, reduce the number of allowed conversions by 2 x 12-5, and 1 x 10-5. For every full 50 DM below 1800 DM accrued by Germany at the beginning of 1918, increase the number of allowed conversions by 2 x 12-5, and 1 x 10-5.

23-4 After the point of the first randomly (see below) selected Unit conversion, German infantry units with a strength less than 5 have their movement allowance reduced to 4. This applies to both full and understrength units.

23-5 German assault units are created en-masse by the following process:

1. The German player places the assault (and mountain assault) units available for mass conversion in a bowl. He then withdraws a number of counters equal to the total number of conversions allowed by the start of 1918 accumulated DM. These are the only units that may be converted to assault type outside of units specified by the German Reinforcement schedule.

The units available for random selection are:

Mountain Assault -

(From 7-5 Mtn XX): 103, 117, 199, 200

Assault -

(From 8-5 Inf XX): 4Ba, 5Ba, 6Ba, 4, 5, 6, 7, 8, 9, 10, 13, 14, 17, 23, 24, 25, 27, 29, 30, 33, 34, 37, 38, 39

(From 7-5 Inf XX): 50, 52

(From 6-5 Inf XX): 17R, 18R, 24R, 26R, 111, 113, 183, 185, 211, 231

(From 5-5 Inf XX): 6BR, 7R, 10R, 11Ba, 11R, 13R, 14R, 50R, 51R, 52R, 54, 56, 206, 213, 242

(From Scratch [create as 8-5 infantry first, then as Assault unit]): 243

2. Units drawn are the only units that can undergo the special conversion process. Their regular infantry (or mountain) counterpart will need to move to a Headquarter location for conversion (unless the unit is in the dead pile). No special or extraordinary movement is used.

3. Units to be converted are placed underneath the Headquarter they are stacked with at the start of the trench construction initiation phase. The conversion will take a complete month. During the next trench construction completion phase, the conversion will be complete. Units undergoing conversion may not move, attack, or be attacked. Should any such acts interrupt the conversion process, it must begin again the next month.

4. Units not undergoing conversion are reduced in strength. This is done at the unit's present location (so long as the reduced unit is not surrounded). The points removed will be used to increase the strength of the units undergoing conversion.

5. The units to be converted need first to be brought up to full 8-5 infantry or 7-5 mountain type strength, even if their non-assault counter has a lower maximum

strength. This is done by the expenditure of points accumulated by the reduction of non-converted units in the last step of the process. For every point of reduced strength, one infantry (or mountain) strength point is available for bringing a unit to full 8-5 strength (7-5 for mountain type).

6. When the units to be converted are at full 8-5 infantry or 7-5 mountain type strength, they are then converted to 12-5 or 10-5 (as determined by 12-15 and part 1 of this rule). This additional strengthening of the units is free, and is not dependent on further use of any kind of replacement strength points.

Example - The 26R division is chosen as a 10-5 conversion candidate by the random draw. The unit is currently at a reduced strength of 4-5. This unit moves from its position to that of a Headquarter. The 51R and 52R divisions are not chosen as a conversion candidates. These units also currently have a strength of 4-5. These units are, at the German player's discretion, further reduced to 2-5 in place. This makes 4 strength points available for conversion use. Four points are thus available for increase of assault candidate units to 8-5 strength. The 26R is first increased from 4-5 to 8-5 strength. The four points made available by the 51R and 52R reductions are used for this. The now 8-5 strong 26R division is now increased from 8-5 to 10-5 assault unit for free.

7. At the end of the 1 month conversion process, the newly converted assault units may move and attack normally.

Note - If the German player has not been tracking units by unit designations, the random draw will apply to any unit the player designates, but the unit involved would be one having the same printed strength as the drawn unit (example, the 119th Division is selected at random as a conversion candidate. The 119th is a 5-5 at full strength. Since the player has not been tracking units by their divisional designations, he could use any counter with a 5-5 full strength as the conversion candidate unit.)

Designer's Note - This process is obviously somewhat complex. It shows how every unit in the German army was affected by this reorganization. It is amazing that they were able to reorganize so many divisions, and do retraining, within just two months or so, all the while maintaining close contact with the enemy

on the western front. And the Germans didn't have a single computer to handle the coordination and paperwork.

23-6 Should Germany lose a front line hex containing a trench or Hindenburg Line marker in 1917, that hex may be attacked by Assault units without triggering "First Use of Assault troops" against the nationality (or nationalities) that move into that hex within 3 turns of the hex's loss. This may only be done ONCE in 1917 (never in 1918). Consider this the Cambrai rule (Germans used a stossstruppen based counterattack to regain the ground lost in the surprise British tank-based attack at Cambrai in Nov/Dec 1917).

24. East Front Rules

Russian Artillery 'Surprise'

The Russian Southwest Front artillery was carefully prepared to attack Austro-Hungarian positions at the start of the 1916 Brusilov Offensive. They were aided by the fact that the attack came as a complete surprise, and further by the fact that the Austro-Hungarian army had a policy of 'forward' defense. The following special rules simulate the devastating effect of the Russian artillery bombardment:

24-1 Russian Artillery 'surprise' is valid against Austro-Hungarian forces only for a single turn. The Russian player decides when this turn is. This may be any turn, but only after May of 1915, and only after Austria-Hungary has suffered at least 485 Demoralization Points.

24-2 Russian attacks made against Austro-Hungarian units (except those under the control of the German Sud Army HQ - these are defined either as the closest six units that are not closer to an Austro-Hungarian HQ or the units in the closest three hexes with units that are not closer to an Austro-Hungarian HQ) with the use of an artillery unit have the attacking CRT results TRIPLED. Russian units engaged in such attacks pay double the normal supply point cost in attacking. The Austro-Hungarian player MUST expend supply points for any unit such attacked for counter attack purposes.

The Sad State of the AH 4th Army.

The Austro-Hungarian 4th Army was particularly caught off guard by the Brusilov offensive. Most of the HQ staff and senior commanders of this army were off on hunting trips and other vacations. Unit cohesion was lost in most units that were under pressure or found themselves in difficult circumstances. The following rule simulates this sad state of affairs:

24-3 OPTIONAL A single Austro-Hungarian army may fall into the same sad state as the Austro-Hungarian 4th army in 1916. After May 1915, and after Austria-Hungary has suffered at least 485 Demoralization Points, two dice are rolled during the Monthly Special Turn for each Austro-Hungarian army controlling forces in Russian Zones of Control. On a roll of '2', the HQ falls into the 'sad state' described by rule 24-4. The units controlled by this HQ (the Austro-Hungarian units closer to it than to another Austro-Hungarian Headquarters) cannot disengage from Russian ZOCs unless the Russians move away. The Headquarter itself becomes immobile. The effects of rule 24-4 are suffered by the hapless Austro-Hungarian army the first turn that the Russians use 'Artillery Surprise'. The first Austro-Hungarian army to become subject to this effect is the ONLY Headquarter to be so affected.

24-4 On the first game turn this rule comes into play, whenever units of the Austro-Hungarian army suffering these effects are in a position where they could not hypothetically move without moving from a hex in Russian ZOC to another hex in Russian ZOC (even if friendly units are in an adjacent hex or hexes), those units (or unit) immediately surrenders. [Example - this happens when Russian units occupy hexes on the opposite sides of such surrender prone units]. Russian units adjacent to such surrendering units may advance into the hex as per Advance After Combat rules, even if they had already advanced as a result of a previous attack.

Triggering 'Grave Threat to Mother Russia'

Senior German military leadership prior to and during World War One realized that Russia was something of a 'Sleeping Giant'. They understood that deep penetration into Russian territory would

probably trigger a psychological response among Russians that would lead them to drastically increased efforts to resist and beat back the invader. Hindenburg himself threatened to resign at one point when asked to go farther into Russian territory than he thought wise. The lessons of Napoleon's campaigns were not lost on these leaders. The following rule in the East Front Duration Game reflects this. (Note that in the full campaign game on World War One will give the players the option to move deep into Russia and take the risk of triggering the heightened Russian response).

24-5 Central Powers forces in this game may not move across the Daugava river (this river flows through Riga and south of the city of Daugavpils), they cannot cross the 1919 border of Russia (from hex 0401 on map 4-5E to hex 4902 on map 5-5), nor may they go farther east than the 4800 hexrow of map 5-5, nor may they move across the Dneister river (in front of Odessa) on map 6-6.

24-6 If Russia has not surrendered by the end of October 1917, then the East Front proceeds as normal until Russia surrenders. There is no Russian reinforcement schedule for the time period past October 1917, but Russia continues to receive replacement unit and supply point reinforcements.

25. Alliance Restrictions

Relationship between Austria-Hungary and Germany.

Austria-Hungary was not a vassal of Germany. Austria-Hungary considered herself an equal partner with Germany within the Central Powers. She had her own interests, and desired to maintain hegemony over the area that she believed to be within her sphere of influence. German forces were welcome in such areas only after Austria-Hungary had suffered serious military setbacks and huge losses of prestige. Even then, German assistance was accepted grudgingly. The following rules reflect this situation.

25-1 The Austro-Hungarian 'Sphere of Influence' includes all of original Austro-Hungarian territory, Serbia, Romania, Albania, Italy, and any hex outside of these areas that is two hexes or less away from an active rail line belonging to the Austro-Hungarian rail network. German

forces may only operate within the Austro-Hungarian 'Sphere of Influence' as described by the following rules:

25-2 In any of these rules describing the limits of German forces within the Austro-Hungarian 'Sphere of Influence', Headquarters, Artillery, and Engineers do not count. These units may be freely moved by either nationality anywhere the Central Powers player desires. Cavalry divisions and other non-divisional units (brigades and regiments) count as half divisions. RPL units count as full divisions, as do divisions of any reduced strength.

25-3 The German and Austro-Hungarian armies had an 'exchange' program at the start of the war. Under this program, up to four divisions may be exchanged between the control of German and Austro-Hungarian armies, allowing the exchanged German forces to operate within the Austro-Hungarian 'Sphere of Influence'.

25-4 When Austria-Hungary has accumulated 250 Demoralization Points, an additional twelve German divisions may operate within the Austro-Hungarian 'Sphere of Influence'. These twelve divisions may only be present for a six month period. The clock on this six month period begins with the start of the next turn after Austria-Hungary has taken the 250 DM.

25-5 Once Austria-Hungary suffers 'Shaken National Moral', there is no limit to the number of German units that may operate within the Austro-Hungarian 'Sphere of Influence'. Should the Central Powers player desire, he may trigger this himself by moving the Austro-Hungarian DM level to this point and declaring this undesirable state.

25-6 Austro-Hungarian Siege Artillery units may be moved onto the Western Front (map 5-3) at any time. Other Austro-Hungarian units may only enter this map after Germany has suffered "Economic Collapse". Should this occur, only a total of four Austro-Hungarian divisions are allowed onto the Western Front.

Entente Italian Front Restrictions

25-7 Once Italy suffers 'Shaken National Morale', the Entente may transfer a limited number of French and

British forces to map 6-4. These forces may arrive on map 6-4 on or after the turn listed:

British Units:

Italian Morale Shaken +5 Turns
2 x 7-4 Inf XX

Italian Morale Shaken +9 Turns
2 x 7-4 Inf XX

Italian Morale Shaken +12 Turns
1 x 7-4 Inf XX

French Units:

Italian Morale Shaken +2 Turns
2 x 6-4 Art X
2 x 4-4 Inf XX

Italian Morale Shaken +5 Turns
XXXX HQ
1 x 6-4 Art X
2 x 5-5 Mtn XX

Italian Morale Shaken +9 Turns
1 x 6-4 Art X
2 x 6-4 Inf XX

Once these reinforcements are triggered, the British may also send up to 50 points of RPL units to Italy and 25 supply points, the French may likewise send up to 30 points of RPL units and 25 supply points. These RPL limits are all that may be sent for the remainder of the war, unless Italy suffers Economic Collapse.

If Italy suffers Economic Collapse, any number of French or British forces and supplies may be transferred to the Italian Front.

25-8 When the first British unit arrives on map 6-4, the BEF HQ (with zero supply points) is placed in the same hex as a reinforcement.

25-9 The only Italian units that may transfer to the West Front are those that went there historically (the ones in the West Front counter mix).

26. Victory Conditions

Victory in this game is dependent on the surrender of one side or the other.

Central Powers Decisive Victory: France surrenders in 1914.

Central Powers Substantial Victory: Either France or Great Britain surrenders

prior to the end of the 3rd turn of November 1918.

Central Powers Marginal Victory: Neither France nor Great Britain has surrendered, and Germany has not yet reached 'Economic Collapse' prior to the end of the 3rd turn of November 1918.

Entente Marginal Victory: Germany or Austria-Hungary surrenders prior to the end of the 3rd turn of November 1918.

Entente Substantial Victory: Germany or Austria-Hungary surrenders prior to the end of the 3rd turn of November 1918, and neither France nor Great Britain has suffered 'Economic Collapse'.

Entente Decisive Victory: Germany or Austria-Hungary surrenders prior to 1918, and neither France nor Great Britain has suffered 'Economic Collapse'.

27. Timeline of Rules

August 1914: Mobilization and pre-arranged war plans must be conducted.

September 1914: Begin rolling for acquisition of new gas types (see section 19). Begin construction of trenches (see Standard Rulebook section 22).

November 1914: Begin conversion of fortresses into replacement units (see Standard Rulebook section 21-9).

December 1914: Many countries begin to receive regular replacement and supply point reinforcements.

January 1915: During this year, artillery may be used to overcome trenches (see Standard Rulebook section 22-17). Armies may use rough and worse terrain to prevent retreats (see Standard Rulebook section 22-16). Germany and Austria-Hungary begin taking losses due to lack of imports (see section 3-10 and 6-17).

April 1915: Trench rules are changed (see Standard Rulebook section 22). Bulgaria may enter the war (see section 11-1).

May 1915: Russia acquires the option to use 'Artillery Surprise' (see section 24-1). An Austro-Hungarian army may fall into a 'Sad State' (see section 24-3).

October 1915: Bulgaria enters the war if it hasn't already (see section 11-1).

January 1916: Armies may now use forest and worse terrain to prevent retreats (see Standard Rulebook section 22-16). Austro-Hungarian and Russian retreat conditions are normalized (see Standard Rulebook sections 40-5 and 41-3). Italian attack restrictions are reduced (see section 8-3). Begin strengthening of cavalry units (see Standard Rulebook section 31). Germany may begin construction of the Hindenburg Line (see section 17).

January 1917: Switch to the 1917 and 1918 CRT. Italian attack restrictions are eliminated (see section 8-3).

January 1918: Italian retreat conditions are normalized (see Standard Rulebook section 42-3).

February 1918: Germany may begin the training of strosstruppen (see section 23).

28. Mobilization Schedules

Some units are not available to move or attack until they have completed mobilization. Once a unit completes mobilization, the controlling player may move and attack with the unit for the rest of the game.

Units that are attacked that have not yet completed mobilization are considered to immediately complete the mobilization process and may thereafter move and attack for the rest of the game.

Mobilization only effects a Headquarters ability to move. Headquarters may expend Supply points for units at any time.

German cavalry on map 5-3 and Austro-Hungarian units on map 5-5 may not use column movement on the turn they mobilize. No Entente unit may use column movement on the turn it mobilizes except for French 6-4 and 7-4 infantry units that mobilize on August turn three, Serbian units, and later the Italian units. The movement of British units is halved (fractions rounded up) on the turn they mobilize.

August Turn 1
Map 5-3 German Units
All 8-2 Siege I

All 4-3 Siege I (note that these are Austro-Hungarian units under German control)

Any two 8-5 Inf XX under 1st Army control

Any one 8-5 Inf XX under 2nd Army control

Any 2-6 Cav XX under 1st Army control

Map 5-3 French Units

The three 1-6 Cav XX in hex 1913

August Turn 2

Map 5-3 German Units

All 2-6 Cav XX

Any one 9-5 or one 8-5 Inf XX under the control of each of the following HQs: 1st Army, 2nd Army, 3rd Army, 4th Army

Map 5-3 French Units

All 1-6 Cav XX

Any one 6-4 Inf XX in or adjacent to hex 2723 (Belfort)

Map 5-3 Belgian Units

The 2-6 Cav XX

August Turn 3

Map 5-3 German Units

All XXXX HQ

All 3-4 Art III

All 9-5 or 8-5 Inf XX

All 5-5 Inf XX under 1st Army or 2nd Army control

Map 4-5 German Units

All 8-5 Inf XX

All 2-6 Cav XX

Map 6-5 Austro-Hungarian Units

All Inf units except those with a L unit designation (see special rules for 2nd Army units)

All Mtn units

All Cav units

Map 5-3 French Units

All XXXX HQ

All 3-4 Art III

All 6-4 Inf XX

All 7-4 Inf XX

Any one 4-4 Inf XX in or adjacent to hex 2723 (Belfort)

Map 5-3 Belgian Units

All units and XXXX HQ

Map 5-4 Russian Units

All infantry units under the control of the 1st Army HQ (but not the HQ unit)

All 1-6 Cav XX

Map 6-5 Serbian Units

All units

Map 6-5 Montenegrin Units

All units

August Turn 4

Map 5-3 German Units

All 0-3 Eng III

All 6-5 or 5-5 Inf XX

All 2-5 Inf X

Map 4-5 German Units

All 5-5 Inf XX

All XXXX HQ

Map 5-5 German Units

All 2-4 Inf X

Map 5-5 Austro-Hungarian Units

All units set up on or between hexrows 15xx to 20xx (except for 0-3 Eng Reg)

Map 6-5 Austro-Hungarian Units

All XXXX HQ

All Inf units with a L designation

Map 5-3 British Units

All units and XXXX HQ

(movement halved on turn four, fractions rounded up)

Map 4-5 Russian Units

All infantry units under the control of the 2nd Army HQ

1st XXXX HQ

Map 5-5 Russian Units

All 1-6 Cav XX

August Turn 5

Map 5-3 German Units

All 3-4 or 2-4 Inf X

Map 4-5 German Units

All 2-4 or 1-4 Inf X

All 0-3 Eng III

Map 5-5 Austro-Hungarian Units

All units under the control of the 1st Army HQ (including the HQ unit)

Infantry units in hexes 2910, 3010, and 3112

All 1-6 Cav XX

Map 5-3 French Units

All 0-3 Eng III

All 4-4 or 3-4 Inf XX

Map 4-5 Russian Units

2nd XXXX HQ

All artillery units

All engineer units

Map 5-5 Russian Units

All Inf units under the control of the 3rd, 5th, and 8th Army HQ (not including the HQ units)

August Turn 6

Map 5-5 Austro-Hungarian Units

4th XXXX HQ

Units in hexrows 30xx to 35xx

(inclusive)

All infantry units under the control of

the 3rd and Kov Army HQ (except Brigades in hexes 3609 and 4615). **All such units of the 3rd and Kov Armies have their movement allowance halved on this turn.**

Map 5-5 Russian Units

All units under the control of the 4th Army HQ

All XXXX HQs

August Turn 7

Map 5-5 Austro-Hungarian Units

All other units having not yet completed mobilization

Italian Mobilization Schedule

Turn of war entry

All Mountain Brigades

All 2-4 and 1-4 Brigades

Infantry or Mountain Divisions numbered 1-12, 24, 34, 35, and Bersg

1st Cavalry Division

Turn +1

Infantry or Mountain Divisions numbered 13-18, 21-23, 32, and 33

Turn +2

All other units

29. Reinforcement Schedules

29-1 German Reinforcement Schedule

Note that starting 1915, units are only listed by month. Just use the first turn.

Note - Reinforcements with asterisks after the unit designation are units made from the components of already existing units. The fourth regiment of existing divisions was removed and three such removed regiments were formed into new divisions. Units that lost these regiments received additional weaponry. The end result was a slight reduction in combat power for the reduced units.

Rather than a complex readjustment of all involved units, the following rule suffices: When a unit with an asterisk is received, the German player must reduce existing units to reflect a reduction in their combat strength due to the removal

of their fourth regiment. For every two full strength points of such new units, one strength point is removed from existing units. The units that have strength points removed are those with the greatest strength available (Assault, Mountain, and Guard units are exempt from this). Example: On 6 August 1916, the 208th division is received as reinforcement. This unit has an asterisk, so it is created from parts of other existing units. The 208th has 5 strength points. 5 divided by 2 is 2.5, round down to 2. Therefore, 2 strength points are removed from existing units. The German player opts to reduce the 6th division, currently an 8-5, to 6-5 strength.

5 August 1914

4 x 7-5 Inf XX	GEs, 4Es	2715
	8Es, 10Es	
2 x 7-5 Inf XX	19Es, BEs	3018
1 x 3-5 Inf X	55Es	2715

6 August 1914

2 x 6-5 Inf XX	17R, 18R	2801
1 x 0-3 Eng III	31	2801
2 x 2-4 Inf X	37Lw, 38Lw	2801

7 August 1914 (East)

2 x 2-4 Inf X	33Lw, 34Lw	0816
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2 September 1914

1 x 4-5 Mar XX	1Ma	2801
Strnz XXXX HQ		3312

4 September 1914

4 x 2-4 Inf X	1RE, 2RE	2603
	26Lw, 41Lw	

5 September 1914

1 x 2-4 Inf X	14Lw	3118
1 x 5-4 Inf XX	RPL	2703

6 September 1914

1 x 5-4 Inf XX	RPL	2703
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East

9th XXXX HQ (20 SP) 0607(Gal map)

1 x 5-4 Inf XX	RPL	0118
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7 September 1914

1 x 5-4 Inf XX	RPL	2703
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1 October 1914

30 Supply Points		
1 x 4-3 Siege I	2M	3608
Fkhsn XXXX HQ		3316
Gaede XXXX HQ		3121
1 x 5-4 Inf XX	RPL	2703

East

10 Supply Points

2 October 1914

6 x 5-5 Inf XX	43R, 44R	2603
	45R, 46R	
	47R, 48R	
1 x 2-4 Inf X	51Lw	3118

3 October 1914

4 x 5-5 Inf XX	51R, 52R	2603
	53R, 54R	
1 x 2-4 Inf X	30Lw	2603
1 x 5-4 Inf XX	RPL	2703

East

1 x 5-4 Inf XX	RPL	0118
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4 October 1914 (East)

2 x 5-5 Inf XX	49R, 50R	0118
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5 October 1914

1 x 5-5 Inf XX	6BR	3616
1 x 5-4 Inf XX	RPL	2703

6 October 1914 (East)

1 x 5-4 Inf XX	RPL	0118
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7 October 1914

1 x 5-4 Inf XX	RPL	2703
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East

1 x 2-4 Inf X	West	0118
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1 November 1914

30 Supply Points		
1 x 4-3 Siege I	6	3608
1 x 5-4 Inf XX	RPL	2703

East

20 Supply Points
Wrsh XXXX HQ (10 SP)
0607(Gal map)

1 x 5-4 Inf XX	RPL	0118
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2 November 1914

1 x 5-4 Inf XX	RPL	2703
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3 November 1914

1 x 5-4 Inf XX	RPL	2703
----------------	-----	------

4 November 1914

1 x 4-3 Siege I	7	3608
2 x 5-4 Inf XX	RPL	2703

East

1 x 5-4 Inf XX	RPL	0118
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5 November 1914

1 x 4-5 Mar XX	2Ma	2801
2 x 5-4 Inf XX	RPL	2703

1 December 1914

1 x 4-4 Inf XX	4Lw	
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Withdrawals:

1 x 7-5 Inf XX	8Es
2 x 2-4 Inf X	22Lw, 23Lw

2 December 1914

2 x 3-4 Art III	11, 39R
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January 1915

Sud XXXX HQ (0sp)	
10th XXXX HQ (0sp)	
1 x 8-4 Art X	A
1 x 3-4 Art III	38R
1 x 8-5 Mtn XX	8BR
1 x 6-5 Inf XX	39BR
4 x 5-5 Inf XX	75R, 76R, 77R, 78R
8 x 4-4 Inf XX	2Lw, 5Lw, 7Lw, 8Lw, 9Lw, 17Lw, 1BL, 6BL
1 x 2-4 Inf X	28Lw

Withdrawals:

1 x 3-5 Inf X	55Es
1 x 3-4 Inf X	55Lw
10 x 2-4 Inf X	2BLw, 14Lw, 30Lw, 9BLw, 43Lw, 45Lw, 49Lw, 52Lw, 53Lw, 56Lw

February 1915

Gall XXXX HQ (0sp)	
1 x 0-3 Eng III	8
4 x 5-5 Inf XX	79R, 80R, 81R, 82R
1 x 2-4 Inf X	Pfe

March 1915

Kraft XXX HQ (0sp)	
1 x 8-4 Art X	B
2 x 3-4 Art III	1K, Komb
1 x 8-5 Inf XX	10Ba*
2 x 7-5 Inf XX	50*, 52*
3 x 5-5 Inf XX	54*, 56*, 58*
2 x 4-4 Inf XX	15Lw, Br Lw

Withdrawals:

1 x 2-5 Inf X	84
4 x 2-4 Inf X	10Lw, 19Lw, 27Lw, 41Lw

April 1915

11th XXXX HQ (0sp)	
Lau XXXX HQ (0sp)	
1 x 3-4 Art III	7R
3 x 6-5 Inf XX	11Ba*, 111*, 113*
3 x 5-5 Inf XX	115*, 121*, 123*
1 x 5-5 Inf XX	119
1 x 4-4 Inf XX	1Lw
2 x 7-5 Mtn XX	12Lw, 117*

Withdrawals:

7 x 2-4 Inf X	6Lw, 26Lw, 28Lw, 29Lw, 34Lw, 51Lw, 1BLw
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May 1915

1 x 8-4 Art X C
 1 x 6-5 Inf XX 4G
 1 x 5-5 Inf XX 108
 1 x 4-4 Inf XX 13Lw
 2 x 4-5 Mtn X 1AlpK, 2AlpK

Withdrawals:

1 x 3-4 Inf X 60Lw

June 1915

1 x 0-3 Eng III 10
 1 x 7-5 Mtn XX 103
 1 x 6-5 Inf XX 105
 4 x 5-5 Inf XX 5Es, 101, 107, 109
 1 x 4-4 Inf XX 3Lw
 4 x 3-5 Inf XX 183, 185, 187, 192

Withdrawals:

4 x 2-4 Inf X 18Lw, 37Lw, 2RE,
 17LE

July 1915

1 x 0-3 Eng III 12
 1 x 5-5 Inf XX 58R
 1 x 4-4 Inf XX 14Lw

Withdrawals:

1 x 2-4 Inf X 21Lw

August 1915

1 x 4-4 Inf XX 10Lw

Withdrawals:

1 x 2-4 Inf X 9Lw

September 1915

1 x 8-4 Art X D
 2 x 4-4 Inf XX 11Lw, 85Lw

Withdrawals:

3 x 2-4 Inf X 33Lw, 69E, 70Lw

October 1915

Grna XXXX HQ (0sp)
 2 x 3-4 Art III 8K, 10R
 2 x 4-4 Inf XX 16Lw, 47Lw

Withdrawals:

2 x 2-4 Inf X 2Lw, 47Lw

December 1915

1 x 3-4 Inf X 44Lw

Withdrawals:

1 x 2-4 Inf X 5BLw

March 1916

3 x 3-5 Mtn III 1AlpK, 2AlpK,
 3AlpK

Withdrawals:

2 x 4-5 Mtn X 1AlpK, 2AlpK

April 1916

Shltz XXXX HQ (0sp)

June 1916

3 x 6-5 Inf XX 183, 185, 187
 1 x 5-5 Inf XX 192
 1 x 2-4 Inf X Ru

Withdrawals:

4 x 3-5 Inf XX 183, 185, 187, 192

4 July 1916

2 x 7-5 Mtn XX 195, 200

2 x 5-5 Inf XX 14Ba*, 216

August 1916

1 x 8-4 Art X E
 1 x 7-5 Mtn XX 199
 1 x 6-5 Inf XX 207*
 7 x 5-5 Inf XX 12Ba, 197, 203,
 202, 204, 206, 208*

September 1916

2 x 6-5 Inf XX 9BR*, 211*
 1 x 5-5 Mtn XX 212*
 1 x 6-5 Inf XX 214*
 3 x 5-5 Inf XX 213*, 215*, 218
 1 x 3-5 Mar XX 3

October 1916

1 x 8-RR S. Art II RR
 3 x 6-5 Inf XX 220*, 221*, 222*
 2 x 5-5 Inf XX 217, 223*
 2 x 4-4 Inf X 19Lw, 20Lw
 1 x 2-4 Inf X 1RE

November 1916

1 x 2-6 Bike X 2

December 1916

1 x 5-5 Inf XX 225

January 1917

1 x 8-4 Art X F
 1 x 6-5 Inf XX 219
 1 x 5-5 Inf XX 16Ba*
 2 x 4-4 Inf XX 26Lw, 2BL

February 1917

1 x 4-4 Inf XX 25Lw

Withdrawals:

1 x 2-4 Inf X 25Lw

March 1917

1 x 8-4 Art X G
 1 x 6-5 Inf XX 5G*
 2 x 5-5 Inf XX 227*, 242*
 5 x 4-4 Inf XX 21Lw, 38Lw, 44Lw,
 237, 241

Withdrawals:

1 x 3-4 Inf X 44Lw
 2 x 2-4 Inf X 11Lw, 38Lw

April 1917

1 x 6-5 Mar XX 3
 1 x 6-5 Inf XX 231*
 3 x 5-5 Inf XX 232, 15Ba*, 233*,
 234*, 235*, 236*,
 238*, 239*, 240*

1 x 4-4 Inf XX 23Lw

Withdrawals:

1 x 2-4 Inf X 13Lw

1 x 3-5 Mar XX 3

May 1917

1 x 8-4 Art X H
 1 x 5-5 Inf XX 228*
 1 x 4-4 Inf XX 12Lw, 255*
 3 x 5-5 MAslt III 1AlpK, 2AlpK,
 3AlpK
 1 x 2-4 Inf X 31Lw

Withdrawals:

3 x 3-5 Mtn III 1AlpK, 2AlpK,
 3AlpK

July 1917

Shfr XXXX HQ (0sp)

1 x 8-4 Art X J

September 1917

1 x 8-4 Art X K
 7 x 12-5 Aslt XX 2G, G Es, 5, 12,
 19R, 20, 26
 1 x 12-5 MAslt XX 200
 1 x 4-4 Inf XX 48Lw

Withdrawals:

7 x 8-5 Inf XX 2G, G Es, 5, 12,
 19R, 20, 26
 1 x 7-5 Mtn XX 200

October 1917

2 x 3-4 Art III I, 14
 1 x 12-5 Aslt XX 19
 1 x 12-5 MAslt XX 8RB, 117
 1 x 6-5 Aslt XX Jgr

Withdrawals:

1 x 8-5 Inf XX 19
 1 x 8-5 Mtn XX 8BR
 1 x 7-5 Mtn XX 117

November 1917

1 x 8-4 Art X L
 2 x 12-5 Aslt XX 3G, 28R
 1 x 12-5 MAslt 195
 3 x 10-5 Aslt XX 119, 208,
 221

Withdrawals:

1 x 7-5 Mtn XX 195
 1 x 8-5 Inf XX 3G
 1 x 6-5 Inf XX 221
 3 x 5-5 Inf XX 28R, 119, 208

December 1917

1 x 12-5 Aslt XX 1, 42

1 x 5-5 Inf XX 201

Withdrawals:

1 x 8-5 Inf XX 1, 42

January 1918

1 x 8-4 Art X M

February 19187 x 12-5 Aslt XX 1Ba, 1GR, 2Ba,
2GR, 3Ba, 4G, 5G**Withdrawals:**4 x 8-5 Inf XX 1Ba, 1GR, 2Ba,
3Ba,

2 x 6-5 Inf XX 4G, 5G

1 x 5-5 Inf XX 2GR

April 1918

1 x 3-4 Tank II 1

1 x 4-4 Inf XX 96

May 1918

1 x 10-5 Aslt XX 115

Withdrawals:

1 x 5-5 Inf XX 115

June 1918

1 x 10-5 Aslt XX GK

Withdrawals:

1 x 4-6 Cav XX G

In the Central Powers Reinforcement Phase following the determination that Romania will become an active Entente belligerent, Germany Receives:

Dnbe XXXX HQ

1 x 2-5 Inf XX Brd

The following reinforcements arrive on a turn calculated from the turn in which Romania becomes an active Entente belligerent:

Turn +1

3 x 2-5 Inf III 1/187, 2/187, 3/187

1 x 1-6 Cav X Sbrgn

Turn +5

Mrgn XXX HQ

1 x 3-4 Art III 52

Turn +10

1 x 4-6 Cav XX 7

3 x 1-6 Cav X 3, 5, 8

Turn +15

Staabs XXX HQ

1 x 4-6 Cav XX Goltz

1 x 3-4 Art III 1 R

On any turn after Central Powers forces occupy all hexes of Warsaw (map 4-5 hexes 2018, 2019, 2119), and the Russian fortress of Novogeorgsk (map 4-5 hex 1918) is destroyed, the German player may remove any of the following fortifications and replace them with the corresponding 5-5 Inf XX (reduced strength 3-5 Inf XX for Marienburg), plus an RPL unit of strength five in the case of Posen, Thorn, and Breslau, or an RPL unit of strength two in the case of Graudenz and Kulm:

Fortress	Hex	Unit
Posen	0420	83
Graudenz	1114	84
Kulm	0915	87
Marienburg	1111	86
Thorn	1016	89
Breslau	0607	88

29-2 Great Britain Reinforcement Schedule

5 August 1914

1 x 2-6 Cav XX 2

6 August 1914

1 x 9-5 Inf XX 4

1 x 3-5 Inf X 19

3 September 1914

1 x 9-5 Inf XX 6

1 October 1914

5 Supply Points

1 x 3-5 Mar X Nvl

1 x 7-4 Inf XX RPL

2 October 1914

1 x 9-5 Inf XX 7

1 x 2-6 Cav XX 3

1 x 3-4 Inf XX Mrt

3 October 1914

1 x 1-6 Cav XX Ind

4 October 1914

1 x 3-4 Inf XX Lhr

1 November 1914

5 Supply Points

1 x 7-4 Inf XX RPL

4 November 1914

1 x 9-5 Inf XX 8

5 December 1914

1 x 7-4 Inf XX 27

6 December 1914

1 x 1-6 Cav XX 2Ind

1 January 1915

1st XXXX HQ

2nd XXXX HQ

Withdrawals:

BEF XXXX HQ

6 January 1915

1 x 7-4 Inf XX 28

1 February 1915

1 x 8-5 Inf XX 1 Can

Withdrawals:

1 x 3-5 Mar X Nvl

1 March 1915

1 x 7-4 Inf XX 46T

4 March 1915

1 x 7-4 Inf XX 47T

1 April 1915

1 x 7-4 Inf XX 48T

3 April 1915

1 x 4-5 Inf X 7 Can

4 April 1915

2 x 6-4 Inf XX Mrt, Lhr

Withdrawals:

2 x 3-4 Inf XX Mrt, Lhr

6 April 1915

1 x 7-4 Inf XX 49T

7 April 1915

1 x 7-4 Inf XX 50T

1 May 1915

1 x 8-5 Inf XX 51T

3 May 1915

1 x 2-6 Cav X Can

4 May 1915

1 x 7-4 Inf XX 9

6 May 1915

1 x 7-4 Inf XX 14

1 June 1915

1 x 7-4 Inf XX 12

1 July 1915

3rd XXXX HQ

3 July 1915

1 x 7-4 Inf XX 15

5 July 1915

1 x 7-4 Inf XX 17

7 July 1915

1 x 7-4 Inf XX 19

1 August 1915

1 x 7-4 Inf XX 18

3 August 1915

1 x 7-4 Inf XX 20

5 August 1915

1 x 6-4 Inf XX 37

Withdrawals:

1 x 3-5 Inf X 19

6 August 1915

1 x 7-4 Inf XX 23

7 August 1915

1 x 8-5 Inf XX Gds

1 September 1915

1 x 7-4 Inf XX 21

2 September 1915

1 x 8-5 Inf XX 2 Can

3 September 1915

1 x 6-4 Inf XX 22

4 September 1915

1 x 7-4 Inf XX 24

6 September 1915

1 x 6-4 Inf XX 26

1 October 1915

1 x 7-4 Inf XX 25

1 x 7-4 Art X A

2 October 1915

1 x 7-4 Inf XX 36

3 October 1915

1 x 4-5 Inf X 8 Can

5 October 1915**Withdrawals:**

1 x 6-4 Inf XX 22

1 November 1915

1 x 0-3 Eng III 3

Withdrawals:

1 x 7-4 Inf XX 28

1 x 6-4 Inf XX 26

4 November 1915

1 x 7-4 Inf XX 30

5 November 1915**Withdrawals:**

1 x 3-4 Inf XX Lhr

6 November 1915

1 x 7-4 Inf XX 33

1 December 1915

1 x 7-4 Inf XX 32

Withdrawals:

1 x 7-4 Inf XX 27

1 x 3-4 Inf XX Mrt

3 December 1915

1 x 7-4 Inf XX 38

4 December 1915

1 x 7-4 Inf XX 16

Withdrawals:

1 x 7-4 Inf XX 46T

5 January 1916

1 x 6-4 Inf XX 34

6 January 1916

1 x 7-4 Inf XX 55T

1 February 1916

4th XXXX HQ

2 February 1916

1 x 6-4 Inf XX 35

3 February 1916

1 x 7-4 Inf XX 46T

5 February 1916

1 x 8-5 Inf XX 3 Can

Withdrawals:

2 x 4-5 Can X 7,8

7 February 1916

1 x 7-4 Inf XX 56T

1 March 1916

1 x 7-4 Art X B

3 March 1916

1 x 7-4 Inf XX 29

1 x 6-4 Inf XX 31

5 March 1916

1 x 6-4 Inf XX 39

6 March 1916

2 x 8-5 Inf XX 1 Aus, 2 Aus

1 April 1916

1 x 8-5 Inf XX NZ

4 April 1916

1 x 2-5 Inf III SAf

1 May 1916

5th XXXX HQ

2 May 1916

1 x 6-4 Inf XX 41

5 May 1916

1 x 2-4 Mar XX RN

1 June 1916

1 x 7-4 Art X C

1 x 4-5 Inf XX 4 Aus

1 x 7-4 Inf XX 61T

1 x 6-4 Inf XX 40

3 x 4-6 Cav XX 1, 2, 3

2 x 3-6 Cav XX 1 Ind, 2 Ind

Withdrawals:

3 x 2-6 Cav XX 1, 2, 3

2 x 1-6 Cav XX Ind, 2 Ind

1 July 1916

1 x 8-5 Inf XX 5 Aus

2 July 1916

1 x 7-4 Inf XX 11

4 July 1916

1 x 6-4 Inf XX 60T

5 July 1916

1 x 7-4 Mar XX RN

Withdrawals:

1 x 2-4 Mar XX RN

5 August 1916

1 x 8-5 Inf XX 4 Can

1 September 1916

1 x 4-4 (-) Tank X 1 RTC

1 October 1916

1 x 7-2 S. Art II a

1 November 1916

1 x 7-4 Art X D

2 x 0-3 Eng III 1, 2

5 November 1916

1 x 4-5 Inf XX 3 Aus

3 December 1916**Withdrawals:**

1 x 6-4 Inf XX 60T

1 January 1917

1 x 0-3 Eng III 4

1 x 4-RR (-) Tank X RPL

6 January 1917 1 x 6-4 Inf XX 62T	1 March 1918 1 x 12-4 Tank X 5 RTC	7 September 1914 2 x 4-3 Inf XX RPL 0125
1 February 1917 1 x 7-4 Art X E 1 x 8-4 (-) Tank X 2 RTC	4 March 1918 Withdrawals: 2 x 3-6 Cav XX 1 Ind, 2 Ind	1 October 1914 15 Supply Points 10th XXXX HQ 0811 2 x 4-3 Inf XX RPL 0125
2 February 1917 1 x 6-4 Inf XX 58T	1 April 1918 1 x 12-4 Tank X 6 RTC	2 October 1914 2 x 4-3 Inf XX RPL 0125
4 February 1917 1 x 5-4 Inf XX 1 (Portuguese)	5 April 1918 1 x 6-4 Inf XX 52T	3 October 1914 8th XXXX HQ 0507 2 x 4-3 Inf XX RPL 0125
6 February 1917 1 x 6-4 Inf XX 57T	1 May 1918 1 x 6-4 Inf XX 74	4 October 1914 2 x 4-3 Inf XX RPL 0125
1 March 1917 1 x 7-4 Inf XX 42T 1 x 8-4 (-) Tank X 3 RTC	1 June 1918 1 x 12-RR Tank X RPL	5 October 1914 2 x 4-3 Inf XX RPL 0125
2 March 1917 1 x 6-4 Inf XX 59T	6 July 1918 1 x 12-RR Tank X RPL	6 October 1914 2 x 4-3 Inf XX RPL 0125
4 March 1917 1 x 6-4 Inf XX 66T	1 October 1918 1 x 12-RR Tank X RPL	7 October 1914 2 x 4-3 Inf XX RPL 0125
1 April 1917 1 x 7-RR S. Art II c	29-3 French Reinforcement Schedule	
5 April 1917 1 x 4-4 Inf XX 2 (Portuguese)	3 August 1914 1 x 6-5 Mtn XX 44M 2325	1 November 1914 15 Supply Points 3 x 4-3 Inf XX RPL 0125
1 May 1917 1 x 7-4 Art X F	4 August 1914 2 x 7-4 Inf XX 37AI, 38AI 1925 4 x 4-4 Inf XX 64R, 65R, 74R, 75R 2325 1 x 4-4 Inf XX 76R 0717	2 November 1914 3 x 4-3 Inf XX RPL 0125
1 June 1917 1 x 7-2 S. Art II b 1 x 8-RR (-) Tank X RPL	5 August 1914 1 x 7-4 Inf XX 45AI 1925	3 November 1914 3 x 4-3 Inf XX RPL 0125
1 August 1917 1 x 7-RR S. Art II d 1 x 7-4 Art X G 1 x 8-RR (-) Tank X RPL	6 August 1914 1 x 7-5 Inf XX Mrc 1826 1 x 3-5 Mar X Mar 0113 4 x 3-4 Inf XX 85T, 86T 0717 89T, 92T 6th XXXX HQ 0811	4 November 1914 3 x 4-3 Inf XX RPL 0125
1 September 1917 1 x 0-3 Eng III Can	7 August 1914 1 x 3-4 Inf X Mrc 0717 1 x 1-4 Inf X 185T 0717 9th XXXX HQ 1515	5 November 1914 3 x 4-3 Inf XX RPL 0125
1 October 1917 1 x 12-4 Tank X 4 RTC	3 September 1914 2 x 3-4 Inf XX 87T, 91T 0717 1 x 3-4 Inf X 1Col 1826	1 December 1914 7th XXXX HQ 1 x 1-6 Cav XX Spahi 1 x 8-5 Mtn XX 66 Withdrawals: 1 x 6-5 Mtn XX 44 1 x 4-4 Inf XX 66R
1 November 1917 1 x 7-4 Art X H 1 x 12-RR Tank X RPL	4 September 1914 4 x 3-4 Inf XX Mlct, Brbt 0717 d'Vst, Fayll	2 December 1914 1 x 2-4 Inf X 1 Mxt
1 January 1918 1 x 7-RR S. Art II e 1 x 7-4 Art X J 1 x 12-RR Tank X RPL		3 December 1914 1 x 3-4 Inf XX 96T 1 x 0-3 Eng III 6
		4 December 1914 1 x 2-4 Inf X 2 Col

1 x 4-4 Inf XX PTG
Withdrawals:
 1 x 1-4 Inf X 185T

5 December 1914
 1 x 3-4 Inf XX 97T

6 December 1914
 1 x 2-4 Inf X 2 Mxt

1 January 1915
 1 x 6-4 Art X A

4 January 1915
 1 x 8-5 Mtn XX 47 M

5 February 1915
 1 x 6-4 Inf XX 48 NA

1 March 1915
 1 x 3-4 Inf XX 99T
Withdrawals:
 1 x 3-5 Mar X Mar

2 March 1915
 1 x 3-4 Inf XX 100T

1 April 1915
 1 x 6-4 Art X B
 1 x 0-3 Eng III 7

4 April 1915
 1 x 4-4 Inf XX 151

5 April 1915
 1 x 5-4 Inf XX 152
Withdrawals:
 1 x 3-4 Inf X Mrc

6 April 1915
 1 x 6-4 Inf XX 153 NA

7 April 1915
 1 x 4-4 Inf XX 154

5 May 1915
 1 x 1-4 Inf X 3 Sen

6 May 1915
Withdrawals:
 2 x 2-4 Inf X 1 Mxt, 2 Mxt

7 May 1915
 1 x 6-4 Inf XX 10 col

4 June 1915
 3 x 5-4 Inf XX 120, 121, 122

5 June 1915
 3 x 5-4 Inf XX 123, 124, 125

Withdrawals:
 2 x 2-4 Inf X 1 Col, 2 Col
 2 x 4-4 Inf XX 54R, 75R
 1 x 3-4 Inf XX 96T

6 June 1915
 2 x 6-4 Inf XX 15 Col, 16 Col
 4 x 5-4 Inf XX 126, 127, 128, 129

Withdrawals:
 3 x 3-4 Inf XX 85T, 86T, 91T

1 July 1915
 1 x 3-4 Inf XX 101T

3 July 1915
 1 x 3-4 Inf XX 102T

5 July 1915
 1 x 2-4 Inf X 3 Sen
 1 x 4-4 Inf XX 130
Withdrawals:
 1 x 3-4 Inf XX 84T
 1 x 1-4 Inf X 3 Sen

6 July 1915
 1 x 5-4 Inf XX 131
Withdrawals:
 1 x 3-4 Inf XX 92T

7 July 1915
 1 x 4-4 Inf XX 132

1 August 1915
 1 x 6-4 Art X C
 1 x 0-3 Eng III 8

3 August 1915
 1 x 1-4 Inf X 5 Sen

2 September 1915
 1 x 3-4 Inf XX 103T

3 September 1915
 1 x 3-4 Inf XX 104T

4 September 1915
 1 x 3-4 Inf XX 105T

1 October 1915
 1 x 4-4 Inf XX 157

5 October 1915
Withdrawals:
 1 x 4-4 Inf XX 57R

1 November 1915
 1 x 6-2 S. Art II a
Withdrawals:
 1 x 5-4 Inf XX 122

5 November 1915
Withdrawals:
 1 x 4-4 Inf XX PTG

1 December 1915
 1 x 6-4 Art X D
 1 x 0-3 Eng III 9

1 January 1916
 1 x 1-4 Inf X 7 Sen

6 January 1916
 1 x 1-4 Inf X 1 Noir

1 February 1916
 1 x 4-4 Inf XX 158

5 February 1916
Withdrawals:
 1 x 3-4 Inf XX 103T

5 March 1916
 1 x 5-4 Inf XX 133
Withdrawals:
 1 x 3-4 Inf XX 105T

6 March 1916
 1 x 6-5 Mtn XX 46 M

1 April 1916
 1 x 6-RR S. Art II d
 1 x 0-3 Eng III 10

2 April 1916
Withdrawals:
 1 x 3-4 Inf XX Mlct

6 April 1916
Withdrawals:
 1 x 3-4 Inf XX 102T

2 June 1916
Withdrawals:
 1 x 3-4 Inf XX Brbt

6 June 1916
 1 x 2-4 Inf X 4 Sen

1 July 1916
 8 x 3-6 Cav XX 1, 2, 3, 4, 5, 6, 7, 8
 1 x 1-4 Inf X 9 Sen
Withdrawals:
 10 x 1-6 Cav XX 1, 2, 3, 4, 5, 6, 7, 8,
 9, 10

1 August 1916
 1 x 6-2 S. Art II b
Withdrawals:
 1 x 3-4 Inf XX d'Vst

5 August 1916 Withdrawals: 1 x 3-6 Cav XX 8	1 January 1917 Withdrawals: 1 x 4-4 Inf XX 76R	6 November 1917 Withdrawals: 1 x 4-4 Inf XX 158
6 August 1916 1 x 5-4 Inf XX 134	3 January 1917 Withdrawals: 1 x 4-4 Inf XX PTG	1 December 1917 Withdrawals: 1 x 6-4 Art X H
7 August 1916 Withdrawals: 1 x 3-4 Inf XX 99T	5 January 1917 1 x 5-4 Inf XX 169	2 December 1917 1 x 2-4 Inf XX 1 Pol
3 September 1916 1 x 3-4 Inf XX Rus	6 January 1917 1 x 5-4 Inf XX 170 Withdrawals: 1 x 6-4 Inf XX 30	6 December 1917 Withdrawals: 1 x 3-4 Inf XX 88T
5 September 1916 Withdrawals: 1 x 3-4 Inf XX 97T	5 February 1917 Withdrawals: 1 x 3-4 Inf XX 89T	1 January 1918 1 x 9-4 Tank X 1 Tnk Withdrawals: 1 x 3-4 Inf XX Rus 1 x 6-3 Tank X 1 Tnk
6 September 1916 1 x 4-4 Inf XX PTG	1 March 1917 1 x 6-3 Tank X 1 Tnk	3 February 1918 1 x 1-4 Inf X 13 Sen
3 October 1916 Withdrawals: 1 x 3-4 Inf XX Fayll	1 April 1917 1 x 6-4 Art X E	1 March 1918 1 x 9-4 Tank X 2 Tnk Withdrawals: 1 x 6-3 Tank X 2 Tnk
5 October 1916 1 x 4-4 Inf XX 161	1 May 1917 1 x 6-3 Tank X 2 Tnk	1 April 1918 1 x 6-4 Art X J 1 x 6-RR S. Art II f 1 x 2-5 Inf XX Czech
7 October 1916 1 x 5-4 Inf XX 162	1 June 1917 1 x 6-4 Art X F 1 x 6-2 S. Art II c	6 April 1918 1 x 5-4 Inf XX 3 Italian 1 x 4-4 Inf XX 8 Italian
1 November 1916 1 x 1-4 Inf X 10 Sen	1 July 1917 1 x 6-3 Tank X 3 Tnk	1 May 1918 1 x 6-4 Art X K 1 x 9-4 Tank X 3 Tnk Withdrawals: 1 x 6-3 Tank X 3 Tnk
5 November 1916 1 x 5-4 Inf XX 163 Withdrawals: 1 x 6-4 Inf XX 16 Col	2 July 1917 Withdrawals: 1 x 1-4 Inf X 10 Sen	2 May 1918 1 x 3-5 Mar X Mar
6 November 1916 1 x 5-4 Inf XX 164 Withdrawals: 3 x 3-4 Inf XX 100T, 101T, 104T	5 July 1917 Withdrawals: 1 x 1-6 Cav X Spahi 1 x 3-6 Cav XX 7	3 May 1918 1 x 4-4 Inf XX 1 Pol Withdrawals: 1 x 2-4 Inf XX 1 Pol
7 November 1916 1 x 4-4 Inf XX 165	1 September 1917 2 x 6-4 Art X G, H 1 x 6-RR Tank X RPL	1 June 1918 1 x 9-RR Tank X RPL
1 December 1916 1 x 6-RR S. Art II e	3 September 1917 1 x 1-4 Inf X 11 Sen	1 July 1918 1 x 9-4 Tank X 4 Tnk
5 December 1916 1 x 5-4 Inf XX 166	6 October 1917 Withdrawals: 1 x 4-4 Inf XX 130	5 July 1918 1 x 7-4 Inf XX 2 Mrc
6 December 1916 1 x 5-4 Inf XX 167	1 November 1917 1 x 6-RR Tank X RPL	
7 December 1916 1 x 5-4 Inf XX 168		

1 August 1918

1 x 6-4 Inf XX 1 Pol
 1 x 6-5 Inf XX Czech
 1 x 9-4 Tank X 5 Tnk
 1 x 9-RR Tank X RPL

Withdrawals:

1 x 4-4 Inf XX 1 Pol
 1 x 3-5 Inf XX Czech

1 September 1918

1 x 9-4 Tank X 6 Tnk
 1 x 9-RR Tank X RPL

1 October 1918

1 x 9-RR Tank X RPL

1 November 1918

1 x 6-4 Inf XX 2 Pol
 1 x 9-RR Tank X RPL

29-4 Austro-Hungarian Reinforcement Schedule

1914 Reinforcements are for the Eastern Front (map 5-5) unless otherwise designated.

7 August 1914

3 x 1-4 Inf X 36L, 97L, 103L
 1 x 5-4 Inf XX 44 3609
 1 x 4-4 Inf XX 20 3912

3 September 1914

1 x 1-4 Inf X 102L

Map 6-5

1 x 1-4 Inf X 9LE 1204

4 September 1914

Map 6-5
 1 x 3*-R (-) Flotilla Enns 1204

5 September 1914

2 x 2-4 Inf X 205L, 206L
 1 x 4-3 Inf XX RPL

6 September 1914

1 x 3-3 Inf XX RPL

7 September 1914

1 x 2-3 Inf XX RPL (Pol)

Map 6-5

1 x 1-4 Inf X 8LE

1 October 1914

10 Supply Points
 1 x 2-4 Inf X 131
 1 x 4-3 Inf XX RPL

2 October 1914

2 x 3-4(-) Inf XX 51, 56
 1 x 3-3 Inf XX RPL

3 October 1914

3 x 3-4(-) Inf XX 52, 54, 55
 1 x 2-3 Inf XX RPL (Cz)

Map 6-5

1 x 2-4 Mtn X 17M
 2 x 1-4 Mtn X 15M, 16M

4 October 1914

2 x 0-3 Eng III 1, 5
 1 x 4-3 Inf XX RPL
 1 x 3*-R (-) Flotilla Enns
 The 1 x3-R* Enns should be used to bring the existing understrength Enns counter to full strength, or to bring an eliminated 3-R* Enns back from the dead pile.

5 October 1914

1 x 3-3 Inf XX RPL

6 October 1914

1 x 2-3 Inf XX RPL (Pol)

7 October 1914

1 x 4-3 Inf XX RPL

1 November 1914

10 Supply Points
 1 x 3-3 Inf XX RPL

2 November 1914

1 x 4-3 Inf XX RPL
 1 x 2-3 Inf XX RPL (Cz)

3 November 1914

1 x 3-3 Inf XX RPL

4 November 1914

1 x 2-4 Mtn X 18M
 1 x 4-3 Inf XX RPL
 1 x 2-3 Inf XX RPL (Pol)

5 November 1914

1 x 3-3 Inf XX RPL

6 November 1914

1 x 4-3 Inf XX RPL
 1 x 2-3 Inf XX RPL (Cz)

7 November 1914

1 x 3-3 Inf XX RPL

1 December 1914

Pflzr XXXX HQ

1 x 1-4 Mtn X 19M
 1 x 2-4 Inf X 12L

6 December 1914

1 x 2-4 Inf X 128L

1 January 1915

8 x 4-3 Siege I 1, 2, 3, 4, 5, 6, 7, 2M
 2 x 1-4 Inf X Frt A, Petw

7 January 1915

2 x 2-4 Inf X Papp, 132
 1 x 1-4 Inf X Frt B

1 February 1915

8 x 4-3 Siege I 8, 9

1 March 1915

1 x 2-4 Art III Jan
 2 x 1-4 Inf X Zvor, 200

1 April 1915

2 x 1-4 Inf X Bijl, 201
 1 x 1-4 Inf X 2Po Lgn

4 April 1915

1 x 3-4(-) Inf XX 62

1 May 1915

1 x 2-4 Inf X Ybl
 1 x 2-4 Art III 3

Replace:

Pflzr XXXX HQ

With:

7th XXXX HQ

3 May 1915

1 x 2-4 Inf X 202L

1 June 1915

1 x 2-4 Inf X Schs

1 July 1915

1 x 2-4 Inf X Full
 1 x 2-4 Art III 8

2 July 1915

1 x 3*-R (-) Flotilla 'Almos'

3 July 1915**Withdrawals:**

1 x 2-4 Mtn X 17M

1 August 1915

1 x 2-4 Inf X Hau
 1 x 0-3 Eng III 19

4 August 1915

1 x 1-4 Mtn X 21LM

1 September 1915

1 x 2-4 Inf X Mrz
1 x 2-4 Art III 19

4 September 1915

1 x 1-4 Mtn X 20LM
1 x 3*-R (-) Flotilla Almos
The 1 x3-R* Almos should be used to bring the existing understrength Almos counter to full strength, or to bring an eliminated 3-R* Almos back from the dead pile.

1 October 1915

10th XXXX HQ 0 sp
1 x 0-3 Eng III I

4 October 1915

1 x 4-4 Inf XX 70

5 October 1915

Withdrawals:
1 x 2-4 Inf X 206L

3 November 1915

1 x 1-4 Inf X 209L

2 January 1916

Withdrawals:
1 x 2-4 Mtn X 14M

4 January 1916

1 x 3-4(-) Inf XX 53
1 x 0-3 Eng III 17

6 January 1916

1 x 2-4 Art III 5

3 February 1916

1 x 2-4 Inf X 98K
Withdrawals:
1 x 2-4 Mtn X 52M

4 February 1916

11th XXXX HQ (0 sp)

1 March 1916

1 x 2-4 Art III 10

2 March 1916

1 x 3-4 Inf XX 43

3 March 1916

3rd XXXX HQ (0 sp)

5 March 1916

1 x 2-4 Mtn X 22LM

5 April 1916

1 x 2-4 Mtn X 24LM

1 May 1916

1 x 0-3 Eng III Dnbe

2 May 1916

1 x 2-4 Mtn X 25LM

5 May 1916

1 x 2-4 Mtn X 26LM

1 June 1916

1 x 2-4 Mtn X 28LM

4 June 1916

1 x 2-4 Inf X 210L

6 June 1916

1 x 3-4(-) Inf XX 74

Withdrawals:
3rd XXXX HQ (0 sp)

4 January 1917

1 x 2-4 Art III 11

6 May 1917

1 x 2-4 Art III 19

1 August 1917

1 x 2-4 Art III I

Withdrawals:
Tirol XXXX HQ (0 sp)

5 August 1917

1 x 4-5 Aslt X 38

1 September 1917

1 Isz XXXX HQ

2 Isz XXXX HQ

Note - These HQs split the withdrawing 5th XXXX HQ sp's between them.

Withdrawals:
5th XXXX HQ (0sp)

1 January 1918

Withdrawals:

2 Is XXXX HQ (0 sp)

1 x 3-4 Inf XX 21

6 x 2-4 Inf X 1L, 88K, 179, 181, 183, 185

1 February 1918

Withdrawals:

9 x 2-4 Mtn X 10M, 18M, 21LM, 50M, 51M, 56M, 57M, 59M, 60M

2 February 1918

Withdrawals:

1 x 5-4 Inf XX 3E

1 x 2-4 Aslt(-) X 38

2 March 1918

Withdrawals:

1 x 2-4 Inf XX 106L

5 May 1918

1 x 5-4 Inf XX 3E

5 July 1918

Withdrawals:

1 x 2-6 Cav XX 1

1 x 4-4 Inf XX 32

1 September 1918

Withdrawals:

1 x 1-6 Cav XX 9

The following reinforcements arrive on a turn calculated from the turn in which Romania becomes an active Entente belligerent:

Turn -2 (2 turns BEFORE Romania becomes an active belligerent):

5 x 2-4 Inf X 141, 142, 143, 144, 145

Turn +5

1 x 2-4 Art III 1

Turn +9

1 x 2-4 Art III Grk

The following reinforcements are from the East Front Garrison (post Russian surrender). These units are available for transfer to the Italian front based on the month in which Russia surrenders (see detailed rule on East Front garrison):

Immediate upon Russian surrender:

2 x 2-4 Art III 1, 3

Month after Russian surrender:

1 x 3-4 Inf XX 43

1 x 2-4 Inf X 187

1 x 2-4 Mtn X 28LM

Russian surrender +3 months:

6th XXXX HQ (0 sp)

1 x 1-6 Cav XX 6

1 x 5-4 Inf XX 60

1 x 4-4 Inf XX 70

Russian surrender +4 months:

1 x 4-3 S Art I 9

1 x 2-4 Art III Jan

1 x 2-6 Cav XX 11

2 x 1-6 Cav XX 9, 12

1 x 2-6 Cav XX 1

2 x 4-4 Inf XX 31, 55

Russian surrender +5 months:

2 x 4-4 Inf XX 27, 38
3 x 3-4 Inf XX 26, 42, 46

Russian surrender +6 months:

2 x 2-4 Mtn X 8M
3 x 4-4 Inf XX 16, 32, 64
1 x 2-6 Cav XX 3
1 x 1-6 Cav XX 8

Russian surrender +7 months:

2 x 4-4 Inf XX 51, 74
2 x 3-4 Inf XX 5, 36
1 x 2-6 Cav XX 10

Russian surrender +8 months:

1 x 5-4 Inf XX 52

Russian surrender +11 months:

1 x 4-4 Inf XX 34
1 x 3-4 Inf XX 43

29-5 Russian Reinforcement Schedule**4 August 1914**

1 x 1-6 Cav XX 5

5 August 1914

Map 5-5
2 x 1-6 Cav XX 8 3003
Ca 2502

6 August 1914

Map 4-5
3 x 3-4 Inf XX 64R, 76R, 2909
84R
2 x 3-4 Inf XX 63R, 77R 2119
3 x 3-4 Inf XX 53R, 54R 2703
73R
2 x 3-4 Inf XX 57R, 72R 2805

Map 5-5

1 x 1-6 Cav XX 1KK 4808
1 x 2-3 Art X 3 4303
1 x 2-3 Art X 4 2803
1 x 2-3 Art X 5 3202

7 August 1914

Map 4-5
1 x 3-4 Inf XX 79R 2119
1 x 1-6 Cav XX 4DK 2909

Map 5-5

2 x 4-4 Inf XX 23, 37 2502
2 x 3-4 Inf XX 75R, 81R 3202
1 x 3-4 Inf XX 82R 2502
1 x 3-4 Inf XX 58R 4303
1 x 3-4 Inf XX 65R 4808

1 September 1914

Map 4-5
2 x 5-4 Inf XX 7Sib, 8Sib 2119
1 x 4-4 Inf XX 11Sib 2119
4 x 2-4 Inf X 1Fin, 2Fin 2909
3Fin, 4Fin
3 x 2-4 Inf X 1Tur, 2Tur 2119
3Tur

Map 5-5

9th XXXX HQ 2502
2 x 5-4 Inf XX 1G, 2G 2803
2 x 4-4 Inf XX 21, 52 3003
1 x 3-4 Inf XX 83R 2803

2 September 1914

Map 4-5
10th XXXX HQ 2119
1 x 3-4 Inf XX 68R 2703

3 September 1914

Map 5-5
1 x 3-4 Inf XX 71R 4808
1 x 2-4 Inf X GRfl 2502

4 September 1914

1 x 1-6 Cav XX 1T K
22 x 1-4 Inf X See Opolchenie
Rule

Map 4-5

1 x 3-4 Inf XX 59R 2119
1 x 3-3 Inf XX RPL 3612

Opolchenie Rule: On the 4 September 1914 Turn, the Russian player can place the 22 Opolchenie infantry brigades on the maps. One brigade is placed in every town or city hex. These brigades are not free to move or attack until released. If attacked before they are released, they defend normally and can freely move afterwards if they survive the attack. Starting with September turn 5, the Russian player can release four of these brigades in this turn and every subsequent turn. Once released, they can attack and move normally. Units released by an enemy attack don't count towards the four per turn limit. The Opolchenie brigades are 1-4 Inf X 1, 2, 4, 7, 8, 11, 14, 16, 17, 18, 19, 20, 21, 22, 24, 25, 26, 27, 40, 45, 47, 81, 84.

5 September 1914

Map 4-5
1 x 3-3 Inf XX RPL 3401
Map 5-5
1 x 2-3 Art X 8 4808
1 x 3-3 Inf XX RPL 4804

6 September 1914

Map 4-5
2 x 4-4 Inf XX 51, CaGren 2703
1 x 3-3 Inf XX RPL 3612

7 September 1914

Map 4-5
1 x 3-3 Inf XX RPL 3401

Map 5-5

1 x 3-3 Inf XX RPL 4804

1 October 1914

Map 4-5
5 Supply Points
1 x 3-3 Inf XX RPL 3612

Map 5-5

5 Supply Points
1 x 3-3 Inf XX RPL 4804

2 October 1914

Map 4-5
1 x 3-3 Inf XX RPL 3401

Map 5-5

1 x 3-3 Inf XX RPL 4804

3 October 1914

Map 4-5
1 x 3-3 Inf XX RPL 3401
1 x 3-3 Inf XX RPL 3612

4 October 1914

Map 4-5
1 x 3-3 Inf XX RPL 3612

Map 5-5

1 x 3-3 Inf XX RPL 4804

5 October 1914

Map 4-5
2 x 5-4 Inf XX 1Sib, 2Sib 2909
2 x 4-4 Inf XX 50, 6Sib 2909
1 x 1-6 Cav XX GK 2909
1 x 2-3 Art X 1Sib 2909
1 x 3-3 Inf XX RPL 3401

Map 5-5

1 x 3-3 Inf XX RPL 4804

6 October 1914

Map 4-5
2 x 5-4 Inf XX 4Sib, 5Sib 2909
2 x 3-4 Inf XX 13RSib, 2909
14RSib
1 x 2-3 Art X 2Sib 2909
1 x 3-3 Inf XX RPL 3401
1 x 3-3 Inf XX RPL 3612

Map 5-5
1 x 1-6 Cav XX Ur K 4804
1 x 3-3 Inf XX RPL 4804

7 October 1914

Map 4-5
1 x 3-3 Inf XX RPL 3612

Map 5-5
2 x 1-6 Cav XX Or K, 2C K 4808
1 x 2-4 Inf X 2 Rfl 4808
1 x 3-3 Inf XX RPL 4804

1 November 1914

1 x 4-4 Inf XX 12R Sib

Map 4-5
5 Supply Points
1 x 3-3 Inf XX RPL 3401

Map 5-5
5 Supply Points
1 x 3-3 Inf XX RPL 4804

2 November 1914

11 XXXX HQ
1 x 3-4 Inf XX 74R
2 x 2-3 Art X 9, 10
2 x 0-3 Eng III 2/NW, 2/SW
1 x 1-6 Cav XX CaN K

Map 4-5
1 x 3-3 Inf XX RPL 3401
1 x 3-3 Inf XX RPL 3612

3 November 1914

1 x 3-4 Inf XX 67R

Map 4-5
1 x 3-3 Inf XX RPL 3612

Map 5-5
1 x 3-3 Inf XX RPL 4804

4 November 1914

Map 4-5
1 x 3-3 Inf XX RPL 3401
1 x 3-3 Inf XX RPL 3612

Map 5-5
1 x 3-3 Inf XX RPL 4804

5 November 1914

1 x 4-4 Inf XX 10Sib

Map 4-5
1 x 3-3 Inf XX RPL 3401

Map 5-5
1 x 3-3 Inf XX RPL 4804

6 November 1914

Map 4-5
1 x 3-3 Inf XX RPL 3401
1 x 3-3 Inf XX RPL 3612

Map 5-5
1 x 3-3 Inf XX RPL 4804

7 November 1914

1 x 3-4 Inf XX 55R
1 x 1-6 Cav XX 1Tu K

Map 4-5
1 x 3-3 Inf XX RPL 3612

1 December 1914

1 x 2-3 Art X 11

5 December 1914

1 x 1-6 Cav XX 1TbK

January 1915

Replace:
6 x 2-4 Inf X GRfl, 1Rfl, 2Rfl, 3Rfl,
4Rfl, 5Rfl

With:

6 x 4-4 Inf XX GRfl, 1Rfl, 2Rfl, 3Rfl,
4Rfl, 5Rfl

7 January 1915

12 XXXX HQ
1 x 2-3 Art X 12

1 February 1915

2 x 4-4 Inf XX 3Sib, 9Sib

3 February 1915

1 x 3-4 Inf XX 62R

4 March 1915

Withdrawals:
2 x 1-6 Cav XX Ca, 1TbK

Any reinforcement marked * (divisions 104, 105, 111, 112, 114-116, 120, 122-124) requires the player to remove any two Opolochenie brigades to place the marked unit on map. If no more Opolochenie brigades remain in play, two strength points must be expended to place the marked unit in play. The two strength points can be taken by reducing units in play or using RPL units.

1 April 1915

1 x 3-4 Inf XX 104*
3 x 2-3 Art X 6, 7, 14

4 April 1915

1 x 2-3 Art X 15

5 April 1915

1 x 3-4 Inf XX 1TR

1 May 1915

Replace:
1 x 2-4 Inf X 1CaR
With:
1 x 4-4 Inf XX 1CaR

3 May 1915

2 x 4-4 Inf XX 20, 3CaR
2 x 2-4 Inf X 1Ku, 2Ku

5 May 1915

1 x 3-4 Inf XX 124*

7 May 1915

1 x 1-6 Cav XX C

1 June 1915

1 x 3-4 Inf XX 103

Replace:

1 x 1-6 Cav XX GK

With:

1 x 2-6 Cav XX 3G

4 June 1915

13 XXXX HQ

2 July 1915

2 x 3-4 Inf XX 114*, 2TR

5 July 1915

2 x 3-4 Inf XX 118, 119

1 August 1915

1 x 3-4 Inf XX 102

Replace:

4 x 2-4 Inf X 1Fin, 2Fin,
3Fin, 4Fin

With:

4 x 4-4 Inf XX 1Fin, 2Fin,
3Fin, 4Fin

3 August 1915

1 x 3-4 Inf XX 105*
1 x 2-3 Art X 13

4 August 1915

2 x 3-4 Inf XX 111*, Bor

7 August 1915

1 x 0-3 Eng III 1/WF

Replace:

2 x 0-3 Eng III NW, 2/NW

With:

2 x 0-3 Eng III 1/NF, 2/NF

2 September 1915

2 x 3-4 Inf XX 101, 106

3 September 1915

1 x 3-4 Inf XX 107

4 September 1915

1 x 3-4 Inf XX 108

6 September 1915

3 x 3-4 Inf XX 109, 110, 125

2 October 1915

1 x 0-3 Eng III 2/WF

3 November 1915

1 x 3-4 Inf XX 3TR

1 December 1915

2 x 3-4 Inf XX 112*, 113

2 December 1915

2 x 3-4 Inf XX 115*, 116*

3 December 1915

3 x 3-4 Inf XX 117, 120*, 121

4 December 1915

7 XXXX HQ

2 x 3-4 Inf XX 122*, 123*

5 December 1915

1 x 3-4 Inf XX 126

6 December 1915

1 x 3-4 Inf XX 127

2 January 1916

Replace:

5 x 2-4 Inf X 1Tur, 2Tur, 3Tur
1Ku, 2Ku

With:

3 x 3-4 Inf XX 1Tur, 2Tur, 3Tur

7 January 1916

1 x 1-4 Inf X Pol

1 x 2-3 Art X 16

7 February 1916

1 x 3-4 Inf XX 100

1 March 1916

2 x 1-4 Inf X Reb, SVB

1 x 1-6 Cav XX 6D K

3 March 1916

1 x 2-3 Art X 17

3 April 1916

1 x 1-6 Cav XX Us K

1 May 1916

2 x 1-6 Cav XX 1TbK, Sib K

3 May 1916**Withdrawals:**

1 x 3-4 Inf XX (127)

4 May 1916

1 x 1-6 Cav XX TR K

6 May 1916**Withdrawals:**

1 x 3-4 Inf XX (123)

4 June 1916

1 x 3-4 Inf XX SerbV

5 July 1916

Sp XXXX HQ

3 October 1916

2 x 1-4 Inf X 1Lett, 2Lett

1 x 0-3 Eng III Carp

4 Oct 1916

2 x 1-4 Inf XX 7Tur, 8Tur

6 October 1916

Dobr XXXX HQ

2 November 1916

2 x 2-4 Inf XX 128, 129

3 November 1916

2 x 2-4 Inf XX 130, 131

1 x 0-3 Eng III Rom

4 November 1916

2 x 2-4 Inf XX 132, 133

5 November 1916

2 x 2-4 Inf XX 134, 135

6 November 1916

2 x 2-4 Inf XX 136, 137

7 November 1916

2 x 2-4 Inf XX 138

1 December 1916

Replace:

Dobr XXXX HQ

With:

6th XXXX HQ

3 January 1917

1 x 2-4 Inf XX Est

4 January 1917

Replace:

1 x 1-4 Inf X Pol

With:

1 x 2-4 Inf XX Pol

4 January 1917

These units can be built by the Russian player under the following conditions. For every strength point removed from an existing unit, two divisions from the list below can be taken as reinforcements. Only one strength point can be removed from any single division. A division can't be eliminated by removal of the strength point. The two divisions selected must be of the same type as the division from where the strength point was removed (i.e. a strength point from a line division must be used to build two line divisions, a rifle strength point to build two rifle divisions, etc.). New units must be built in numeral order. **A total of four (4) divisions can be built in one turn.**

Line divisions 1-4 Inf XX: 151, 153, 154, 155, 156, 157, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, *Rifle divisions 1-4 Inf XX: 6Rfl, 7Rfl, 8Rfl.

These units can be built by the Russian player under the following conditions. For every two strength points removed from an existing unit, two divisions from the list below can taken as reinforcements. The two strength points can be from two different divisions.

Siberian divisions 2-4 Inf XX: 15Sib, 16Sib, 17Sib, 18Sib, 19Sib, 20Sib, 21Sib, 22Sib.

Finnish divisions 2-4 Inf XX: 5Fin, 6Fin

*Grenadier divisions 2-4 Inf XX: 5Gren, 6Gren, 2CaGr

Unit types marked * have an odd number of divisions available to be built. 2 strength points will build all three rifle divisions. 3 strength points will build all three grenadier divisions (1 strength point for each division).

2 February 1917

1 x 2-4 Inf X Czech

3 February 1917

1 x 1-4 Inf X 4TR

5 February 1917

1 x 1-4 Inf X 5TR

2 June 1917

Replace:

1 x 2-4 Inf X Czech

With:

1 x 3-4 Inf XX 1Czech

1 September 1917

1 x 3-4 Inf XX 2Czech

29-6 Italian Reinforcement Schedule**4 December 1915****Withdrawals:**1 x 2-4 Inf X Trpni
2 x 1-4 Inf X Padva, Ancna**1 February 1916**

1 x 2-4 Art III 3

3 March 19161 x 4-4 Mtn XX 36
2 x 2-4 Inf X 1Ber, 2Ber**Withdrawals:**

1 x 2-4 Inf X Bersg

1 April 1916

1 x 3-4 Inf XX 43

4 April 19161 x 4-4 Inf XX 46
1 x 3-4 Inf XX 47**1 May 1916**1 x 4-4 Mtn XX 37
1 x 4-4 Inf XX 45
1 x 3-4 Inf XX 44**3 May 1916**

1 x 4-4 Inf XX 48

1 June 1916

1 x 2-4 Art III 4

Crnc XXXX HQ

(transfer sp in Crnc XXX HQ to this HQ.
Crnc XXXX HQ is placed in same hex
occupied by Crnc XXX HQ)**Withdrawals:**

Crnc XXX HQ

3 June 1916

1 x 3-4 Inf XX 49

5 July 1916**Withdrawals:**

1 x 4-4 Inf XX 35

3 November 1916

1 x 4-4 Mtn XX 50

1 December 1916

6th XXXX HQ

1 x 2-4 Art III 5
1 x 2-4 Inf X Sienna**1 January 1917**1 x 4-4 Mtn XX 56
4 x 1-4 Inf X Trvre, Vltrno, Forli,
Pergia**4 January 1917**1 x 3-4 Mtn XX 52
1 x 3-4 Inf XX 53**1 February 1917**1 x 4-4 Inf XX 55
1 x 3-4 Inf XX 54**4 February 1917**1 x 5-4 Inf XX 58
1 x 4-4 Inf XX 57
1 x 3-4 Inf XX 59
1 x 1-4 Inf X Elba**1 April 1917**

1 x 2-4 Art III 6

3 April 1917

1 x 4-4 Inf XX 60

6 April 1917

3 x 4-4 Inf XX 61, 62, 63

1 June 1917

1 x 2-4 Art III 7

1 August 19173 x 4-4 Inf XX 65, 68, 69
3 x 3-4 Inf XX 64, 66, 67**Withdrawals:**4 x 2-4 Inf X 1 Ber, 2 Ber, Bersg,
Sienna

2 x 1-5 Mtn X Alp A, Alp B

5 x 1-4 Inf X Trvre, Vltrno, Forli,
Pergia, Elba**1 September 1917**

1 x 2-4 Art III 8

2 February 1918

1 x 6-4 Inf XX 1 Ard

6 February 1918

1 x 6-4 Inf XX 2 Ard

1 March 1918

7th XXXX HQ

3 April 1918**Withdrawals:**1 x 5-4 Inf XX 3
1 x 4-4 Inf XX 8**1 May 1918**

1 x 3-4 Mtn XX 75

1 June 1918

1 x 3-4 Inf XX 70

1 August 1918

1 x 5-4 Inf XX Czech

29-7 Serbian Reinforcement Schedule**3 September 1914**

1 x 2-3 Inf XX RPL 2413

3 November 1914

1 x 2-3 Inf XX RPL 2413

1 December 1914

5 Supply Points

29-8 Belgian Reinforcement Schedule

Replace withdrawn units in place on the map. Withdrawn units are replaced with the unit of the same designation and the designation "plus" 6 (example, 2nd XX replaced by new 2nd XX and 8th XX).

1 February 191812 x 4-4 Inf XX 1, 2, 3, 4, 5, 6, 7, 8
9, 10, 11, 12**Withdrawals:**

6 x 6-4 Inf XX 1, 2, 3, 4, 5, 6

29-9 Bulgarian Reinforcement Schedule

The following reinforcements arrive on map 6-6 on a turn calculated from the turn in which Romania becomes an active Entente belligerent:

Turn +9

1 x 2-3 Inf X RPL 1223

Turn +13

1 x 2-3 Inf X RPL 1223

Turn +18

1 x 2-3 Inf X RPL 1223

29-10 Ottoman Reinforcement Schedule**2 August 1916**

2 x 4-4 Inf XX 19, 20

2 September 1916

1 x 3-4 Inf XX 25

4 September 1916

1 x 3-4 Inf XX 15

2 November 1916

1 x 3-4 Inf XX 26

1 April 1917**Withdrawals:**

1 x 3-4 Inf XX 26

3 June 1917**Withdrawals:**

1 x 4-4 Inf XX 19

2 August 1917**Withdrawals:**

1 x 4-4 Inf XX 20

1 October 1917**Withdrawals:**

1 x 3-4 Inf XX 25

29-11 Romanian Reinforcement Schedule

The arrival of Romanian Reinforcements is calculated from the turn on which Romania becomes an active Entente belligerent:

Turn +3

1 x 2-3 InfXX RPL

Turn +8

10 Supply Points

1 x 1-4 InfX 7 1717

Turn +12

1 x 2-3 InfXX RPL

Turn +15

10 Supply Points

1 x 2-3 InfXX RPL

29-12 Greek Reinforcement Schedule

There are no Greek reinforcements in the duration game.

29-13 United States Reinforcement Schedule**4 July 1917**

1 x 0-3 Eng III 1

6 July 1917

1 x 0-3 Eng III 2

2 August 1917

1 x 0-3 Eng III 3

3 October 1917

1 x 5-4 Inf XX 5

6 October 1914

1 x 13-4 Inf XX 1

2 December 1917

1 x 7-4 Mar X 4

2 January 1918

1 x 12-4 Inf XX 26

6 February 1918

1 x 12-4 Inf XX 42

1 March 1918

1 x 7-4 Inf X 3

3 April 1918

1 x 4-4 Inf XX 93P

5 April 1918

1 x 5-4 Inf XX 32

6 April 1918

1 x 12-4 Inf XX 3

7 April 1918

1 x 5-4 Art X A

2 May 1918

1 x 10-4 Inf XX 77

4 May 1918

1 x 11-4 Inf XX 5

Withdrawals:

1 x 5-4 Inf XX 5

5 May 1918

1 x 11-4 Inf XX 4

6 May 1918

1 x 11-4 Inf XX 28

7 May 1918

1 x 11-4 Inf XX 82

1 June 1918

1 x 11-4 Inf XX 30

2 June 1918

1 x 11-4 Inf XX 33

3 June 1918

1 x 11-4 Inf XX 35

1 x 10-4 Inf XX 78

4 June 1918

1 x 10-4 Inf XX 80

5 June 1918

1 x 11-4 Inf XX 27

7 June 1918

1 x 11-4 Inf XX 37

1 July 1918

1 x 0-3 Eng III 4

1 x 5-4 Art X B

1 x 11-4 Inf XX 29

2 July 1918

1 x 10-4 Inf XX 89

3 July 1918

1 x 10-4 Inf XX 90

4 July 1918

1 x 10-4 Inf XX 92

5 July 1918

1 x 10-4 Inf XX 6

6 July 1918

1 x 10-4 Inf XX 79

7 July 1918

1 x 10-4 Inf XX 91

1 August 1918

1st XXXX HQ

1 x 5-4 Art X C

2 August 1918

1 x 11-4 Inf XX 36

3 August 1918

1 x 10-4 Inf XX 81

4 August 1918

1 x 10-4 Inf XX 7

1 x 9-3 Tank X 1 Tnk

5 August 1918

1 x 9-4 Inf XX 39

6 August 1918

1 x 9-4 Inf XX 40

7 August 1918

1 x 10-4 Inf XX 88

1 September 1918

1 x 5-4 Art X D
 1 x 9-3 Tank X 2 Tnk

3 September 1918

1 x 10-4 Inf XX 87 (RPL)

4 September 1918

1 x 9-RR Tank X RPL

5 September 1918

1 x 10-4 Inf XX 84 (RPL)

7 September 1918

1 x 10-4 Inf XX 86 (RPL)

1 October 1918

2nd XXXX HQ
 1 x 5-4 Art X E
 1 x 9-RR Tank X RPL

2 October 1918

1 x 11-4 Inf XX 34 (RPL)

3 October 1918

1 x 11-4 Inf XX 38 (RPL)
 1 x 9-3 Tank X 3 Tnk

5 October 1918

1 x 11-4 Inf XX 31

7 October 1918

1 x 9-RR Tank X RPL

MAPERRATANOTES:

The rail lines in hexes 3604 and 3605 of Map 5-5 ARE present in WW 1 scenarios and games.

Hex 0421 of map 6-6 is in Romania. The Danube should flow only along the hexside 0421/0322. The other hexsides of 0421 should NOT contain the Danube.

TERRAIN EFFECTS CHART

Terrain Type	Movement Point Cost to Cross Hexside or Enter Hex	Combat Effects on Attacks	Combat Effects on Counterattacks
Ocean	Prohibited	Prohibited	Prohibited
Clear	1 MP	None	None
Broken	1 MP	-1 Die Roll	None
Woods	2 MP	-2 Die Roll	+1 Die Roll
Swamp	3 MP	-2 Die Roll	+1 Die Roll
Rough	3 MP	-3 Die Roll	+1 Die Roll
Wooded Rough	4 MP	-4 Die Roll	+2 Die Roll
Mountain	6 MP	Halve Attacker Strength	+3 Die Roll
Alpine	Prohibited	Halve Attacker Strength	+3 Die Roll
Suburban	Treat as Clear	None	None
Urban	1 MP	Halve Attacker Strength	+3 Die Roll
Lake	Prohibited	Prohibited	Prohibited
Major River	+3 MP Cannot be crossed by moving from a hex in an enemy ZOC to another hex in an enemy ZOC	Halve Attacker Strength if all Attacking Units attacking across Major River hexsides	+3 Die Roll if all Attacking Units attacking across Major River hexsides
River	+1 MP	-2 Die Roll if all Attacking Units attacking across River hexsides	+1 Die Roll if all Attacking Units attacking across River hexsides
City (Both Types)	No Additional Cost	None	None
Industrial and Resource Centers	No Additional Cost	None	None
Port	No Additional Cost	None	None
Rail Line	-1 MP (if cost of hexside 3 MP or more before adjustment)	None	None
Single Track Rail Line	-1 MP (if cost of hexside 4 MP or more before adjustment)	None	None
Megahex Line	Not Used in Scenarios	None	None
Macrohex Line	Not Used in Scenarios	None	None
Megahex Center	Not Used in Scenarios	None	None
Macrohex Center	Not Used in Scenarios	None	None
Trench Marker	+2 MP for entering hex	-2 Die Roll	None
Devastation Marker	+2 MP for entering hex	None	None
Hindenburg Line Marker	+2 MP for entering hex	-3 Die Roll	None

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