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Pursuit of Glory

THE GREAT WAR IN THE NEAR EAST

RULE BOOK

By Rodger B. MacGowan ©2008

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1.0 Introduction

Pursuit of Glory: The Great War in the Near East is a sequel to the original, award-winning *Paths of Glory* by Ted Raicer, which simulates the entire Great War in Europe and the Near East. *Pursuit of Glory* focuses on the Balkans and Near East. The Middle East as we know it today is largely the result of decisions made during the Great War by white males in positions of power far away. We hope that *Pursuit of Glory* will give players some insight into the events of today.

In *Pursuit of Glory* the Central Powers (CP) Player, representing the Ottoman Empire and its allies, attempts to use his central position and initial superiority to defeat his opponents quickly or to endure defensively until the enemy tires of the 'sideshow' and goes home. The Allied Powers (AP) Player, representing primarily the British and Russian empires, attempts to delay the Russian Revolution and bring his increasing forces to bear before he must bring the boys back home.

Why was the war in this region fought so hotly? For many reasons, chief among these being: 1) the rivalry between the Ottoman and Russian empires in the Black Sea region; 2) Persian oil for the British Royal Navy, on which the safety and prosperity of the Empire depended; 3) prestige—proving either that 'backwards' Muslim tribes and a 'third-rate' Muslim empire could not dictate terms to the great European powers or that the Turkish peoples could again rise to a position of dominance in the Near East and Central Asia; 4) the incomplete Berlin-Baghdad railroad, which would allow Germany to dominate the Near East, including oil, and move troops to the gateway to India, the jewel of the British Empire. This goal required the capture of Serbia's railroad and was one factor in the Central Powers' assault on Serbia in 1914. This emphasis on oil, power, and prestige is unchanged today.

If you have never played a Card-Driven Game (CDG) or the original ***Paths of Glory***, please review the Novice Quick Start Guide and then skim the Advanced Quick Start Guide before reading these rules.

If you have played the original *Paths of Glory*, read the Advanced Quick Start Guide. Many rules are the same as in the original *Paths of Glory.* **New rules are preceded by this symbol: ►.**

2.0 Terminology

New players are advised to skim this section quickly, then read the rules, using this section as a reference.

*** (asterisk):** When a card with an asterisk is played as an Event, it is permanently removed from the game. If used for Operations (OPS), Strategic Redeployment (SR), or Replacement Points (RPs), it is placed in the discard pile.

Activated: During an Action Round, a space is Activated when a number of OPS equal to the space's Activation cost (see 9.2.1) is expended for that purpose. A space is Activated for Movement or Attack, not both. When a space is Activated, mark it with the appropriate Action Marker (Attack or Move)—all units in the space are now considered Activated and *may* move or engage in Combat.

Action Phase: Each Action Phase consists of six Action Rounds.

Action Round: During each Action Round, each player plays one card (for OPS, SR, RPs, or as an Event) or takes a free 1 OPS Action (without playing a card). The AP Player plays first during each Action Round.

Active Player: The player who is currently taking an Action during his half of an Action Round.

Activation: When the Activation Cost for a space is paid in OPS, the units in that space may move or fight.

AP: The Allied Powers (or Entente)—primarily Britain and Russia.

Armistice: The game may end early in a negotiated peace resulting from the war-weariness of all parties involved in the Near East. One alliance will likely gain some advantage from the war and from control of oil, allowing it to dominate the subsequent peace, and that player wins.



►**Balkans:** In this game, the Balkans includes all spaces in Austria-Hungary, Romania, Greece, Bulgaria, Serbia, European Turkey (all spaces from Constantinople westward, inclusive), as well as Lemnos, Galicia, and the spaces in Russia bordering Romania, including Odessa. Units marked as *Balkans Only* (indicated by the B in a circle) may not move, attack, SR, or be rebuilt or organized outside the Balkans.

CC (Combat Card): A card with CC after the Event name may be played as an Event only during Combat. *Note: CCs cannot be played to support an unoccupied Fort defending in Combat.*

Combat Factor (CF): The Combat strength of a unit or Fort. A Fort's CF (strength) is printed next to it on the map.

Combat Unit: A regular combat unit is marked with a NATO-style indicator box and a set of numbers. An irregular combat unit is marked with a flag and a set of numbers. A CP tribe is also a type of combat unit. HQs and the Heavy Artillery unit are *not* combat units. Forts are not combat units (but do participate in defensive combat). Uprising Markers are not combat units and never participate in combat.

►**Contested Region:** A Region (defined below) which contains both players' units. *Note: A contested Region will always be controlled by one player.*



►**Control:** Every space (or Region) on the map is either controlled by one player or is neutral. A vacant enemy space or Region immediately becomes friendly-controlled when it is occupied by a friendly unit, if the space does not contain an undestroyed enemy Fort. Regular combat units exert *Full Control* over a space (retain control of the space even after leaving it). Irregular units and tribes exert *Partial Control* (control a space only so long as they occupy it). Control of a space also changes if it is Out of Supply during the Attrition Phase. A player who takes control of a space gains any VPs or Jihad points for that space.



CP: The Central Powers—primarily the Ottoman Empire and Germany.

Die Roll Modifier (DRM): The number added to or subtracted from a die roll.

Event: The title on a Strategy Card. When played as an Event, the card triggers the special action described on the card. *Note: An underlined Event indicates that it is a prerequisite for another Event.*

Fire Tables: Two tables determine Combat results: the Heavy Fire Table and the Light Fire Table. A player may roll on the Heavy Fire Table if at least one of his units involved in the Combat is a Large

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Combat Unit (LCU). In all other cases, including a Fort fighting alone, use the Light Fire Table.

►**Island Base:** Lemnos, Bahrain, and AP-controlled Cyprus are BR Supply Sources and may hold any number of AP units. CP units never enter Island Bases.

►**Jihad City:** The capture of cities (e.g., Baghdad) marked with the Jihad symbol shifts the Jihad Level up or down one point.

►**Jihad Level:** The Jihad Level tracks the likelihood that tribes and Muslim nations (Egypt, India, Afghanistan, and Central Asia) will join the CP (see 16.3).

LCU (Large Combat Unit): LCUs are the larger 5/8-inch playing pieces representing organized military units. Generally, these are corps historically, but sometimes represent armies. If a player has at least one LCU in a Combat, he fires on the Heavy Fire Table.

Loss Factor (LF): A unit's ability to absorb damage. The enemy's Loss Number (potential damage inflicted) must be equal to or greater than a friendly unit's LF in order to actually damage that unit.

Loss Number: The number resulting from a die roll on a Fire Table during Combat, representing the potential damage inflicted on enemy units.



Mandated Offensive (MO): Each turn, each player may need to conduct an attack to satisfy domestic and allied political pressures from political leaders, press, public opinion. Failure damages the player's ability to continue the war, due to interalliance feuds or domestic dissent.

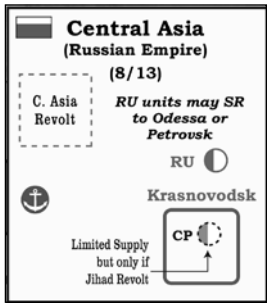
►**Movement Factor (MF) and Movement Point (MP):** MF represents the distance an Activated unit may move. Entering a space uses one point of MF, regardless of terrain. One point of MF is also called a Movement Point (MP) in these rules. *Note: For most units, a move across a green line requires all the unit's MF.* Units with an MF of zero may never move or use Strategic Redeployment.

►**Neutral Persia:** All spaces in Persia, except Azerbaijan (controlled by Russia), Arabistan (leased to Britain), and the three Persian Regions (dominated by Britain) are neutral. No units may enter Neutral Persia until the Persian Push or Secret Treaties Event is played.

OPS Value: The Operation Points (OPS) a player receives for immediate use when playing a card for Operations is indicated by the large number in a card's upper left corner. OPS are used to Activate spaces for Combat or Movement.

►**Ottoman Empire:** The Empire consists of the following areas: Anatolia, Caucasia, Syria/Palestine, Mesopotamia, and Thrace (the European areas west of Constantinople, including the Gallipoli peninsula). Technically, Sinai was British, but is treated as Ottoman for the purposes of this game. Likewise, Egypt and Cyprus were still technically Ottoman, but are not considered Ottoman Empire areas in this game.

►**Out of Supply (OOS):** A unit unable to trace a supply line through a chain of friendly-controlled spaces (or besieged enemy forts) to a friendly Supply Source cannot move, attack, SR, or take RPs. During the Attrition Phase, all OOS units (except tribes) are permanently eliminated. *Note: Tribes, irregular units, and units of some countries (such as Serbia) are always in supply in certain areas (see 3.2.1.1, 3.2.1.2, and 3.2.1.3 on "The Playing Pieces" Player Aid Card).*



►**Region:** The large spaces around the map edge symbolize vast areas. When the rules refer to a "space," it applies to Regions as well, unless stated otherwise. Some rules apply *only* to Regions. Unlike normal spaces, friendly and enemy units can both be in the same Region—such Regions are *Contested.* The player who controls a Region should place a unit or Control Marker in the city in that Region. Combat may occur between friendly and enemy units within a Region, as well as with units outside the Region. Some Regions contain terrain which aids the Defender during Combat. Trenches are not allowed in Regions (the distances are too vast). Some Regions contain port symbols and/or Supply Sources (e.g., India), and the AP Player can *always* use the ports and Supply Sources in a Region, even if it is enemy-controlled. *This is very important to note*. Regions with a VP city count as VP spaces—the player who controls the Region controls that VP (it is not a separate space inside the Region).



Replacement Points (RPs): Used to repair damaged units on the map and to rebuild eliminated units in the Replaceable/Eliminated Units Box. When a card is played for its RP Values (listed in the RP Box at the bottom of the card), the RPs are not used immediately, but are recorded on the General Records Track for use during the Replacement Phase. *Note: Some Events give players Bonus RPs which may be used immediately.*

►**Restricted Area (18.1):** Special rules govern LCUs in five areas with poor infrastructure: 1) Syria/Palestine (including the Sinai); 2) Mesopotamia; 3) Neutral Persia; 4) Azerbaijan; and 5) Arabistan.

SCU (Small Combat Unit): SCUs are the smaller ½-inch playing pieces representing organized military units, irregular units, and tribes. They usually represent divisions (and are so referred to on the cards), but sometimes represent brigades, other small units, and tribes. When fighting without a friendly LCU, these smaller units use the Light Fire Table.

►**Sinai:** The five spaces east of the Suez Canal and west of Syria/Palestine. Historically, the British abandoned these spaces early in the war. Thus, for game purposes, these spaces are *not part of Egypt,* but part of Syria/Palestine. *Note: This decreases the CP Player's ability to cause a Jihad Revolt in Egypt.*

Space: References in the rules to "spaces" also apply to "Regions," unless stated otherwise. Friendly and enemy units cannot coexist in a space, but can coexist in a Region.

►**Special Unit:** A unit that does not fit into the main three categories of combat units: infantry, elite infantry, or cavalry. Some special units also have unique attributes—those that do are listed on "The Playing Pieces" Player Aid Card (the values on such units are underlined).

►**Strategic Redeployment (SR) Value (13.0):** The number of SR points a player receives for immediate use when playing a card for its SR Value is indicated by the smaller number in the card's upper left corner. SR allows a player to transport units long distances (by land or sea) and allows the player to shift SCUs into or out of the Reserve Box. *Note: Units with a Movement Factor of 0 never SR.*

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Supply Source: Most units must trace supply back to a friendly-controlled Supply Source or risk permanent elimination for being Out of Supply.

VPs (Victory Points): VPs determine who wins the game. VPs are gained by capturing VP spaces, playing Events, and special circumstances during the War Status Phase (see 16.5).

►**VP Space and Russian VP Space:** Any space with a red name and red outline, including Regions and some Fortresses. When control of a VP space changes, adjust the VP Marker in favor of the new owner by the amount indicated on the map. Any VP space in Russia or Azerbaijan is a RU VP space. Generally, each time the CP Player captures one of these spaces, he accelerates the start of the Russian Revolution by one turn (see 16.4.2).

War Commitment Level: This reflects the number of War Status Points associated with Events the player has played. There are three levels: Mobilization, Limited War, and Total War. When moving to a new War Commitment Level (during the War Status Phase), the player adds a new set of Strategy Cards to his deck. *Important: War Commitment Levels cannot change at the end of Turn 1.*

War Status Points: Some cards have a War Status number in parentheses after the Event name. When that card is played as an Event, increase the player's War Status Marker and the Combined War Status Marker by that amount on the General Records Track.

3.0 Components

This game includes:

- One 22-inch by 34-inch map
- 176 5/8-inch die cut counters (LCUs)
- 280 1/2-inch die cut counters (SCUs)
- Player Aid Cards and Quick Start Guides
- Rule Book
- Play Book
- 110 Strategy Cards
- Two 6-sided dice

If any components are damaged or missing, please contact us at www.gmtgames.com or at:

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►3.1 The Game Map

The map consists mostly of spaces (squares, stars, and circles) and lines (plain, dotted, and/or colored) indicating roads, railroads, and sea lanes. The largest spaces are "Regions." Spaces connected by a line are "adjacent." All spaces are colored to show which player controls them in 1914 (some spaces are neutral). A red border indicates that a space is worth 1 or 2 Victory Points. A sword symbol shows that it is a Jihad City.

3.1.1 Terrain

Generally, terrain does not affect Movement. It only affects Combat, including retreats and Advances After Combat. There are, however, three important exceptions:

a. LCUs operating into or out of a desert space may move, SR, attack, or Advance After Combat only along a railroad that can trace a route to a friendly Supply Source or to a friendly-controlled (for AP LCUs) port. Likewise, LCUs being organized in a desert space may be organized only in a desert space friendly-supplied by railroad.

b. SCUs using SR must halt when they enter a desert space, unless they can continue movement out of that desert space along a friendly-supplied railroad.

c. TU/TU-A LCUs and BU LCUs may never move into a swamp, end an SR in a swamp, or be organized in a swamp.

3.1.1.1 Terrain Effect on Combat

The following types of terrain affect Combat: Mountain, Deserts, Swamps, and Water Crossings (see 12.3). In addition, full-strength regular combat units attacking from or into hazardous terrain during inclement weather have the possibility of taking damage prior to Combat, as follows: Mountains in Winter, Desert and Swamps in Summer (see 12.5). LCUs attacking from or into a desert space can do so only if they can trace supply by railroad to a Supply Source or (for AP LCUs) to an AP-controlled port.

3.1.1.2 Terrain Effect on Retreats

Swamps, Deserts, Mountains, and Forests allow a Defender who lost a Combat to take one additional step loss and cancel a required retreat (see 12.7.3)—this is also true of units in trenches, regardless of terrain. *Note: Water Crossings do not of themselves have this effect, but non-clear terrain in a Water Crossing space does have this effect.*

3.1.1.3 Terrain Effect on Advances After Combat

A unit can advance only one space after Combat —into the combat space— if it enters Desert, Swamp, Mountains, or Forest (see 12.9.3) or if the attack occurred solely across Water Crossings.

3.1.2 Tribal Spaces



These are indicated by colored circles next to a space or in a Region. The color of the circle indicates which tribe may appear in that space as a result of an increased Jihad Level (see 16.3.2). *Also see the Tribal Warfare Key on the map.*

3.1.3 Gallipoli Inset Map

Special rules govern Movement on this inset map, since it represents only one space on the main map (see 11.4).

3.1.4 Restricted Areas

Five general areas on the map have very poor infrastructure and a general inability to supply large bodies of troops: Special rules govern LCUs in these five areas: 1) Syria/Palestine (including the Sinai); 2) Mesopotamia; 3) Neutral Persia; 4) Azerbaijan; and 5) Arabistan. See 18.1.

3.1.5 Special Connections

Some spaces are connected by lines that are labeled to restrict their use to units of certain nations or types only (e.g., may be crossed by Russians only). Additionally, some spaces are connected by green lines to indicate great distances which require a unit's entire movement allowance to cross. *Note: Units with an MF of 0 cannot move.* Other connections indicate railroads (complete and incomplete) and Straits/Ferry Lanes.

3.1.5.1 Railroads (see 18.2)

The hash-mark connectors are railroads. Dashed connectors are incomplete railroads in 1914—the two connectors near Adana are tunnels completed by the Berlin-Baghdad Railroad Event; those in Sinai are completed by the Murray Takes Command Event. Prior to the play of these two Events, these connectors may be used as normal roads, but not as railroads. In deserts, LCUs' activities are

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restricted to supplied railroads (where large bodies of troops can be properly supplied).

3.1.5.2 Straits and Ferry Lanes (S/FLs)
Small dotted blue lines between spaces represent waterways that can be readily crossed. (For simplicity, refer to these simply as Straits.) There are five Straits on the map: 1) The Dardanelles (Seddul Bahr and Kum Kale); 2) The Narrows (Maidos and Canakkale); 3) The Gallipoli-Chardaz straits; and the two Sea of Mamara ferry lanes—4) Bandirma and Rodosto, and 5) Bandirma and Constantinople.

3.1.5.2.1 AP units may move or attack across a Strait if the AP Player controls the spaces on both sides of all lower numbered Straits (i.e., has complete control of the waterway up to that point).

3.1.5.2.2 CP units may move or attack across a Strait if the CP Player controls the spaces on both sides of all higher numbered Straits (i.e., has complete control of the waterway above that point). *Note: In order to use the #5 Strait (Bandirma to Constantinople), the CP must control The Bosphorus Forts space.*

3.1.5.2.3 Straits do not directly affect Combat, but an attack across a Strait always involves a Water Crossing (see 12.3.4). *Note: Attacks across Straits are not invasions.*

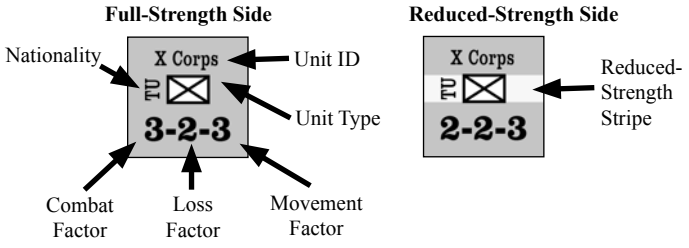
3.1.6 Beachheads (see 3.2.4 on "The Playing Pieces" Player Aid Card and 18.6)
Beaches usable by Allied forces for invasions are indicated by circular spaces at sea, each leading to shore from one of three Island Bases. A Beachhead space can only be used for Movement or Combat if it contains a Beachhead Marker.

►3.2 The Playing Pieces
Pieces are divided into two basic groups: 1) combat units and 2) markers.

There are two basic types of combat units:

- Large Combat Units (LCUs) are represented by 5/8 inch counters. LCUs usually represent corps (but sometimes army-sized units) of about 20-50,000 men, as well as corps assets (such as command staff, communications, engineers, air, field hospitals, machine guns, and artillery).
- Small Combat Units (SCUs) are represented by 1/2 inch counters. SCUs usually represent divisions (and are referred to as divisions on the cards), but sometimes represent other smaller or miscellaneous formations, including tribes. SCUs usually represent about 7-13,000 men. SCUs are either regular combat units, irregular units, or tribes.
- All LCUs and SCUs are printed on both sides of the counter. The two sides are called *steps*. The front side represents the unit's full strength; the reverse side represents the unit's reduced strength.

Sample Combat Unit



- Some units have a "?" instead of a Loss Factor. This means that the Loss Factor is determined by a die roll for each Combat involving that unit. (See 3.2.2 below and on *The Playing Pieces* Player Aid Card for details.)



- LCUs and SCUs use different Combat tables. So long as a player has even one LCU involved in a Combat, he rolls on the Heavy Fire Table. Otherwise, he uses the Light Fire Table. (See 12.2.8.b)

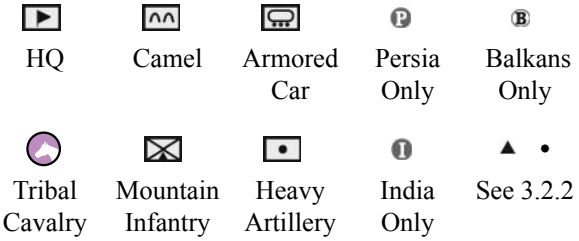
Note—Dual Nationality Units: It is very important to understand that these units may be treated as belonging to either (or both) nation(s), at the player's discretion. This applies to all situations, including Activation costs for a space (9.2.1), fulfillment of Mandated Offensives, Replacement Points, Strategic Redeployment, possibility of coordinated (multinational) attacks.

A wide variety of units in Pursuit of Glory go by the general name of "special units". The following rules cover how these units are used.

Note: The Playing Pieces Player-Aid Card *repeats the information contained here and is included as a quick reference guide for consultation during play. Do NOT attempt to learn all the information on unique units at this time—simply scan through it and refer to the Player Aid Card as needed.*

COLOR-CODING OF UNITS
Infantry = white unit symbol background
Elite Infantry = blue unit symbol background
Cavalry = red unit symbol background
Special = yellow unit symbol background

SPECIAL DESIGNATIONS



3.2.1 Combat Units
3.2.1.1 Kinds of Combat Units
Units with NATO-style designations are *regular* combat units. Units with flags and numbers are *irregular* combat units. Units with colored circles are *tribes.*



Cavalry, Camels, Armoured Cars: If a player has one (or more) of these in combat and his opponent has none, he receives a +1 DRM (unless the combat involves a Beachhead).



►3.2.1.2 Ottoman Ethnicity of Units
Turkish (TU) and Turkish-Arab (TU-A) units are identical for most uses, except when organizing LCUs or implementing the effects

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of *Arab Desertion.* TU/TU-A units are one nationality and use TU RPs. However, new and rebuilt TU-A units can only be placed at Damascus or Baghdad, whereas TU units can only be placed at Constantinople, Erzincan, or Kayseri.

►3.2.1.3 Unique Regular Combat Units (with underscores beneath their ratings)**:**

BRITAIN



BR Arab Northern Army (ANA): A regular Arab combat unit that enters with the *Allenby* Event, appearing at Aqaba (if AP-controlled) or in the Eliminated/Replaceable Units Box (it can then be built using AP-Allied RPs).



BR Dunsterforce: May cross green connectors between spaces/Regions for only 4 MPs. May be rebuilt per normal rules, but also in AP-controlled Baghdad. *Note: This elite motorized force solidified British control of Persia after the Russian Revolution, arriving by sea to fight in Baku.*



BR Indian Garrison: Can never leave India. Can be rebuilt only in India (and this may be done even if India is CP-controlled).



BR Persian Cordon Force: Can operate in Persia, India, and Baluchistan only. Can rebuild in the three Persian Regions, India, or Baluchistan (and this may be done even if the Region is CP-controlled).

GERMANY



GE Alpenkorps: Gives a +1 DRM when defending in a Mountain space or attacking into a Mountain space.



GE Yildirim Units: The first Yildirim unit in a stack does not count against stacking limits or as a nationality for Activation.



GE Georgian Protectorate Unit: This unit appears in Tiflis or Batum during Stage 4 of the Russian Revolution (see 16.4.5). It is placed by the *AP Player,* never moves, and can be attacked only by TU/TU-A units—but the Germans then cancel the Turkish alliance! It cannot stack with other units, can only defend in combat (with a CF of 1), and is always in supply. *Note: It can retreat after combat.*

In 1918, Germany declared Georgia a protectorate and stationed troops there. The German flag flew over Tiflis. In an effort to control Caucasia, the Turks actually attacked the Germans! Berlin threatened to cancel the German-Turkish alliance. The Turks left, and Tiflis was kept out of Ottoman hands.



GE/BU XI Army: Counts as BU and/or GE for all purposes. If destroyed, it is replaced by a GE or BU SCU from the Reserve Box (CP choice). If Bulgaria collapses, permanently eliminate this unit and replace it with a GE infantry SCU from the Reserve Box.



BULGARIA / AUSTRIA-HUNGARY

BU/AH Combined Infantry: Counts as BU and/or AH for all purposes. *Note: This counter was misprinted and should have an underscore under its ratings.*

RUSSIA



RU Black Sea Division (Marines): Once per game, this unit may make an amphibious assault (see 18.6.6). It may also retreat by sea.



RU/SB Yugoslav Division: Counts as RU and/or SB for all purposes. May SR to AP-controlled ports in Greece from the Reserve Box. May cooperate with BR, IN, or ANZ units. **Is not removed by the Russian Revolution.** *Note: This unit was manned by Serb POWs who had been members of the AH army.*



RU 2/4 Special Brigades: May SR to AP-controlled ports in Greece from the Reserve Box. May not cooperate with BR, IN, or ANZ units. Is removed by the Russian Revolution.



PE/RU Persian Cossacks: Is RU for all purposes. Is rebuilt in any Persian space/Region (except Arabistan). Takes RU or AP-Allied RPs. Is removed by the Russian Revolution.

OTHER



Transcaucasian Federation: Appear during Stage 4 of the Russian Revolution (see 16.4.5) in AP-controlled spaces in Russia or Caucasia, are *always in supply in those areas,* and are eliminated if retreat out of those areas. ARM and GEO units can be rebuilt in AP-controlled Erevan and Tiflis (respectively) using AP-Allied RPs.



Greek Corps of National Defense (CND): This AP unit enters at an AP-controlled port or Beachhead on the Aegean or at neutral Salonika (without violating Greek neutrality). It takes BR or AP-Allied RPs and may be rebuilt on Lemnos or at an AP-controlled port in Greece.

►3.2.1.4 Irregular Units



Arab Revolt (AP)
Syria/Palestine/Hejaz



Armenian Uprising (AP)
Anatolia/Caucasia/Russia



Persian Uprising (CP)
Persia



Persians (AP)
Persia



Egyptian Rebellion (CP)
Egypt/Sudan



Afghan Alliance (CP)
Afghanistan



Indian Mutiny (CP)
India



C Asian Rebellion (CP)
Central Asia

Irregulars never count as a nationality for Activation. Attacks by irregulars (unless combined with a regular combat unit) cannot satisfy Mandated Offensives (MOs). Irregulars are in supply in the areas listed below and cannot move or retreat out of those areas (if they do so, they are eliminated). They cannot SR. Unless moving with a regular combat unit, they can only take Partial Control of a space

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(see 11.2.2). Irregulars cannot place enemy units Out of Supply, but can place them in Limited Supply (see 11.2.2.2). They can besiege Forts and are never harmed by Severe Weather. Irregulars use any friendly RPs and are rebuilt on any vacant or friendly-controlled space in their supply area (see 17.1.1.2). *Note: (1) Irregulars may rebuild in contested Regions; (2) Arab Revolt irregulars can rebuild in The Hejaz, Aqaba, or Jiddah.*

►3.2.1.5 Tribes



Tribes which are not eliminated or not on the map are always on the Tribal Warfare Key. They begin the game there. One tribe (CP choice) is added to the map immediately for each point the Jihad Level rises. During the Revolution Phase's Tribal Warfare Check (see 16.3.2c), add or subtract enough tribes to or from the map, so that the number of tribes on the map equals the Jihad Level.

- A tribe has a **Movement Range**—it can end its movement no more than one full move away from a space with that Tribe's color code (counting this distance as if enemy units were not present). Thus, the spaces with color-coded circles indicate the center of a tribe's activity, but are not the only spaces in which a tribe may move and fight. (A tribe can attack a space beyond its Movement Range, but cannot Advance into such a space.)
- A tribe is always in supply if within its Movement Range. If forced to retreat beyond its Movement Range, the tribe is eliminated.
- Eliminated tribes are put in the Eliminated / Replaceable Units Box and may be rebuilt using any CP RP, *returning to the Tribal Warfare Key when rebuilt* (see 17.1.1.2).
- If a tribe is cavalry, it may confer the +1 DRM cavalry combat bonus.
- Tribes do *not* count towards besieging a Fort.

The following irregular unit rules also apply to tribes: (a) are never subject to Severe Weather; (b) do not count as a nationality for Activation; (c) if attacking without regular combat units cannot fulfill MOs; (d) can only exert Partial Control over a space and only while occupying it (see 11.2.2); (e) cannot place enemy units Out of Supply, but can place them in Limited Supply (see 11.2.2.2); f) can never SR.

3.2.1.6 Summary of Unit Types

	Regular Combat Units	*Irregular Combat Units & Tribes*
Counts as nationality for Activation costs?	Yes	No
May use Strategic Redeployment (SR)?	Yes	No
Can fulfill MO?	Yes	No
Can besiege Fort?	Yes	Irregulars—YES Tribes—NO
Affected by Severe Weather Checks?	Yes	No
Cut enemy supply?	Yes	No (cause Limited Supply)
Controls neutral or enemy space after leaving?	Yes	No

►*3.2.2 Unit Symbols of Special Significance*

● This symbol indicates that the unit can never take Replacement Points (RPs). Once reduced, it remains reduced. Once eliminated, it is *permanently* eliminated.

▲ A unit with this symbol *can take RPs only so long as it remains on the map.* If eliminated, it is permanently eliminated. After *Turkish War Weariness* is played, TU/TU-A units with this symbol can never take RPs. *Note: Such a unit could incorporate replacements, but could not rebuild once its core cadre was eliminated.*

▭ Units with a rectangle around their movement rate are in supply only within a limited area (see the unit's description) and can *never use Strategic Redeployment.*

? This symbol in place of a Loss Factor indicates a unit that was able to fight against overwhelming odds. After each combat, prior to taking damage, roll a die to find the Loss Factor for this combat. If possible, damage must first be allocated to other units in the space (to prevent these units being used as "damage absorption sponges").

►*3.2.3 Headquarters and Heavy Artillery*

HQs and Heavy Artillery must end Movement stacked with a friendly combat unit and can move into an enemy-controlled space only if accompanied by such a unit. If all units stacked with an HQ or Heavy Artillery are eliminated, the HQ or Heavy Artillery is permanently eliminated. They do not count towards besieging. They can SR (for the SCU cost). They do not count toward stacking limits. Only one HQ may be in a space, but an HQ and Heavy Artillery may be in the same space.

3.2.3.1 HQs: During Combat, if stacked with a unit of its nationality, an HQ gives a DRM equal to the number in square brackets (e.g., the full-strength Yudenich HQ gives a +1 DRM). This DRM applies whether the units are attacking or defending. An HQ may participate in only one attack in an Action Round. A player may withhold an HQ from an attack in which it could participate, but must commit the HQ when defending. HQs have no Combat Factor or Loss Factor and never absorb combat losses.

HQs committed to Combat may receive a bonus or penalty for winning or losing. *This is the only way HQs gain/lose steps (RPs can never repair HQs).* At the end of a combat:

- A winning HQ on its reduced side is flipped back to its full-strength side (the general receives support from the High Command). A full-strength HQ receives no bonus.
- A losing HQ loses 1 step (the general is disgraced). If already reduced, it is permanently eliminated.
- If the Combat is a tie, there is no effect on HQs.

Some HQs have a special effect:

- Allenby and Maude—May contribute a DRM when stacked with BR, IN, and/or ANZ units.
- Falkenhayn and Mackensen—CP units stacked with or adjacent to one of these HQs, activate as one nationality. These HQs do not have to be stacked with a GE unit in order to be used.
- Yudenich—*May* (if AP Player wishes) negate one space of retreat (caused by combat or event) when stacked with a RU unit.
- D'Esperey—AP units stacked with or adjacent to this HQ Activate as one nationality if the HQ is stacked with a FR unit.
- Army of Islam—When stacked with TU/TU-A units, if wins a Combat in a space with a tribal circle and/or if Advances After Combat into such a space, +1 Bonus TU RP (do not adjust the Max TU RP Marker).

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3.2.3.2 Heavy Artillery: This unit functions as an HQ in Combat, but adds a DRM to attacks only. It flips after its first use and is permanently removed after its second use. *Note: This unit represents the heavy artillery the CP planned to convey to Ottoman regions via the Serbian/Bulgarian railroads after smashing Serbia. Its impact at Gallipoli was anticipated to be so severe that its impending arrival was a factor in the British decision to evacuate. Heavy artillery was also used in the CP invasion of Romania.*

►3.2.4 Markers

3.2.4.1 Russian VP Markers: VP spaces captured by a RU unit(s) can postpone the Russian Revolution and should be marked with RU VP Markers. **This is very important.** Also mark VP spaces converted due to Attrition if *completely* behind Russian lines (cannot trace a friendly path to non-RU AP units or Supply Sources). Spaces captured by the Armenian Uprising unit or the PE/RU unit also count as RU VPs. Record the number of RU VPs on the General Records Track. RU VP spaces count towards the AP VP total. *Note: RU units may not 'steal' (convert) enemy VP spaces marked with an AP Control Marker.*



3.2.4.2 Uprising Markers: Uprising Markers indicate partisan activity. *They cannot move and do not change control of spaces.* Only one Uprising Marker can be in a space. *It may exist in a space with enemy units.* Soviet Uprisings are enemies of both the AP and CP Players.

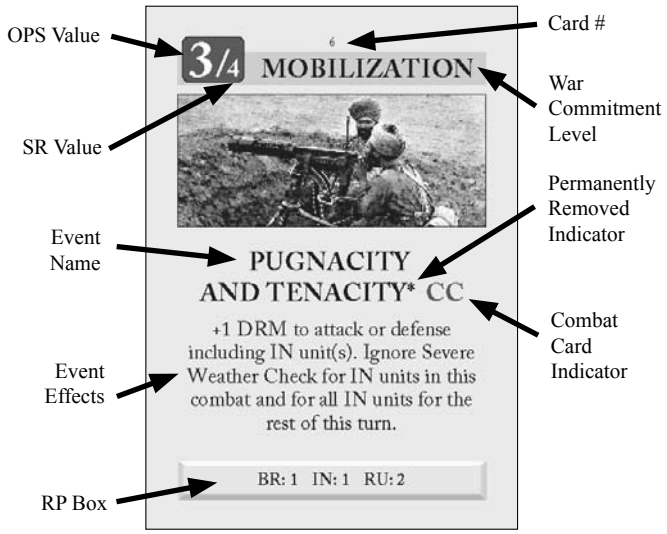
- Uprising Markers never block supply, but cause enemies Limited Supply (see 11.2.2.2 and 14.1.7). A space in Limited Supply costs +1 OPS to Activate. Units in such spaces pay +1 SR point and double RPs to repair. This penalty is not cumulative if supply must be traced through more than one Uprising Marker.
- Units may enter a space containing an enemy Uprising Marker at no extra cost (for Movement or SR), with no effect on the Uprising Marker, but must end their Movement or SR in that space.
- An enemy unit in the Uprising Marker's space can immediately remove the Marker by Activating for Movement or Combat (with the +1 OPS penalty). That unit cannot move or attack, but other units in the space may. *Note: Uprisings are quelled through various means—pacification, deportation, cruelty. On this, the game is mute.*

3.2.4.3 Beachhead Markers: The AP player acquires Beachhead Markers by playing Invasion events (see 18.6), and AP units can only enter a Beachhead space if it contains a Beachhead Marker. Once placed, a Beachhead Marker cannot be moved, but it can be permanently removed, either voluntarily by the AP Player or if a CP unit enters the space during Movement or Advance After Combat. Beachheads function as AP ports.

3.3 The Strategy Cards

Each player has his own deck of 55 Strategy Cards, subdivided into 3 groups: 14 Mobilization Cards, 20 Limited War Cards, and 21 Total War Cards. In the 1914 scenarios, both players begin with only their Mobilization cards, adding additional cards as their War Commitment Level increases (as a result of accumulated War Status points). In the Total War scenario, players begin with all Total War cards, plus any Mobilization and Limited War cards specified in the set-up for that scenario (marked with *1916* in the upper right corners).

Sample Card



Some cards have colored boxes in the upper left corner. Yellow indicates that when you play the card as an event, you also get to use it for OPS (Operation Points). A red box indicates that the card is a Combat Card (CC) and can be played as an event only during combat. One card has a blue box—the CP's KING CONSTANTINE event has a special effect when played as a response to the AP's GREECE event.

3.4 Unit Nationality Abbreviations

***Note**: Some units have dual nationalities.*

AH—Austro-Hungarian
ANA—Arab Northern Army
ANZ—Australia/New Zealand
ARM—Armenian
BR—British
BU—Bulgarian
CND—Corps of National Defense (Greek anti-monarchist, pro-British faction)
FR—French
GE—German
GEO—Georgian
GR—Greek
IT—Italian
PE—Persian
RO—Romanian
RU—Russian
SB—Serbian
TU—Turkish
TU-A—Turkish Arab

3.5 Questions?

If you have questions about the rules, we will gladly answer. Send them to us with a self-addressed, stamped envelope:

Pursuit of Glory Qs,
GMT Games, P. O. Box 1308,
Hanford, CA 93232-1308, U.S.A.

We can also be found on the following websites:

- www.GMTGames.com;
- www.ConsimWorld.com (see the discussion forum specific to *Pursuit of Glory*);
- www.BoardGameGeek.com (see the discussion area specific to *Pursuit of Glory*)

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4.0 Game Set-up

If players desire, they may utilize an optional pre-game Bidding Phase to determine who will play the AP or CP side (see 19.5—this rule is always used in tournament play).

►4.1 1914 Scenarios (Campaign and Limited War)

4.1.1 Marker Set-up

A number of Markers are set up on the map or next to it. Others are reserved for later use, to designate certain Events. *Note: All Markers with "1914" printed on them are set up on their 1914 side (the other side signifies some later change due to Events).*

- Place the Turn Marker in the "Fall 1914" space on the Turn Track.
- Place the VP Marker on the "10" space on the General Records Track.
- Place the RU VP Marker and the Jihad Marker on the "0" space of the General Records Track.
- Place all War Status Markers and Replacement (RP) Markers next to the General Records Track.
- Place the AP and CP Mandated Offensive (MO) Markers on the "RU" space on each player's MO Track. Place the Enver to the Front Marker next to the CP MO Track, and place the AP MO Modifier Marker on the 0 box of that Track.
- Each player places his "LCUs in Restricted Areas" Marker on the first space on the Maximum LCUs in Restricted Areas Track.
- Each player places his six Action Markers near his Action Round Chart.
- The various Markers for neutrality or rebellion in Neutral Persia, Egypt, India, Afghanistan, and Central Asia should be set in or near those countries on the map, as indicated.
- The "GE Supply to TU" Marker should be set in its place in the CP Reserve Box on its 1914 side.
- The "RU Amphibious Assault Allowed" Marker is placed in the Allied (AP) Reserve Box.
- Neither player has Air Superiority, so that Marker is set aside until the "Fliegerabteilung" or "Royal Flying Corps" Event is played.
- Place the Move/Attack Activation Markers where both players can reach them.

4.1.2 Unit Set-up

Place units in the spaces listed on the 1914 Set-Up Card. Note that some LCUs start in the Corps Assets Box, and some SCUs start in the Reserve Box. Also note that some units start on their weaker side—these "reduced" units are listed in [square brackets].

Units' 1914 set-up locations are marked on the map with their national flags. To ease the chore of set-up, city names are indexed to the grid references around the outer edge of the map.

After all units are placed, any remaining tribes are put on the Tribal Warfare Key.

4.1.3 Initial Strategy Cards

a. If he wishes, the AP Player takes the Russo-British Assault card. He then shuffles the AP Mobilization cards and draws a hand of seven cards (counting the Russo-British Assault card, if chosen).

Note: Choosing Russo-British Assault does <u>not</u> require that this Event be played, but the card may <u>only</u> be played as an Event during the first Action Round of Fall 1914.

b. Next, the CP Player may, if he wishes, select one of his 4 OPS Mobilization cards. He then shuffles the remaining CP Mobilization cards and draws a hand of seven cards (counting the 4 OPS card, if chosen). *Note: The CP Player is not obligated to play the card he choose, nor is he required to play it as an Event if it is played.*

c. Players may, if they agree, use eight card hands (see 19.5).

►*4.1.4 Fall 1914 Restrictions*

a. Players do not roll for a Mandated Offensive (MO) on Turn 1, but instead both start with RU MOs.

b. Skip the War Status Phase at the end of Turn 1. Neither player's War Commitment Level may advance to Limited War on Turn 1, even if his War Status is 4 or higher.

c. Neutral Persian spaces cannot be entered by either player's units until the Persian Push or Secret Treaties Event is played. *Note: This restriction continues past Fall 1914*. After either of these Events occurs, *both* players' units may enter Neutral Persia for the remainder of the game (see 18.8.5). *Note: Azerbaijan, Arabistan, and the three Persian Regions may be entered by both players at the outset, since they are already within the Russian and British spheres of influence.*

d. Reinforcement Events *can* be played on the first turn (unlike in original *Paths of Glory*).

e. Neither player may enter Serbia or Bulgaria until the Bulgaria event is played. Neither player may enter Romania until the Romania event is played.

4.1.5 Limited War Scenario

The Limited War Scenario set-up and play is identical to that of the Campaign Scenario, but ends in an Armistice during the War Status Phase of the Spring 1916 turn, unless it has ended earlier with an Automatic Victory. *Note: This does not indicate that an Armistice would have occurred historically, but if it had occurred at this point, the players can determine who would have gained the advantage.* If a player's War Commitment Level reaches Total War during this scenario, he adds his Total War cards to his deck as usual.

►4.2 1916 Total War Scenario

4.2.1 Marker Set-up

Follow the instructions on the Total War Set-Up Card.

4.2.2 Unit Set-up

Place units in the spaces listed on the Total War Set-Up Card. Note that some LCUs start in the Corps Assets Box, and some SCUs start in the Reserve Box. Also note that some units start on their weaker sides—these "reduced" units are listed in [square brackets].

To ease the chore of set-up, city names are indexed to the grid references around the outer edge of the map. *Note: The flags in the spaces on the map represent the 1914 starting locations and are not used in the Total War scenario.*

After all units are placed, any remaining tribes are put on the Tribal Warfare Key.

4.2.3 Initial Strategy Cards

Follow the instructions on the Total War Set-Up card.

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5.0 Victory

►5.1 Victory Points

The Total Victory Point (VP) Level changes whenever players take control of enemy or neutral VP spaces (marked in red on the map) and as the result of certain situations (e.g., an invasion of Syria) or Events on Strategy Cards. The game can end prior to the last turn if a player achieves an Automatic Victory or if an Armistice occurs.

5.1.1 VP Marker Movement

Each time a player captures control of an enemy or neutral VP space, the VP Marker on the General Records Track is adjusted up (for the CP player) or down (for the AP player) by 1 VP (or by 2 VPs for some indicated VP cities). Certain events or actions will also require the VP Marker to be shifted.

5.1.2 VP Markers and Automatic Victory

Automatic Victory occurs during the War Status Phase if the Total VP Level is 0 (or less) or 20 (or more). The Total VP Level may temporarily reach (or pass) 20 or 0 without ending the game. The Total VP Level is checked for Automatic Victory only during the War Status Phase.

5.1.3 VP Markers and Armistice

An Armistice occurs three to five turns after the Combined War Status reaches 40 (see 5.2.2). Alternatively, if the game runs the full length without an Automatic Victory or Armistice occurring, an Armistice occurs at the end of the last turn.

5.2 Determining Victory

5.2.1 Automatic Victory

During Step 2 of the War Status Phase, the game ends immediately in Automatic Victory if one of the following occurs:

a. The AP Player wins if the Total VP Level is 0 or lower.

►**b.** The CP Player wins if the Total VP Level is 20 or higher**.** Also, the CP Player wins if the CP Automatic Victory Marker and the VP Marker are in the same space on the General Records Track (or if the VP Marker is in a higher space)—the Allies have grown weary of the sideshow and negotiated a separate peace with the Ottoman Empire.

►*5.2.2 Armistice*

The game ends in an Armistice if:

a. During Step 3 of the War Status Phase of the Fall 1918 turn, no player has yet achieved an Automatic Victory; or

b. During Step 3 of the War Status Phase of any turn, the Armistice Marker and Turn Marker are in the same space on the Turn Track.

5.2.2.1 Armistice Marker

Very Important:When the Combined War Status reaches 40, an Armistice does not occur immediately. Place the Armistice Marker on the Turn Track a number of turns ahead of the current turn as determined by a die roll:

Die Roll	*Armistice Occurs …*
1 or 2	3 turns ahead
3 or 4	4 turns ahead
5 or 6	5 turns ahead

The Armistice will occur at the end of the indicated turn. If there are fewer than the indicated number of turns left in the game, place the Armistice Marker on the Fall 1918 turn. *Note: If a player fulfills the conditions for an Automatic Victory on the turn an Armistice is scheduled to occur, the Automatic Victory occurs instead.*

5.2.2.2 Conditions of Armistice

When an Armistice actually occurs (not when the Armistice Marker is placed), the VP Marker on the General Records Track is adjusted as follows:

Condition	*VP Result*
Each CP-controlled oil well (incl. neutral Ploesti)*	+1 VP
Each AP-controlled oil well	–1 VP
Jihad Level 8 or higher	+1 VP
Jihad Level 3 or lower	–1 VP
TU/TU-A unit(s) in space(s) adjacent to the Suez Canal	+1 VP (total)
TU/TU-A unit(s) in India (even if India is AP-controlled)	+1 VP (total)
CP unit(s) in Cairo	+1 VP (total)
AP unit(s) on Gallipoli submap	–1 VP (total)
AP unit(s) in Constantinople	–1 VP (total)
VPs that were bid during the optional pre-game Bidding Phase.	+/-? VP

** The four oil fields are Ploesti (Romania), Mosul (Mesopotamia), Baku (Azerbaijan), and Ahwaz (Arabistan).*

To determine Victory after an Armistice, use the following table:

VPs	*Result*
14 or more	CP Marginal Victory
10–13	CP Victory of Endurance
7–9	AP Victory of Endurance
6 or fewer	AP Marginal Victory

►5.3 Levels of Victory

- Automatic Victory—The winning alliance dominates the Near East and Balkans for 20+ years.
- Marginal Victory—The winning alliance gains significant economic and diplomatic advantages in the Near East and Balkans for 10+ years.
- Victory of Endurance—Both alliances are exhausted, but the victorious alliance has gained a slight edge in the Near East and Balkans for a few years.

►5.4 Tournament Play

For purposes of tournament play, or to keep track of relative performance over a number of games, players may award points for victory as follows:

- Automatic Victory—3 points
- Marginal Victory—2 points
- Victory of Endurance—1 point

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6.0 Sequence of Play

After set-up, each game turn follows the following sequence of play:

A. Mandated Offensive (MO) Phase (see 7.0)
Each player rolls one six-sided die (d6) and consults his Mandated Offensive Track to determine which (if any) MO he must perform this turn. Use the MO Marker to record this result on the Mandated Offensive Track. *Note: On Turn 1 (Fall 1914), both players automatically start with RU MOs.*

B. Action Phase (see 8.0)
Each Action Phase is divided into six identical Action Rounds. Each Action Round allows both players to take one action. The AP Player takes his action first in each Action Round, either making a free 1 OPS play or playing a card for Operations (OPS), Strategic Redeployment (SR), Replacement Points (RPs), or for the Event.

►C. Attrition Phase (see 14.0)
Any Out of Supply units (LCUs and SCUs) are permanently eliminated (may not be rebuilt). Control of OOS spaces also changes. Roll for damage to any TU LCU in Galicia (see 18.5).

D. Siege Phase (see 15.2 and 15.3)
Roll a die for each besieged Fort. If the number rolled is higher than the Fort's Combat Factor, the Fort surrenders and is marked with a Destroyed Marker.

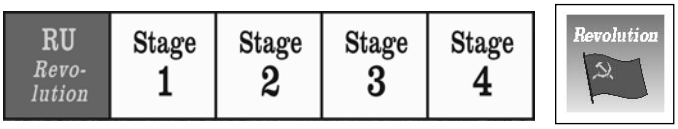
►E. Revolution Phase

1. Tribal Warfare Check (see 16.3.2)
The number of tribes on the map is increased or reduced to equal the Jihad Level, either taking tribes from the Tribal Warfare Key and placing them on the map, or returning tribes to the Tribal Warfare Key.

2. Jihad Revolts (see 16.3.3)
Each turn, the CP Player may roll for <u>one</u> eligible uprising or alliance (in addition to any roll(s) he may have made mid-turn). *Note: This assumes that the prerequisite Events have been played, including Pan-Turkism.*

3. Russian Revolution (see 16.4)

Four turns after the Parvus to Berlin Event is played, the Russian Revolution will begin if (during this Phase) the RU VP Marker is in the same (or lower) box as the Turn Marker on the Turn Track. When the Revolution begins (and on each turn thereafter), advance the Revolution Marker one Stage on the Russian Revolution Track and implement the effects. *Note: The Revolution cannot begin or advance Stages if Russia controls Constantinople.*



F. War Status Phase (see 16.1)

1. Check for Extra Victory Points (16.5)
Check the Victory Point Table on the Player Aid Card, and adjust the VP Marker as indicated in the War Status Phase section of that table (including Turks in Galicia and the Royal Navy Blockade).

2. Check for Automatic Victory
Determine if either player has won an Automatic Victory (see 5.2.1). If so, the game ends.

3. Check for Armistice
If there is no Automatic Victory, determine if an Armistice occurs. If so, the game ends and the victor is determined (see 5.2.2). (An Armistice automatically occurs on the Fall 1918 turn if Automatic Victory has not already occurred.)

4. Check War Commitment Levels
If the game has not ended, each player determines whether his War Commitment Level has increased. *Note: This is not checked on the first turn (Fall 1914).* If his War Commitment has increased, he shuffles the deck of cards received for the next level of War Commitment (i.e., Limited War or Total War) together with his Draw Pile, Discard Pile, and any Combat Cards face up on the table in front of him (with the exception of Jafar Pasha and No Prisoners).

5. Check for National Collapse
Check to see if Bulgaria, Serbia, or Romania has collapsed (see 18.8.2.3, 18.8.3.3, and 18.8.4.3).

G. Replacement Phase (see 17.0)
Each player spends any Replacement Points (RPs) recorded on the General Records Track. The AP Player takes replacements before the CP Player. All RP Markers are reduced as the RPs are used; any unused RPs are lost. *Exception: Unused TU RPs are used to increase the Max TU RP Marker (if in play) by an amount equal to the number of unused TU RPs.*

H. Draw Strategy Card Phase

1. Discard Combat Cards
Before drawing new cards, a player *may* discard any remaining Combat Cards (CCs) in his hand. Also, he *must* discard any CCs in front of him on the table (with the exception of the face-up Jafar Pasha and No Prisoners CCs, which may be retained until used). CCs are the only cards which may be discarded. All other cards in a player's hand must be retained until played.

2. Draw Cards
Each player then draws cards from his Draw Pile, until he holds 7 cards, including any cards remaining from his previous hand (not counting Jafar Pasha or No Prisoners).

3. Reshuffle
If a player's Draw Pile is exhausted, he reshuffles his discard pile and draws enough cards to complete his hand.

I. End of Turn
Advance the Turn Marker one space on the Turn Track, and begin the Sequence of Play again.

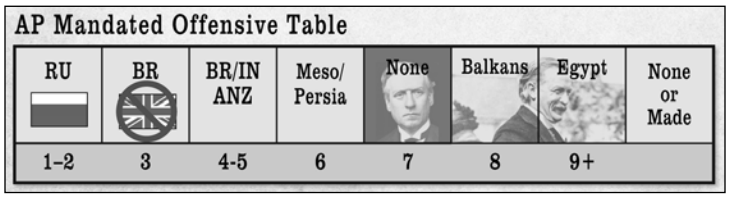
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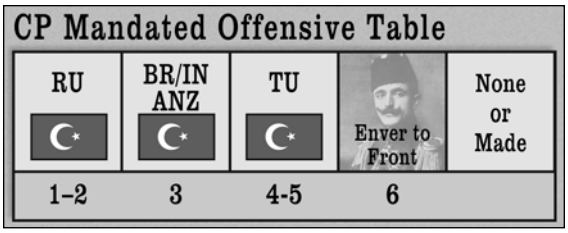
7.0 Mandated Offensives (MOs)

7.1 General Rules

7.1.1 The MO Roll

Each player rolls once on the Mandated Offensive (MO) Table at the start of the turn. Place the MO Marker on the resulting space on the MO Table.









►*7.1.2 Result of "None"*

If the result is "None" or if the nation to be attacked has no units on the map when the MO roll is made, there is no MO for that player this turn. Place the MO on the "None or Made" space on the MO Table.

7.1.3 Conducting MOs

If the player has a Mandated Offensive, he must conduct at least one attack per MO this turn (in accordance with 7.2 or 7.3). Attacks by irregular units and tribes alone cannot fulfill an MO. If a player fails to conduct all required MO attacks this turn, he suffers a total 1 VP penalty. For the CP Player the penalty is –1 VP. For the AP Player the penalty is +1 VP. This penalty applies even if the nation does not have any units which can make a legal attack (e.g., "Balkans" is rolled for the AP and he has no units in the Balkans and no invasions are possible), so long as the nation to be attacked has at least one unit on the map.

Design Note: MOs represent pressure from politicians, the High Command, allies, the press, public opinion. Failures to satisfy these calls for action damage national will and undermine alliance cohesion.

►7.2 CP Mandatory Offensives

- RU: At least one CP unit must attack a RU combat unit this turn.
- BR/IN/ANZ: At least one CP unit must attack a BR, IN, or ANZ combat unit this turn.
- TU: At least one TU/TU-A unit must attack any AP combat unit this turn.
- Enver to the Front: The CP Player will have two MOs this turn. When Enver to the Front is rolled, the AP Player chooses one of the three above MOs for the CP Player, marking it with the "Enver to the Front" Marker (such an MO is referred to as an "Enver Offensive"). The CP Player then rolls on the MO table again to determine the location of a *second* MO. If he rolls "Enver to the Front" again, he chooses any other MO on the table, including the one chosen by the AP player. If the second MO is the same as the first, each MO must be fulfilled by a separate attack (although the two attacks may occur during the same Action Round). If the CP Player fails to fulfill one or both of these MOs, he suffers a -1 VP penalty total (not –1 per failed MO).

►7.3 AP Mandated Offensive

- RU: At least one RU unit must attack a CP combat unit this turn.
- BR (with red slash through it): BR units have orders not to attack this turn—all resources are being devoted to the West Front *(IN and ANZ units may still attack)*. Nevertheless, the AP Player may Activate BR units for Attack normally this turn by paying a +1 VP penalty (one such penalty for the entire turn, not per Activation). *Note: On turns with this MO, units stacked with BR units may be Activated for Attack without Activating the BR unit(s). In this case, calculate Activation costs as though no BR units were present (see 9.2.1).*
- BR/IN/ANZ: At least one BR, IN, or ANZ unit must attack a CP combat unit this turn.
- Meso or Persia: At least one AP unit must attack a CP combat unit located in Mesopotamia or Persia or in any Region on the eastern side of the board.
- Balkans: At least one BR unit must attack a CP combat unit this turn located in the Balkans. An attack by IN or ANZ combat units does not meet this requirement. *Note: This BR attack may be in addition to the one attack allowed per Action Round in the Balkans (see 18.4.1).*
- Egypt: At least one BR unit tracing supply by land to Egypt must attack a CP combat unit this turn. An attack by IN or ANZ units does not meet this requirement.

►7.4 Events Affecting Mandated Offensives

7.4.1 Adjustments to MO Rolls

Record adjustments to the AP MO die roll on the AP MO Modifier Track on the map as the following events are played (these modifiers are cumulative):

- Asquith / Lloyd George Coalition: +1 to AP MO rolls
- Lloyd George Takes Command: +2 to AP MO rolls
- Allenby: +1 to AP MO rolls
- Robertson: –2 to AP MO rolls

Note: The MO Modifier can never be less than zero.

7.4.2 *Events Affecting MO rolls*

- Russian Revolution: If the AP Player rolls an MO for RU after the Russian Revolution begins, the AP Player has no MO this turn.
- Talaat Pasha Reforms Cabinet: The CP Player makes no MO rolls for the remainder of the game. Any unfilled MOs for this turn are immediately marked as "Made or None."
- Enver Goes East: Attacks made as a result of this AP card may fulfill the required CP MO, if appropriate (e.g., if the Turks are required to attack RU units).
- Enver to Constantinople: Cancels an Enver Offensive (i.e., an MO marked by the "Enver to the Front" Marker).

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8.0 Action Phase

8.1 General Rules

8.1.1 *Action Rounds*

Each Action Phase has six Action Rounds, during which each player takes one action, the AP Player going first each time. The players continue to alternate taking actions until each player has taken six. This constitutes six Action Rounds and completes the Action Phase of the turn. All Activations (for Movement or Combat), SRs, recording of RPs, and Events occur during Action Rounds.

8.1.2 Possible Actions

During his half of the Action Round, each player *must* make one of five possible actions:

- Play a Strategy Card as an Operations (OPS) card.
- Play a Strategy Card as a Strategic Redeployment (SR) card.
- Play a Strategy Card as a Replacement (RP) card.
- Play a Strategy Card as an Event card.
- Make an "Automatic Operation" with an OPS Value of 1. *Note: This is done without playing a Strategy Card.*

8.1.3 Action Markers

A player places the numbered Action Marker for this Action Round on the corresponding box on his Action Chart to record the type of action he has taken. Some actions, as indicated on the Action Chart, may occur only once per turn per player or only once per turn for *both* players (e.g., Neutral Entry).

9.0 Strategy Cards

9.1 General Rules

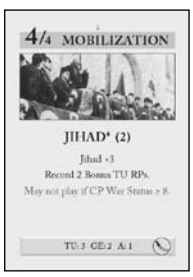
The Strategy Cards are the heart of the game. The players initiate almost all actions, including Movement and Combat, by playing Strategy Cards. *Exception: Automatic Operation (see 8.1.2).*

9.1.1 The Three Sub-Decks

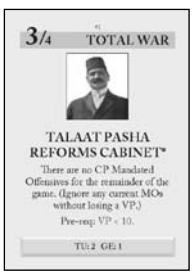
Each player has a deck of Strategy Cards composed of three sub-decks: Mobilization, Limited War, and Total War.

a. Each player begins the 1914 (Campaign and Limited War) scenarios using his Mobilization cards only, adding other sub-decks during the War Status Phase when his War Commitment Level increases (see 16.1).

b. Each player begins the 1916 (Total War) Scenario with his Total War deck, combined with some Mobilization and Limited War cards marked with "1916" in the upper right corner. Also, the JAFAR PASHA card is on the table in front of the AP Player, and the NO PRISONERS card is on the table in front of the CP Player (see the Total War scenario set-up card.)







9.1.2 Uses of Strategy Cards

Each Strategy Card can be used in one of four ways:

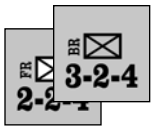
- Operations (OPS),
- Strategic Redeployment (SR),
- Replacement Points (RP), or
- an Event (including Combat Cards [CCs], which may be played as Events only during Combat).

When played, the player chooses to use the Strategy Card in only one of these four ways. *Exception: Some cards played as an Event are simultaneously used for OPS. Such cards include words such as "Use for OPS" (use the full OPS value of the card in addition to the Event) or "Activate one space" (regardless of how much such an Activation would normally cost) and have a yellow box in the upper left corner.*

3/4 9.2 Operation Points (OPS)

When a Strategy Card is played for Operation Points (OPS), the player receives a number of OPS equal to the OPS number on the card (the large number in the upper left corner). OPS are normally used to Activate spaces, not units. The units in that space may then be used for Movement or Combat during the current Action Round.

9.2.1 Cost of Activation



The cost to Activate a space (for Movement or Combat) is equal to the number of friendly nationalities having units (excluding Forts) in that space. The cost to activate a multinational space applies even if units of one or more of the nations will neither move nor attack (i.e., a player may not withhold units to lower the Activation cost).

►*9.2.2 Activation Exceptions*

The following exceptions apply:

a. Irregular units and tribes do not count as a nationality for Activation—the cost for Activation is determined by the number of nations with regular combat units in that space. If there are no regular combat units in the space, it costs 1 OPS to Activate regardless of the diversity of irregular units and tribes in it.

b. TU and TU-A units count as one nationality for Activation (these are all Ottoman Empire units).

c. BR, IN, and ANZ units count as one nationality for Activation (these are all British Empire units).

d. The first **GE Yildirim** unit in a stack does not count against stacking limits nor as a nationality for Activation.

e. A unit with dual nationality is treated as belonging to one nation (not two) when calculating Activation costs. The owning player chooses which nation the unit represents at the moment of Activation. For example, the **BU/AH Combined Division** may itself be treated as either BU or AH for Activation. If it is stacked with an AH unit, the space would cost 1 OPS to Activate. But if the BU/AH unit were stacked with both a BU unit and an AH unit, there would still be two nationalities in the space (because of the other SCUs, not because of the BU/AH dual nationality unit), and it would cost 2 OPS to Activate the space.

f. The **GE Georgian Protectorate** unit (which was composed of GE troops in opposition to Turkey) may not be Activated by either player. *Note: Once placed, this unit may not be moved, except when it retreats after Combat.*

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g. All CP units stacked with or adjacent to the **Mackensen and/or Falkenhayn HQs** may be treated as one nationality for Activation purposes.

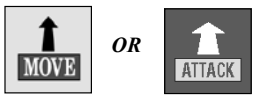


h. All AP units stacked with or adjacent to the **D'Esperey HQ** may be treated as one nationality for Activation purposes if D'Esperey is stacked with a FR unit.

i. If the "No British Attacks" MO is rolled, BR units may be ignored when calculating the Activation cost for a space, unless BR units are being Activated for the +1 VP penalty (see 7.3).

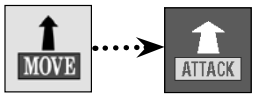
9.2.3 Movement OR Combat

A space can be Activated for either Movement or Combat, but not for both, in a given Action Round. Specific attacks and moves do not need to be designated at this time. Unoccupied spaces and spaces containing only friendly Forts cannot be Activated.



9.2.4 Order of Activation

After all Activated spaces are marked, the player may move some or all of his units marked with a Move Marker. After all Movement is completed, the player conducts any Combat(s) from spaces marked with an Attack Marker.



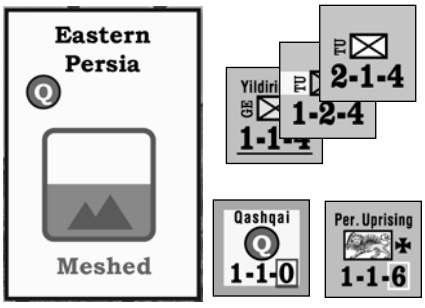
9.2.5 Balkans Activation Limitation

Both the AP and CP Players are restricted on the number of attacks they can make in the Balkans each turn (see 18.4). This restriction is lifted for the AP by D'Esperey and for the CP by Robertson.

►*9.2.6 Activation in Regions*

Regions are not Activated. Rather, units in a Region must be Activated stack by stack, according to normal stacking rules (see 10.0), as if each stack were a separate space. This is true whether Activation is for Movement or Combat. The player may Activate as few units in the Region as he wishes, ignoring the rest. He may Activate more than one stack in the Region simultaneously, so long as he pays the OPS cost. Normal rules for multinational Activation and Combat apply.

***Example**: The CP Player has the following units in the Eastern Persia Region—2 TU, 1 PE (a Persian irregular unit), 1 GE, 1 tribe. The player Activates a stack containing the 2 TU and 1 GE for 1 OPS (since the GE Yildirim unit does not count as a nation). He could instead Activate a stack containing 2 TU and 1 PE units for 1 OPS (since the PE unit does not count as a nation for Activation). He could activate all the units (stacked, for example, as 2 TU with 1 PE in the first stack and 1 GE and 1 tribe in the second stack) for the cost of 2 OPS total for both stacks (1 OPS for the TU stack, with the PE unit being free, and 1 OPS for the GE/tribal stack.*



9.3 Strategic Redeployment (SR) (see 13.0)

9.3.1 SR Points

If a Strategy Card is played for Strategic Redeployment (SR), the player may use Strategic Redeployment to relocate LCUs and/or SCUs. The player receives a number of SR Points equal to the SR Value of the card (the smaller number in the upper left corner). Units with a 0 Movement Factor can never SR.

- It costs 4 SR Points to redeploy an LCU (full-strength or reduced).
- It costs 1 SR Point to redeploy an SCU (full-strength or reduced).

9.3.2 SR Card Limitation

A player may not play a Strategy Card as an SR Card if he played an SR Card in the previous Action Round this turn. A player may play an SR Card in the last Action Round of one turn and in the first Action Round of the next turn. *Exception: Some Events allow the player to SR units—such SRs are not recorded as SRs on the Action Round Chart (unless the Event so indicates).*

9.4 Replacement Points (RPs) (see 17.0)

9.4.1 Recording RPs

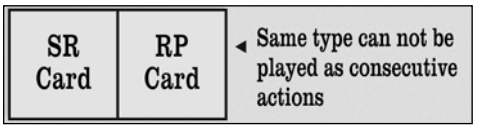
If a Strategy Card is played for Replacement Points (RPs), the player records on the General Records Track the number of Replacement Points listed along the bottom of the Strategy Card. The "CP-A" and "AP-A" RPs on the cards are minor ally RPs and are used for any non-specified allied nations controlled by the player (e.g., ANZAC, Bulgaria, Serbia, Greece). The player conducts no other actions besides recording the RPs during this Action Round. Such RPs are not actually used until the Replacement Phase at the end of the turn.

►**a.** Some Events grant Bonus RPs that are recorded or can be used at once.

b. Rather than record RPs, some players prefer to stick their RP cards partially under the map near their Eliminated/Replaceable Units Box. This is a very quick way of noting RPs and is recommended. However, players must remember to check for additional RPs (such as the +1 BR RP per turn after play of the Lloyd George Takes Command Event).

9.4.2 RP Card Limitation

A player may not play a Strategy Card as an RP Card if he played an RP Card in his previous Action Round of this turn. A player may play an RP card in the last Action Round of one turn and in the first Action Round of the next turn.



The Action Round Charts are designed to assist in remembering the limitation on play of SR and RP cards.

►*9.4.3 Negative RPs*

Due to Events such as Turkish War Weariness, RPs recorded on the General Records Track may be negative (see 17.1.17).

- If RPs are below 0, the player must "degrade" (reduce or eliminate) units during the Replacement Phase. The 'cost' of degrading

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a unit is the same as the cost to repair or rebuild it (see the RP Costs on the Player Aid Card), but the effect is the opposite—the unit becomes weaker or is eliminated. The owning player chooses which units to degrade.

- Each TU RP used to offset a negative TU RP shifts the Max TU RP Marker –1.
- The CP Player may, per normal rules, convert GE RPs to use as TU RPs, and these do not cause the Max TU RP Marker to shift.

***Example**: At the end of the turn, the TU RP is -1. The CP Player must (a) reduce an LCU one step (replacing it with an SCU from the Reserve Box if the LCU is eliminated); (b) eliminate a full-strength SCU; or (c) reduce two SCUs one step each. If the CP Player had played 1 RP to offset the –1 RP (to bring the net RPs up to 0), he would not have been required to damage one of his own units. However, he would need to shift the MAX TU RP Marker –1 (say, from 19 to 18).*

9.5 Events

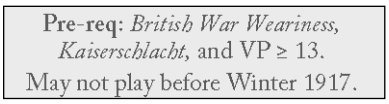
9.5.1 General Rules

a. If a Strategy Card is played as an Event, the instructions on the card must be followed.

b. Some Events have pre-requisites listed on the card. No card may be played as an Event unless the pre-requisite is met.



Sample Pre-Req: 2 conditions.



Sample Pre-Req: 3 conditions—this card also has a date limitation.

c. A Strategy Card with an asterisk (*) is removed from the game when played as an Event. *Note: When played as a non-Event (for OPS, SR, or RPs), it is put into the regular discard pile.*



Sample Asterisk Card—this card's event also makes it a Combat Card.

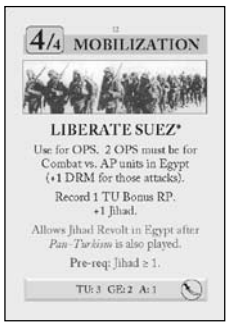
d. Many Strategy cards contain a War Status number in parentheses, to the right of the Event name. When such an Event is played, increase the player's War Status Marker and the Combined War Status Marker on the General Records Track by the amount of the War Status number on the card. *Note: The Combined War Status Marker never moves higher than 40.*



Sample War Status Card—this card is also an asterisked card and is thus removed after play as an Event.

e. A card may be played as an Event, even if the effects of the card are now out of date or no longer of any effect (i.e., you may play an obsolete Event in order to increase War Status or cull the deck).

►**f.** If the event says "Use for OPS" (the cards with the yellow boxes in the upper left corner), first carry out every possible action listed on the card, including placing new units, and then use the OPS to Activate spaces for Combat or Movement. This may include Activation of any newly placed units.



Sample "Use for Ops" Card—this card goes a step further, specifying what two of the 4 Ops must be used for. The card is also an asterisked card and is thus removed after being played for its Event.

►*9.5.2 Neutral Entry Events*

a. Only one Neutral Entry card may be played per turn (not one Neutral Entry per player).



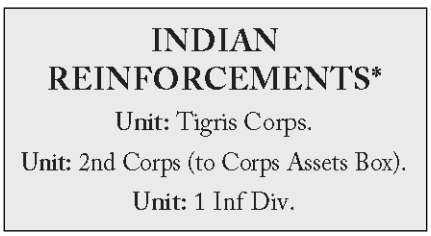
b. Three countries (Bulgaria, Serbia, and Romania) enter the war only through Events, and Greece may do so. When a Neutral Entry Event is played, immediately set up the units on the map as indicated on the Set-up Chart. *Exceptions: 1) The Greece Event does not bring on any extra units; 2) If the CP Player plays the King Constantine Event immediately after the Greece Event, Greece does not enter the war as an AP ally that turn, and the Greece Event is placed in the regular discard pile (and counts as the one allowed Neutral Entry Event for that turn). Note: The King Constantine Event does not count as a Neutral Entry if Greece becomes a CP ally.*

c. See 18.8 for specifics on each neutral country.

►*9.5.3 Reinforcement Events*

9.5.3.1 New units enter play due to Events. Some enter due to general Events, but others enter due to specific Reinforcement cards (clearly labeled as such). Each player may play only one card labeled "Reinforcement" per turn per nation, marking this in the Action Record box.

Notes: 1) An Event card which gives the player new units but is not labeled "Reinforcement," is marked in the Action Record Box as "Other Event" and does not preclude additional Reinforcements for that country this Action Phase; 2) For players familiar with original Paths of Glory*, it is permissible to play Reinforcement Events on Turn 1; 3) The AP Player may play one BR and one IN or ANZ Reinforcement per turn; 4) The CP Player can only play one TU Reinforcement per turn, regardless of whether the units are TU or TU-A or a mix of the two.*



Sample Reinforcement Event Card—note that one of the units must be placed in the Corps Asset box—this card is also an asterisked card and is thus removed after play as an Event.

9.5.3.2 In general, new units are placed in the unit's national capital or any friendly, controlled Supply Sources in that nation or labelled as belonging to that nation (see 14.2). Exceptions and clarifications are listed below:

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a. The Event may specify a location where the new units must be placed.

b. Units may not be placed in (or next to) a Supply Source that is a besieged Fort.

c. If a Supply Source or capital is fully stacked with units, new units may be placed in space(s) adjacent to that Supply Source or capital, priority being given to the space(s) farthest from enemy units (if equidistant, the player placing the units decides).

d. Ottoman Empire Reinforcements. TU-Arab (TU-A) units may be placed only in Baghdad, Damascus, or the Reserve Box. Non-Arab TU reinforcements may be placed only in Constantinople, Erzincan, Kayseri, or the Reserve Box. *Note: Units were recruited and trained regionally and ethnically.*

e. Other CP Reinforcements. In addition to normal placement rules or specific instructions, the following is allowed:

- GE and AH units are placed in Galicia. *Exception: Yildirim Event.*
- CP PE units are placed in any vacant or CP-controlled space in Persia.

f. British Empire Reinforcements. BR, IN, and ANZ units may be placed at any BR Supply Source, *even if enemy-controlled*, or at *any AP-controlled port* (excluding Aqaba, Jiddah, and ports in the Black Sea and Caspian Sea). *Note: A Beachhead is a port.*

g. Other AP Reinforcements. In addition to normal placement rules or specific instructions, the following is allowed:

- RU units may be placed at an AP-controlled RU Supply Source (including captured Trabzon). Two special RU SCUs (the 1/2 Special Division and the Yugoslav Division) may be placed at Lemnos or an AP-controlled port in Greece.
- FR and IT units may be placed at any friendly-controlled port bordering the E. Mediterranean or Aegean Seas.
- The GR CND unit may be placed Lemnos or at neutral Salonika, immediately converting the space to AP-control without violating Greek neutrality.
- AP PE units are placed in any vacant or AP-controlled space in Persia.
- Arab Revolt irregular units are placed in The Hejaz. When the Allenby Event is played, the Arab Northern Army (ANA) unit appears at Aqaba (if Aqaba is not AP-controlled, place ANA in the Eliminated/Replaceable Units box, from whence it may then be built using AP-A RPs, appearing in any AP-controlled port in Syria/Palestine).

h. If an Event designates an LCU as "Corps Assets Box," it *must* be placed in the Corps Assets Box, from whence it may later be 'organized' onto the map (see 18.3). If not so designated, an LCU must be placed directly onto the map (in accordance with 17.1.8).

i. SCUs designated "Res" or "Res Box" must be placed in the Reserve Box. Those designated "Map" must be placed directly on the map, using the same rules as for other Reinforcements. If neither is specified, the SCU may be placed either in the Reserve Box or on the map. If there is more than one SCU entering without a designated placement location, the player may put some in the Reserve Box and some on the map (in one or more spaces).

j. Units entering as part of a single Event do not have to enter at the same space, unless so designated. *Exception: Units which are part of the same invasion must (if they are being placed onto an Island Base) be placed at* one *Island Base.*

k. A player may not play a Reinforcement Event for a nation if he cannot legally place all the reinforcements on the map (e.g., if placement would violate stacking limits).

l. A captured enemy Supply Source can never serve as a friendly Supply Source, with one exception: if RU controls Trabzon, it is a RU Supply Source for all purposes, including placing units.

Design Note: Historically, Russia's capture of Trabzon greatly shortened Russian supply lines across the Black Sea, allowing the Russians to operate from a new center of gravity. Trabzon was never a CP Supply Source.

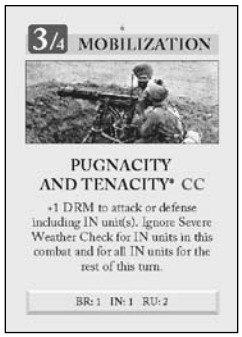
m. Rather than conducting the historical invasion named on an Invasion Event (e.g., Gallipoli), the AP Player may place the listed units on any one AP-controlled Island Base. *This flexibility allows the AP Player to exercise the historical reach of the Royal Navy and reduces predictability.*

n. Alternatively, the AP Player may use an Invasion Card as a BR Reinforcement Card, forfeiting any Beachhead Markers listed on the card (see 18.6.5). In this case the Event can be played during Winter and Churchill Prevails is not a prerequisite.

o. For the sake of clarity, Petrovsk, Odessa, Tiflis, and Central Asia are RU Supply Sources, as is Trabzon after its capture. All other AP Supply Sources are BR Supply Sources (including Cyprus after the play of the Egyptian Coup Event).

p. AP Supply Sources in CP-controlled Regions may be used to place AP units normally (e.g., a BR LCU may be placed in CP-controlled Sudan). *Again, this is due to the reach of the Royal Navy.*

9.5.4 Combat Cards (CCs)



Sample Combat Card—starred



Sample Combat Card—unstarred

9.5.4.1. Combat Cards (CCs) are played at the appropriate time during a Combat (usually prior to Combat). The Attacker plays his CCs before the Defender. CCs are the only cards that can be played during an opponent's Action Round. A player may play more than one CC in a single Combat.

9.5.4.2. If a player wins a Combat (has a higher Loss Number than his opponent), he retains any of his non-starred (*) CCs used during that Combat, placing them face up on the table. He may then reuse those cards as CCs in later Action Rounds during the same turn.

- If a player uses a CC and does not win the Combat (i.e., he loses or ties), he must discard the CC.

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- A CC can only be used in one combat per Action Round. Thus, a player may reuse a retained CC as either Attacker or Defender in a single Action Round, but not as both.
- At the end of each turn, *all* retained CCs are discarded, with the exception of Jafar Pasha and No Prisoners, which operate according to 9.5.4.3.

9.5.4.3 The Jafar Pasha and No Prisoners CCs do not operate as normal CCs. They pass from player to player as specified on the cards, and are not therefore retained as normal CCs after winning a Combat nor discarded after a loss or tie. Each of these cards is first played from a player's hand (per usual) and is thereafter retained on the table face up, available for use during any Combat meeting the criteria specified on the card. They are not discarded at the end of a turn, but are retained until used, not counting as a card in the seven-card hand.

9.5.4.4 Some CCs cancel a Combat (e.g., Sandstorm and Mosquitoes). When this occurs, the OPS used for Activation are lost. Any CCs committed to the attack, except the one which cancelled the Combat (and any CC which has already had an effect during this Combat) may either be returned to the owning player's hand or be discarded. A cancelled attack *does* fulfill an MO—the effort was made.

9.5.4.5 At the end of the turn, a player may discard any CCs he still holds in his hand, putting them in the Discard Pile before drawing new cards or reshuffling his deck. CCs are the only cards which may be discarded.

▶10.0 Stacking

A maximum of three combat units (including irregulars and tribes) may stack in a space, including a Beachhead space. *Important exception: Any number of units may be in a Region or on an Island Base—there are no stacking limits in Regions and Island Bases.*

10.1 Do Not Count Against Stacking Limits

Forts, HQs, Heavy Artillery, and Uprising Markers do not count toward stacking limits. However, only one HQ may be in a space. *Example: An HQ and the Heavy Artillery unit may stack together in a Fort space with three combat units.*

10.2 Stacking Units of Multiple Nations

Units of allied nations may always stack together, but there is usually a higher cost to Activate a space with more than one nationality (see 9.2.1).

- RU units (including RU-PE units) cannot stack with BR, IN, or ANZ units (see 18.9). *Exception: Two RU units which remain after the Russian Revolution may stack with BR, IN, and ANZ units (see 16.4.5).*
- The first GE Yildirim unit in a space does not count against stacking or Activation costs. Additional Yildirim units in a space count as normal.

10.3 When Stacking is in Effect

Stacking limits are in effect at all times, except during SR, Movement, and retreats. Stacking limits may be exceeded during those times, but must be met by the end of the Action Round.

10.4 Unintentional Overstacking

Should a player unintentionally overstack a space, his opponent permanently eliminates sufficient combat unit(s) in that space to meet the stacking limit. *Note: In this situation, an eliminated LCU is not replaced by an SCU from the Reserve Box.*

10.5 Intentional Overstacking

Players may not intentionally overstack and then eliminate excess units.

10.6 Stacking of Opposing Units

Units of opposing sides may never stack together. *Important reminders: 1) Enemy units may coexist in a Region (but do not stack together); 2) Forts and Uprising Markers are not units and may be in spaces with enemy units.*

10.7 Stacking in Regions

For purposes of Activation, units in a Region or on an Island Base must be grouped into stack(s) which conform to the above rules (see 9.26, 11.4, 12.8, and 18.6), but these stacks may be freely rearranged prior to Activation at no OPS or SR cost—the player simply rearranges his units as he sees fit.

11.0 Movement

11.1 General Rules

Reminder: HQs and Heavy Artillery pieces are units and are bound by the following rules. Uprising Markers are not units and cannot move.

11.1.1 Activating for Movement



Units may move only if their space is Activated for Movement—i.e., if it bears a Move marker. *Reminder: A Region is not Activated as a single space. Rather, units in a Region must be Activated by stacks (see 9.2.6 and 10.7).*

a. The Movement of all units in one space must be completed before units in another space may move.

b. A unit must complete its Movement before another unit moves.

c. Stacks of units are not required to move together. Units in a stack may move to different destinations or by different routes to the same destination. Some units in a stack may move while others in that stack remain in place.

d. All Movement must be completed before Combat begins.

e. The player is not required to actually move any unit marked with a Move Marker, but unused OPS are lost.

▶*11.1.2 Movement Restrictions*

Movement is always from space to space along a connection (line). Spaces may not be skipped.

a. Movement from one space to another generally costs 1 Movement Point (MP) regardless of the terrain or the type of the connector. However, if the connection is a green line, a unit must spend its *entire* MF in order to cross that green line. *Note: Units with a 0 MF cannot move across a green connection. Exception: The BR Dunsterforce special unit only spends 4 MPs (half its Movement Factor) to cross green lines.*

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b. A unit may never move more spaces than its Movement Factor (MF) in a single Action Round. *Note: This limit does not apply to Strategic Redeployment (SR), since SR is not Movement.*

c. Unused MPs cannot be accumulated for future Action Rounds or transferred to other units. Unused MPs are lost.

d. LCUs moving into or out of a desert space must move along a railroad that can trace back to a friendly, controlled Supply Source or (in the case of AP LCUs) to a controlled, supplied port. *(See 18.2 for information on incomplete railroads.)*

e. Incomplete railroads can be used for normal movement *(with the exception of movement of LCUs between desert spaces, per the above).*

f. TU/TU-A LCUs and BU LCUs may never move into a swamp (or be organized in a swamp), but may attack into swamps.

►*11.1.3 Colored Railroads*

Colored railroads are labelled to indicate that only the units of certain nations (indicated on the map) may *move* (or SR) across those lines. There is no restriction on attacks across these lines—units may attack into areas where they cannot move (but cannot Advance After Combat). *Example: No SB units may move between Belgrade and Galicia, but SB units may attack into Galicia.*

a. Friendly units are allowed to trace supply across friendly colored railroads to an allowed Supply Source (see 14.2).

b. Also, friendly spaces are allowed to trace supply during the Attrition Phase across colored railroads to *any* friendly Supply Source. *Example: A space in Russia could remain AP-controlled by tracing supply to a BR Supply Source*.

11.1.4 Movement through and into Activated Spaces

Units may move *through* but not *end* their Movement in a space containing an Attack Marker. Units may end their Movement in a space containing another Movement Marker, but no unit may move twice in the same Action Round.

►*11.1.5 Movement and Enemy Units*

Units may not enter a space containing an enemy unit of any sort, but may enter Regions containing enemy units. There are three exceptions:

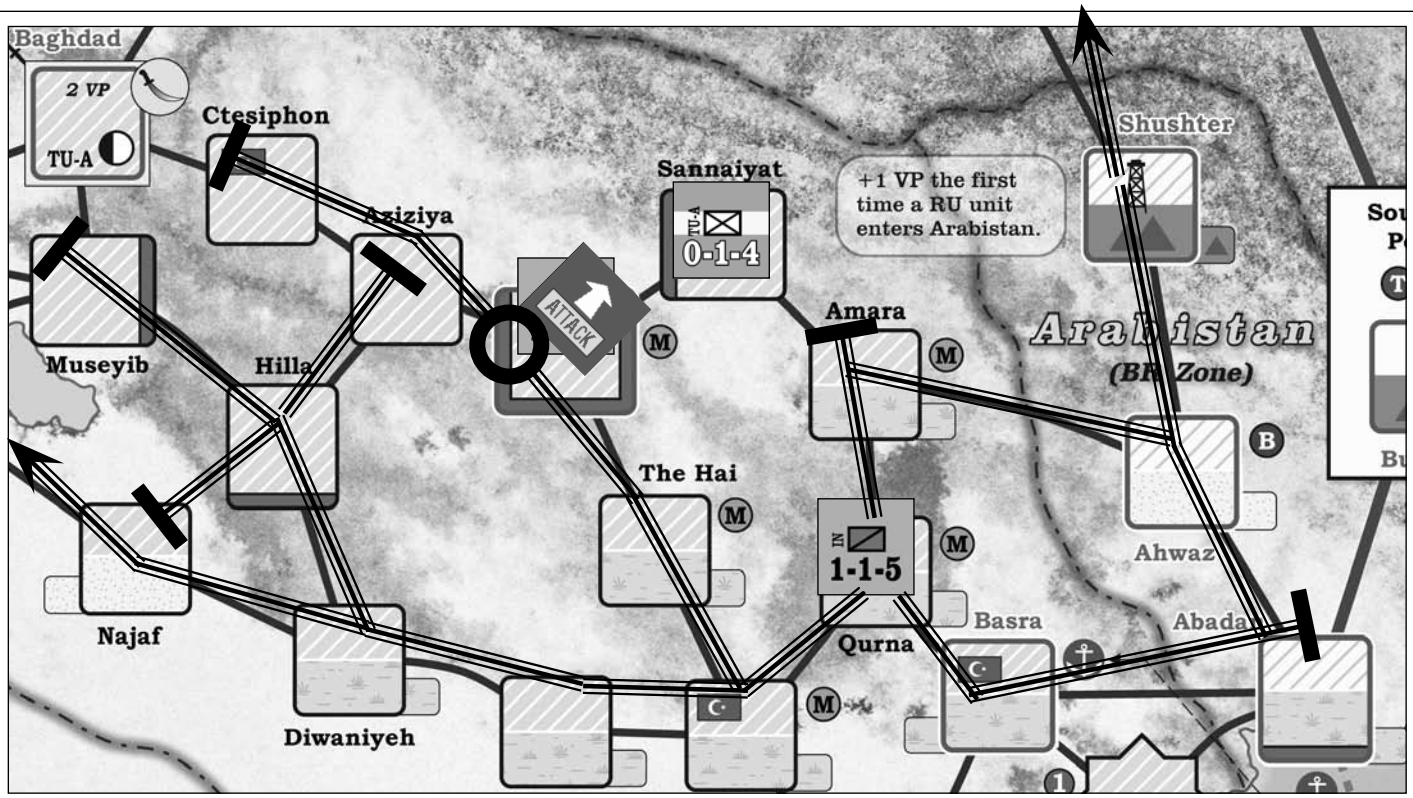
a. The Catastrophic Attack Event allows CP units to move through a space containing AP units.

b. A friendly combat unit may enter a space with an enemy HQ and/or Heavy Artillery unit that is unaccompanied by enemy combat units, thereby eliminating the HQ and/or Heavy Artillery permanently. *Note: A friendly HQ or Heavy Artillery unit cannot destroy an enemy HQ or Heavy Artillery unit in this manner.*

c. Friendly units may enter a space containing an enemy Uprising Marker at no extra Movement cost (and with no effect on the Uprising), but must end their Movement in that space. *Reminder: Uprising Markers are not units and cannot block friendly supply routes—but they do interfere with supply (see 3.2.4 on "The Playing Pieces" Player Aid Card).*

11.1.6 Movement and Enemy Forts

Units may enter a space containing an intact enemy Fort only in two situations: (1) if they will be able to besiege it by the end of the Action Round (alone or in conjunction with other units that will



Possible Movement Paths of the Indian 1-1-5 Cavalry SCU*: The unit may travel 5 spaces along any of the triple lines, and it may stop anywhere along the paths except at Kut because of the Attack marker (the circle denotes that it may not stop)—although it may move through that space. It may not go past the thick black bars. It may not move into the Southern Persia Region box (it takes all of a unit's MPs to do so), nor into the space with enemy (TU-A) unit.*

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move into that space during the same Action Round); or (2) if the Fort is already besieged (see 15.2). *Note: Friendly units may also move through a space containing a besieged enemy Fort.*

►*11.1.7 Movement and Neutral Nations*

In general, units may not enter a space in a neutral nation until it enters the war. *Exceptions: 1) Units may always enter neutral Greece; 2) Units may always enter Neutral Persia after either the Persian Push or Secret Treaties Event is played (see 18.8.5); 3) CP SCUs can always enter neutral Afghanistan (see 18.8.6).*

►*11.1.8 Movement and Tribes*

Tribes may not move beyond their *Movement Range* (i.e., one full move from a space with a dot of the tribe's color, counted as though enemy units were not present). See 3.2.1.3 on "The Playing Pieces" Player Aid Card.

►*11.1.9 Movement and Beachheads*

Units may only enter a Beachhead space if it contains a Beachhead Marker. If a Beachhead space does not contain a Beachhead Marker, units cannot move into that space unless a Beachhead Marker is in the Reserve Box and an invasion is conducted (see 18.6).

a. If a Beachhead space contains a Beachhead Marker placed during a previous Action Round, AP units may move through the Beachhead space and advance ashore (if the on shore space contains no enemy units) using normal Movement and treating the Beachhead space as though it were a normal space.

b. If a CP unit enters a Beachhead space containing a Beachhead Marker, the Beachhead Marker is destroyed, the Jihad Level increases +1 or +2, and the CP unit is immediately returned (for no MP) to the adjacent space from which it moved, thereby ending its move or Advance After Combat (see 16.3.1). *Note: CP units can never move onto Island Bases.*

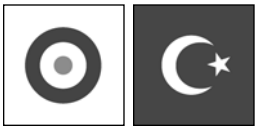
c. AP units moving from the mainland or Beachhead space back to an Island Base must stop their move on the Island Base. They cannot continue movement through the Island Base and out into another Beachhead space.

►*11.1.10 Bulgarian Unit Limitation*

BU units cannot voluntarily enter Turkey. They may only do so as the result of a retreat. Once inside Turkey, if Activated for Movement, BU units can only move toward Greece or Bulgaria (they may Activate normally for Combat). TU units may enter Bulgaria.

Design Note: Bulgaria and Turkey fought a bitter war in 1912-1913, which included the Bulgarian capture of Adrianople. Intriguingly, the Bulgarians did allow Turkish troops to enter Bulgaria for operations against Romania.

►11.2 Control of Spaces



Players gain control of each space and *vacant* Region immediately when they move a combat unit into or through it, unless the space contains an undestroyed enemy Fort (even if that Fort is besieged). *Note: HQs or Heavy Artillery units moving without a combat unit cannot take control of an enemy space.*

When taking control of an enemy space, especially a VP space, it is helpful if a player either marks it with one of his Control Markers or removes the enemy's Control Marker. This is especially important when RU units capture VP spaces, since this affects when the Russian Revolution begins (see 16.4). *Note: If a RU unit recaptures a VP space that was originally AP-owned, it counts as a RU VP space, even if it was not originally Russian (e.g. Bucharest).*

11.2.1 Full Control

a. When a regular combat unit moves into an enemy-controlled VP space, the moving player seizes control of the space and its VP(s) immediately. The VP Marker is adjusted in that player's favor (positive for the CP Player; negative for the AP Player) a number of spaces equal to the VP value of the space. *Note: Most VP spaces are worth 1 VP, but some are marked as 2 VPs (e.g., Constantinople).*

b. Likewise, when a regular combat unit moves into an enemy-controlled Jihad City, the Jihad Level Marker is adjusted (-1 if the AP captures a Jihad City, and +1 if the CP captures a Jihad City).

c. A player gains control of a contested enemy-controlled Region as soon as all enemy units in that Region either leave the Region or are eliminated.

d. Control of a space can also change when a besieged Fort is destroyed (see 15.3) or during the Attrition Phase (if the space cannot trace supply to any friendly Supply Source).

e. Players retain control of a space when their regular combat units leave it. However, irregular units and tribes operating without a regular combat unit cannot permanently take control of a space that is color-coded on the map as enemy-controlled or neutral. Instead, they exert Partial Control (see 11.2.2).

11.2.2 Partial Control

Note: The intent of this rule is simple, but it is extremely hard to write in an elegant, uncomplicated fashion. Players are encouraged to follow the spirit of this rule rather than the precise letter, if a strict interpretation of the letter ever violates the spirit.

This rule simulates the simple fact that irregular units and tribes 1) cannot permanently take control of a space, and 2) cannot cut enemy units out of supply. The first concept is termed *Disruption*; the second concept is termed *Limited Supply*.

11.2.2.1 Disruption: When irregular units and/or tribes (unaccompanied by a regular combat unit) cease movement in an enemy-controlled or truly neutral space (e.g., Hamadan or Athens), they Disrupt that space so long as they occupy it. *Note: A space is never Disrupted if a regular combat unit is present—it is under the owning player's Full Control.*

a. If the Disrupted space is a VP space or Jihad City, the VP Marker or Jihad Level is shifted in the moving player's favor.

b. If the space was enemy-controlled but is colored as friendly or neutral on the map, place an enemy Control Marker under the irregular units or tribes to indicate that the enemy retains Partial Control of the space.

c. If a friendly regular combat unit enters a Disrupted space, the player takes Full Control of the space (i.e., the space is no longer Disrupted, but is fully controlled). Any enemy Control Marker is removed.

d. If a Disrupted space is vacated, it reverts to enemy control (if so marked). If the space is a VP space or Jihad City, the VP Marker or Jihad Level is adjusted in favor of the enemy player.

e. A unit tracing supply through an Uprising Marker's space is in Limited Supply, but the Uprising Marker has no effect on control of the space.

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11.2.2.2 Limited Supply: Disruption does not cut enemy supply lines, but does interfere with them.

a. Enemy units that can remain in supply only by tracing supply through (or out of) a Disrupted space are in Limited Supply. The space they occupy costs +1 OPS to Activate, and units in Limited Supply pay +1 SR point to SR and pay double RPs to repair, just as if tracing supply through an Uprising Marker (see 14.1.7). There is no additional penalty for being forced to trace supply through more than one Disrupted space.

b. Units can trace full supply through a space Disrupted by friendly units.

c. During the Attrition Phase, friendly units in Limited Supply are not eliminated, for they are not Out of Supply. Likewise, friendly spaces which can only trace supply through a Disrupted space are not Out of Supply and do not switch to enemy control.

Examples:

1) A Kurdish tribe moves into neutral Hamadan in Neutral Persia, thereby Disrupting the space. The CP player moves the VP Marker +1. If the Kurdish tribe vacates Hamadan, move the VP Marker –1, for Hamadan is again neutral.

2) A Kurdish tribe moves into Hamadan when it is marked with a RU VP Marker. Move the VP total +1 and leave the RU VP Marker under the tribe (to indicate that the space was RU-controlled when the tribe entered). If the Kurdish tribe vacates Hamadan, move the VP total –1. The RU VP Marker designates that the city reverts to AP control, not to neutrality. Note that this would also move the "Long Live the Czar!" Marker –1 and +1.

3) A Marsh Arab tribe appears in AP-controlled Qurna. An AP Control Marker should be placed under that tribe to indicate that the space is Disrupted. So long as the tribe remains there, AP units tracing supply solely through Qurna will suffer Limited Supply. If the tribe vacates, Qurna reverts to AP control.

4) A Kurdish tribe moves from Eleskirt to Kagizman to Erevan. The VP Marker shifts +1. Erevan is now under CP Partial Control. Eleskirt remains under CP Full Control, and Kagizman remains under AP Full Control. As soon as the Kurdish tribe vacates Erevan, Erevan will revert to AP Full Control, and the VP Marker will shift –1 (the AP Player does not need to reoccupy Erevan in order to make this happen). While the Kurdish tribe is in Erevan, any AP units forced to trace supply through that space will suffer Limited Supply. Note that AP units may trace supply through Kagizman normally, even though the Kurdish unit moved through that space—the CP had Partial Control of that space only while the Kurdish tribe was in it. Kagizman reverted to AP Full Control the moment the Kurdish tribe moved into Erevan.

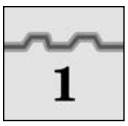
5) The AP Armenian Revolt irregular unit captures Van (which was CP-controlled) and adjusts the VP Marker -1. Place a CP Control Marker under the unit. If the ARM unit leaves Van, Van immediately returns to CP control, and the VP Marker is adjusted +1.

6) A Marsh Arab tribe moves into AP-controlled Basra, shifting the VP Marker +1. An AP Control Marker is placed under the tribe. If the tribe leaves Basra, Basra reverts to AP control and the VP Marker shifts –1.

11.3 Building Trenches

►*11.3.1 Trench Construction*

Regular combat units of any nationality in a <u>clear</u> space (but not in a Region) that is Activated for Movement may attempt to build a trench instead of moving. Only one trench building attempt may be made per space in an Action Round, regardless of the number of units present.



Roll a die:

- If there is an LCU in the space, the trench is built on a roll of 1–3. On a roll of 4–6, the attempt fails. *Note: Having more than one unit in the space does not improve the odds of building the trench when an LCU is present*.
- If only SCUs are in the space, a roll equal to or less than the number of regular combat SCUs indicates that the trench was built. However, the attempt always fails on a roll of 4-6. ***Example**: A TU Inf Div, a TU Cav Div, and a Kurdish tribe attempt to build a trench. The attempt will succeed on a roll of 1 or 2 (not 3—the Kurdish tribe is not a regular combat unit, so does not contribute towards trench building).*
- It does not matter whether the trench-building units are full-strength or reduced.

a. To clarify—SCUs (with or without an LCU) can build trenches. *Note: This is stressed because it is a significant change from the original* Paths of Glory *rules.*

b. Irregular units and tribes do not count toward trench-building efforts (but do receive the Combat benefits from a completed trench).

c. Terrain affects the ability to build trenches. Trenches can never be built in Deserts. <u>Trenches can be built in Mountains or Swamps only if a BR, IN, ANZ, GE, or AH unit is in the space</u>. *Exception: Trenches received as the result of card events may be placed in any terrain*.

d. In a space Activated for Movement, some units may build a trench while other units in the space move away. Only non-moving regular combat units count towards building a trench.

e. Units may move into a space where a trench will be built, but do not count towards building the trench.

►*11.3.2 Trench Levels*

When units successfully entrench, place a Level 1 Trench Marker of the player's color in that space.

- A space may never contain more than one Trench Marker.
- A player can never build Level 2 trenches. *Note: This is a change from original* Paths of Glory *rules.* The Level 2 Trench preset at Doiran in the 1914 scenario, is the only Level 2 Trench in the game. *Note: The vast trench systems on the West Front did not exist in this theater.*



11.3.3 Removing Trench Markers

Even if no friendly units are present, a trench remains in a space until an enemy unit enters it. When an enemy unit enters a Level 1 Trench, it is removed. When an enemy enters a Level 2 Trench, replace it with a Level 1 Trench Marker of the enemy's color. *Exception: Treachery at Ft. Rupel allows the CP to capture the Level 2 Trench intact*. An enemy unit may capture or destroy a Trench even if it continues moving.

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11.3.4 Out of Supply Trenches
If a space with a Level 1 Trench suffers Out of Supply attrition, the Trench Marker is removed. If a space with a Level 2 Trench Marker suffers attrition, the Trench Marker is replaced with an enemy Level 1 Trench Marker. *Exception: Trench Markers in an intact Fort space do not suffer attrition.*

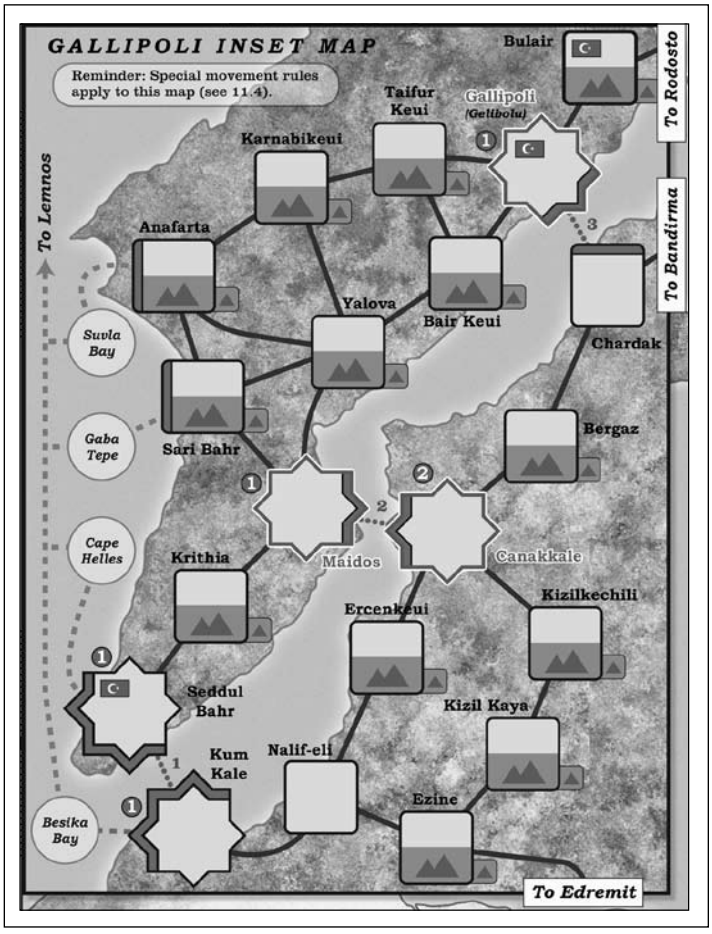
11.3.5 Trenches and Besieging Units
Units besieging a Fort may entrench.

11.3.6 Trenches and Defending Forts
A Fort on its own never benefits from a Trench in its space. However, if friendly units are defending in the Fort's space, the trench benefit is applied to the entire defending Combat strength, including the Fort.

►*11.3.7 No Trenches in Regions or Island Bases*
Trenches cannot be built in Regions or on Island Bases.

►*11.3.8 Trench Markers*
If players require more Trench Markers than are present in the game, they may create more. Alternatively, they may also remove one of their Trench Markers on the map and put it in the newly entrenched space if no other friendly Trench Markers are available.

►11.4 Gallipoli Map Movement



11.4.1 MP Costs To and From
It costs 1 MP to move onto or off of the Gallipoli map (e.g., moving from Rodosto to the Gallipoli map costs 1 MP).

- Units moving from Rodosto, Bandirma, Edremit, or Lemnos into the small box on the main map labelled "To Gallipoli" shift immediately to the Gallipoli Map—to Bulair, Chardaz, Ezine, or a Beachhead space (with a Beachhead Marker) respectively—at the cost of 1 MP. (The unit may continue movement on the main map using any remaining MPs.)
- The reverse is also true—leaving the Gallipoli map costs 1 MP and the unit reappears on the main map in the space corresponding to its exit route from the Gallipoli map.

11.4.2 MP Costs Within
Due to the greatly reduced distances represented on the Gallipoli map, players may move through *any* number of spaces on the Gallipoli map not containing enemy units or an intact, unbeseiged enemy Fort, for the *total* cost of 1 MP regardless of who controls the spaces.

11.4.3 Forts on the Gallipoli Map
It costs one additional MP to enter a space containing an intact, unbesieged enemy-controlled Fort (a besieged enemy Fort does not cost an extra MP).

11.4.4 Straits and Ferry Lanes on the Gallipoli Map
Straits and Ferry Lanes may be crossed at no extra MP cost if the player fulfills the criteria for using that Strait (see 3.1.5.2). Don't forget to factor in the effect of any intact, enemy-controlled Forts.

***Example**: A BR unit moving onto the Gallipoli peninsula from Rodosto and moving to besiege Seddul Bahr would pay 3 MPs (assuming that no enemy units block its way): 1 MP to move onto the Gallipoli map, 1 MP to move any distance within the Gallipoli map, and 1 MP to move onto the intact, enemy-controlled Fort at Seddul Bahr. If that unit were to exit the Gallipoli map on its next move, it would pay 1 MP to move within the Gallipoli map and 1 MP to exit back to the main map, for a total cost of 2 MPs.*

12.0 Combat

12.1 General
Combat is initiated by units in an Activated space marked with an Attack Marker.

a. Combat is fully voluntary—all, some, or none of the units in an Activated space may actually participate in the attack. A player need not announce which units (if any) are attacking which spaces until the Combat actually occurs.

b. Units in an Activated space are not required to participate in the same Combat—they may attack different spaces adjacent to the Activated space, each Combat being resolved separately (or no space at all). However, each unit may conduct only one attack per Action Round, and a unit's Combat Factor (CF) cannot be divided between multiple attacks.

c. The player controlling the Activated space (Fully or Partially) is, for purposes of this Combat, the Attacker, regardless of the overall strategic situation.

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►**d.** Units CAN attack into areas where they are not allowed to move, but cannot Advance After Combat. ***Examples****:This includes attacks by TU/TU-A or BU LCUs into swamps; attacks across railroads restricted by nationality; attacks by units with a 0 MF. Note: Units cannot Advance After Combat into an area where they are not allowed or would be Out of Supply.*

12.1.1 Defending Spaces

Each Combat can involve only one defending space.

- Units in any number of Activated spaces adjacent to the defending space may join in a combined attack against that space.
- ►However, only one stack of units involved in a multi-space attack can attack across a green line.

Note: Attacks across green lines will involve a Region (see 12.10.2) or crossing the Caspian Sea. The command and control systems of that day would have been unable to coordinate combats involving more than one such line of attack.

12.1.2 Multiple Unit Combat

All units participating in a single Combat add their Combat Factors (CFs) together to find an overall Combat Strength for the Attacker.

- Only attacking units participating in the same Combat may take losses or advance after Combat. Other attacking units in the same space which are not participating in this Combat (i.e., are attacking a different space or not attacking at all) are not allowed to absorb losses or Advance After Combat.
- Units with a CF of 0 may attack or defend (even if alone). When in a stack, they add nothing to the overall Combat Strength, but can absorb losses.

12.1.3 One Attack per Defending Space

A space (or Region) can be attacked only once each Action Round.

12.1.4 Attacks against Retreating Units

A player may not attack a space solely containing enemy units that retreated earlier in this Action Round (see 12.7.7).

►12.1.5 Units in a Besieged Fort

A player may Activate units in a besieged enemy Fort space for Combat.

- Only the units above those required to besiege the Fort may attack adjacent spaces.
- However, all units in the besieged Fort's space may attack the Fort.
- If during Movement, all friendly units exit a space containing an enemy Fort, the non-besieged Fort may be attacked by units in adjacent spaces Activated for Combat.

12.1.6 Multinational Coordinated Attacks

Units of different nations in multiple spaces may coordinate for a combined attack on the same space if at least one stack of attackers includes a unit from each nation in the attack. *Reminder: Usually, Activation of a multinational space costs 1 OPS per nation having regular combat units in that space (do not count irregular units or tribes). Also, some HQs negate this requirement.*

12.2 Combat Sequence

Each Combat is resolved using the following steps in the order given:

1. Designate the Combat.
2. Announce Flank Attack (if any).
3. Severe Weather Check (if any).
4. Determine Combat Strengths.
5. Play Combat Cards (if playable prior to Combat, with the Attacker announcing first—some CCs are played later).
6. Announce Turkish Withdrawal.
7. Attempt Flank Attack.
8. Combat Resolution
   - **a**. Determine DRMs, Fire Table and Fire Column
   - **b**. Roll Dice and Determine Results
   - **c**. Determine Combat Winner
   - **d**. Apply Losses (Defender first)
9. Determine Retreat and Advance After Combat

12.2.1 Designate the Combat

The active player designates which units in spaces Activated for Attack are participating in this Combat and which space they are attacking.

►12.2.2 Announce Flank Attack

If certain requirements are met, the Attacker may declare and determine the success of a Flank Attack (see 12.4). *Note: Once announced, this decision cannot be cancelled.*

►12.2.3 Severe Weather Check

This rule applies to Mountains in Winter and to Desert and Swamps in Summer. The Attacker rolls to determine whether full-strength regular combat units attacking from or into hostile terrain during inclement seasons will be reduced one step prior to Combat Resolution in Step 8 (see 12.5). Only one check is made, even if both the attacker's and defender's spaces contain hostile terrain.

12.2.4 Determine Combat Strengths

Each player totals the Combat Factors (CFs) of his units involved in the Combat to determine his total Combat Strength. The Defender also adds the strength of any Fort in the defending space to his Combat Strength. *Note: This step is conducted simultaneously.*

12.2.5 Combat Cards

The Attacker may play any number of CCs (so long as the conditions listed on each CC are met by this Combat), including CCs that were retained in front of him from use in a Combat in a prior Action Round this turn (or the special Jafar Pasha or No Prisoners CCs). After the Attacker plays his CCs, the Defender also plays any eligible CCs that he wishes. (Some CCs indicate that they are played later during combat.)

►12.2.6 Announce Turkish Withdrawal

The CP Player announces whether any TU/TU-A SCUs in the Combat will withdraw at the conclusion of the Combat (see 12.8).

12.2.7 Attempt Flank Attack

If a Flank Attack was announced in Step 2, the Combat in Step 8 will be resolved sequentially instead of simultaneously. *Note: For the method of conducting a Flank Attack, see 12.4.*

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►*12.2.8 Combat Resolution*

a. Determine Die Roll Modifiers (DRMs)

Each player examines the CCs played and other factors listed below to determine his total DRM for this Combat. The number rolled can never be reduced to less than 1 or increased to greater than 6.

Advantage/Disadvantage	*DRM*
Cavalry, Camels, Armoured Cars—*if you have at least one in this Combat and your opponent has none (except attacks from or to a Beachhead space)*	+1
Heavy Artillery (*may* participate only if attacking)	+1 or 2
Alpenkorps (GE Mountain Infantry)—*if attacking into mountains or defending in mountains*	+1
HQ (a defending HQ *must* participate; an attacking HQ *may* participate)	+0, 1, or 2

Design Note: Cavalry was used in the Near East much more widely and wisely than in Europe, including effective use of entire cavalry corps. Allenby's breakthrough in Palestine was in large measure due to effective use of cavalry, including a massed charge, and Russian successes in Persia were in large measure due to Baratov's cavalry corps. Most frequently, cavalry was used for reconnaissance and for threatening the enemy's flanks—hence, the +1 DRM if your enemy is unable to counter your mobile forces. Camel corps were used for similar ends. British armoured cars brought firepower and speed to bear and were effectively used on numerous occasions, most notably in Persia and western Egypt (the Brits also sent armoured car units to Romania!)

b. Determine Fire Table and Fire Column

Each player determines which Fire Table he must use. If the player's units contain one or more LCUs (even if reduced), he fires on the Heavy Fire Table; otherwise, he uses the Light Fire Table. Each player finds his Combat Strength on the appropriate Fire Table and determines his Fire Column, shifting columns as required by Trenches and Terrain Effects (terrain and trench effects are cumulative; see 12.3 and the Terrain Effects Chart on the Player Aid Card). Column shifts cannot cause the Fire Column to shift off the table. Excess column shifts are ignored.

c. Roll Dice and Determine Results

Each player rolls a die, modifies it by his DRM, and cross-references the result with his Fire Column to determine his Loss Number (the potential damage he could inflict on the enemy). This step is conducted simultaneously unless a Flank Attack was attempted or all attacks were through Water Crossings.

d. Determine Combat Winner

The player who rolled the higher Loss Number wins the Combat (modify for Turkish Withdrawal, if any). The winner may retain any CCs played in this Combat that do not have an asterisk (*). All other CCs used in this Combat are discarded. (If both players' Loss Numbers are the same, there is no winner and both players must discard any CCs used.) *Exception: Follow the special rules on the Jafar Pasha and No Prisoners CCs.*

e. Apply Losses

If possible, a player's units must absorb the damage indicated by the enemy's Loss Number.

- If this is a Flank Attack or involves a Water Crossing, damage will be rolled for and absorbed sequentially, not simultaneously.
- Note: The actual losses taken do not alter the Loss Numbers rolled (i.e., do not alter the actual winner of the Combat)—it is possible that the winner will take more actual damage than the loser.

12.2.9 Retreat and Withdrawal (see 12.7 and 12.8)

If the Attacker wins the Combat and still has at least one full-strength attacking unit, all surviving Defenders must retreat. The Defender may have the option to cancel the retreat by taking an additional step loss in mountains, swamps, forests, and Water Crossings. Also, if the CP Defender committed to a Turkish Withdrawal, he is obligated to retreat all TU and TU-A SCUs (involved in that Combat) one space (even if there are no full-strength Attackers); any other CP units may withdraw.

►*12.2.10 Advance After Combat (see 12.9)*

If the Defender retreated or was completely eliminated, the Attacker may advance any surviving full-strength units. If the CP Defender utilized Turkish Withdrawal and all CP units retreated or were eliminated, then all AP attacking units may advance, even if reduced strength and even if the AP units lost the battle. Units cannot Advance After Combat into an area where they are not allowed or would be Out of Supply.

12.3 Terrain and Trench Effects

Various types of terrain will reduce the Attacker's effectiveness in Combat. *Note: Forests do not affect the Fire Column during Combat; they do affect retreats and advances.*

12.3.1 Mountains



If the Defender is in a mountain, the Attacker's Combat column shifts one left. *Note: Mountain spaces in Syria/Palestine also indicate badly broken terrain (e.g., ragged hill country or extensive cactus hedges) that gave Defenders a substantial advantage.*

►*12.3.2 Swamps*



If the Defender is in a swamp, the Attacker's Combat column shifts one left. *Note: TU and BU LCUs may attack into a Swamp, but cannot Advance After Combat. If forced to retreat into a swamp, a TU/TU-A or BU LCU is permanently eliminated and replaced by an SCU from the Reserve Box.*

Design Note: Historically, TU and BU LCUs avoided swamps, not wishing to expose their troops to malaria. This restriction also prevents ahistorical play in Mesopotamia and Greece, and is therefore an important part of the design's balance—the Turks simply could not support large bodies of troops in swamps.

►*12.3.3 Deserts*



If the Defender and/or Attacker is in a desert space, the Attacker's Combat column shifts one left.

- If the Attacker is in a desert space, and the Defender's space is also desert, there is only one column shift. However, if the Defender's space is a swamp or mountain, there would be a 2-column shift for terrain.
- An LCU can attack from or into a desert space only across a friendly-supplied railroad.
- Also, a Retreat or an Advance After Combat into or out of a desert space can occur only across a friendly-supplied railroad.

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An LCU which cannot retreat in accordance with this restriction is permanently eliminated (and replaced by an SCU from the Reserve Box).

►12.3.4 Water Crossings

Defenders that are attacked *solely* across Water Crossings receive a defensive advantage. The Attacker's Combat column shifts one left. Additionally, *the Defender fires first* and inflicts any damage on the Attacker before the Attacker fires back.

- A Water Crossing has no effect if the Defenders are attacked through a non-Water Crossing side of the space (e.g., if the Defenders at the Suez Canal are attacked from the east and from the west simultaneously).
- The effects of Water Crossings and other terrain or trenches in the space are cumulative, but the Defender receives only one column shift for Water Crossings, no matter how many Water Crossings are involved in a combat.

12.3.5 Trench Effects

If units defend in a Level 1 Trench, the Attacker's Fire Column shifts 1 to the left, and the Defender's shifts 1 to the right. If units defend in a Level 2 Trench, the Attacker's Fire Column shifts 2 to the left, but the Defender's still shifts only 1 to the right. These effects are in addition to any shifts for terrain. *Reminder: Forts in a space with a Trench, but with no friendly units, do not benefit from a Trench. Also, a Trench in the Attacker's space never affects Combat.*

12.4 Flank Attacks

►12.4.1 Conditions for Flank Attack

The Attacker may announce a Flank Attack if: 1) he has units in two or more spaces joining together for an attack against one defending space; and 2) at least one of the attacking units is an LCU. Also, the defender's space:

- cannot be attacked solely through Water Crossings;
- cannot be a Swamp or Mountain;
- cannot contain a Trench Marker;
- cannot contain an undefended Fort (*Note: A Flank Attack may be made against a space that has an enemy Fort and unentrenched enemy units—see 15.1.4*);
- cannot be a Region.

12.4.2 Pinning Spaces and Flank Attack DRMs

When attempting a Flank Attack, the Attacker must designate one attacking space as the "frontal assault" or "pinning" space. For each additional attacking space (other than the "pinning" space) that is not connected to an enemy-occupied space (other than the defenders' space), the Attacker receives a +1 DRM for the Flank Attack Attempt die roll.

- Spaces which contain only an enemy Fort are not considered enemy-occupied.
- ►Enemy-occupied spaces connected to friendly attacking units only by colored railroads or green lines are not considered enemy-occupied for this purpose.

Note: The Flank Attack DRM is checked at the moment of the attack. Thus, the sequencing of Combats may alter the number of enemy-occupied spaces, due to Retreats or Withdrawals.

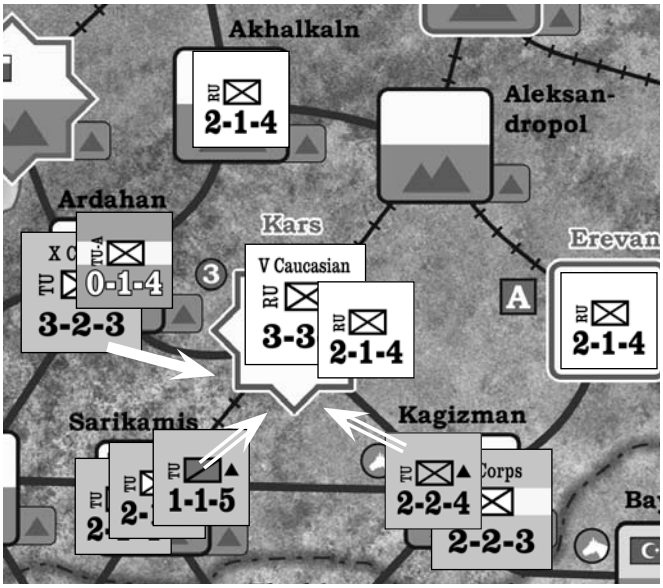
12.4.3 Flank Attack Resolution

The attacking player rolls one die to determine the success of the Flank Attack, adjusted by the DRM.

a. If the modified die roll is 4 or higher, the Flank Attack succeeds and the Attacker will resolve step 8 before the Defender, including inflicting losses. (Thus, if the Flank Attack succeeds, the Defender's strength would be reduced by any losses he suffers, before he fires back at the Attacker.)

b. If the modified die roll is 3 or lower, the Flank Attack fails and the Defender resolves step 8 before the Attacker, including application of losses. (Thus, in the case of a failed Flank Attack, the Attacker's strength would be reduced by any losses he suffers, before he fires back at the Defender.)

c. During a failed Flank Attack, the Attacker's CCs are still used when he finally rolls the results of his Combat, even if the conditions for their use can no longer be met. ***Example****: If RU and RO units using the Armenian Druzhiny CC failed a Flank Attack, the CC would still be used even if no RU units survived the Defender's preemptive fire.*



12.4.4 Example of a Flank Attack

RU units defending in the Kars Fort are attacked from Ardahan, Sarikamis, and Kagizman. RU units are also in Akhalkaln and Erevan. The CP Player announces that the pinning space is Ardahan. Thus, CP units in Sarikamis and Kagizman could potentially be used to add a +2 DRM to the Flank Attack Attempt die roll if there are no RU units adjacent to these spaces (not counting those in the Defender's space). In this case, non-Defender RU units are adjacent to the TU units in Kagizman, but not Sarikamis. Thus, the CP Player receives a +1 DRM. He rolls 3 and adds the +1 DRM, for a result of 4. The Flank Attack succeeds! The Attacker will roll for damage and the Defender must absorb that damage immediately. If any Defenders remain, they then fire back at the Attackers, using their remaining combat strength. If the Attacker had rolled a 1 or 2, the Flank Attack would fail, and the Defenders would fire at and damage the Attackers first, before the Attackers fire back. If the Attacker had used Sarikamis as his "pinning space," he would have received no DRM, since RU units not involved in the Combat were adjacent to Ardahan and Kagizman.

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►12.5 Severe Weather Check

All full-strength regular combat units may suffer one step loss when attacking from or into hostile terrain during an inclement season (swamp and desert spaces in Summer, or mountain spaces in Winter). *Exception—Mountains in Palestine/Syria do not have this effect*.

12.5.1 *Severe Weather Check Resolution*

a. Roll one die for each space containing attacking units. If the number rolled is equal to or greater than the current Action Round number, then attacking full-strength regular combat units in that space (and participating in this Combat) are reduced. *Note: Attacks later in the season (e.g., March and September—Action Rounds 5 and 6 of the Winter and Summer turns) have little likelihood of causing damage due to Severe Weather, whereas Action Round 1 causes automatic damage due to Severe Weather.*

b. Units which are already reduced suffer no penalty.

c. Units in the Attacker's space(s) not engaged in this Combat (e.g., units that are not attacking or are attacking a different space) are unaffected.

d. Irregular units, tribes, HQs, and Heavy Artillery are never affected by Severe Weather Checks.

e. Severe Weather Checks are made prior to Combat Resolution, and any damage is applied immediately, before determining Combat Strength.

f. Certain cards exempt units from Severe Weather Checks.

Note: Optional Rule 19.4 allows players to adjust the Severe Weather Check die roll.

12.6 Taking Losses

12.6.1 Loss Numbers

The result of each player's die roll on the Fire Table determines the amount of damage that he can potentially inflict on his opponent's units (the Loss Number). The opponent's units must, if possible, absorb all the damage represented by this Loss Number.

12.6.2 Absorbing Damage

Damage is absorbed by reducing or eliminating combat units actually involved in this Combat or by eliminating defending Forts in the Combat space.

12.6.3 Loss Factors and Damage

Each "step" removed from a combat unit contributes that unit's Loss Factor (LF) towards meeting the total possible damage (the Loss Number) inflicted by the enemy.

- A full-strength unit is damaged ("reduced") by flipping it to its reverse, lower-strength side.
- A unit which is already reduced and takes damage is eliminated.
  - If a supplied LCU is eliminated, it is replaced by an SCU from the Reserve Box (whenever possible), and this SCU may then also be reduced or eliminated (see 12.6.5).
  - Destroyed units are placed in the Eliminated/Replaceable Units box (although those marked with a black dot or triangle are permanently removed from the game). *However, see effects of being eliminated while OOS (see 12.6.7).*
- Forts can never take damage so long as a friendly combat unit survives the Combat (see 12.6.6).

12.6.4 Loss Number Mechanics

Each player must absorb as much of the Loss Number as possible. However, the player may *never* take more damage than the Loss Number, nor take fewer losses than required if it is possible to take the exact Loss Number. This may mean, in some cases, that the enemy units absorb the blow without taking any damage (if the Loss Number is less than the units' smallest Loss Factor). In such a case, the enemy units have absorbed the blow without a reduction in their Combat effectiveness.

***Example 1**: A full-strength TU LCU with a Loss Factor (LF) of 3 must (if possible) absorb a 5 Loss Number. First, the LCU is reduced (flipped), thereby absorbing 3 points of damage (since its LF is 3). 2 points of damage remain, but the LCU is not further damaged, since its Loss Factor is higher than the remaining damage—the remaining 2 points of damage are absorbed by the unit without any further reduction in its Combat effectiveness.*

***Example 2**: A full strength TU LCU with an LF of 3 and a reduced strength TU LCU (LF of 3) must (if possible) absorb a 5 Loss Number. At first glance, it may appear that these units cannot absorb the full damage, since the Loss Factors on both units is 3. However, these units can indeed absorb the full damage, and must do so. The CP Player must first eliminate the reduced strength LCU (this represents 3 points of LF towards meeting the 5 points required by the Loss Number). The eliminated LCU is replaced with an SCU (LF of 1) from the Reserve Box. The CP Player must still absorb 2 more points of damage (if possible). The remaining LCU has an LF of 3, and so cannot be weakened by the remaining 2 points of damage. The newly placed SCU, however, can (and must) take two step losses and be eliminated in order to meet the total required Loss Number of 5 (3 points for the eliminated LCU, plus 1 point for each side of the eliminated SCU, for a total of 5 points of damage). Note that the CP Player is not allowed to eliminate one LCU and reduce the other (thereby leaving a reduced LCU and full-strength SCU in the space), for this would constitute 6 points of damage, and a player can never take more damage than the Loss Number rolled by his opponent, even if he desires to do so.*

►*12.6.5 Replacing Eliminated LCUs*

An eliminated LCU must be replaced immediately in its current space by an SCU from the Reserve Box which is of the same nationality. If possible, the SCU should also be of the same type as the LCU (e.g., elite infantry).

- If an SCU of the same nationality is not available, the LCU is permanently eliminated (may not be rebuilt). *Exceptions*: *1) TU or TU-A units may be used for all Turkish LCUs; 2) In the case of a BR, IN, or ANZ LCU, if an SCU of the same nationality is not in the Reserve Box, an SCU of any of these British Empire nationalities may be used.*
- If an SCU of the same type (e.g., TU-A infantry) as the LCU is not available, any regular SCU of the same nationality/empire may be used. (Special and irregular SCUs may not be used.) If the LCU itself is "special," use any regular infantry SCU (normal or elite) of the proper nation/empire.
- If no suitable SCU is in the Reserve Box, the LCU is permanently eliminated (is removed from the game and cannot be rebuilt).
- There are a few units in the game which are dual nationality:
  - **a**. A dual nationality LCU can be replaced by an SCU of either nationality.

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b. A dual nationality SCU can be used to replace an LCU of either nationality.

- If more than one SCU meets the criteria, the owning player chooses which to use.
- Some unusual situations may occur. If a space with only two full-strength 3 LF LCUs suffers a 7 Loss Number result, or a space with only two full-strength 2 LF LCUs suffers a 5 result, and if in either case there are no SCUs in the Reserve Box, then both LCUs cannot be reduced by one step each, since this would fail to meet the required Loss Number. Instead, one of the LCUs must take two steps of loss and then be permanently eliminated (due to failure to replace the destroyed LCU with an SCU from the Reserve Box).

12.6.6 Damage to Forts

When a space containing a Fort and defending combat units is attacked, the Fort may be damaged only if all defending combat units in the Fort's space are destroyed (including any SCUs that replaced destroyed LCUs). Any Loss Numbers in excess of those required to destroy the defending combat units may be used to destroy the Fort immediately -- if the excess Loss Number equals or exceeds the Fort's printed strength. *Note: Forts controlled by the Attacker cannot absorb losses during Combat.*

a. If a Fort is attacked when no defending combat units are in the space, the Fort is destroyed if the Attacker's Loss Number equals or exceeds the Fort's printed strength.

b. Forts never take partial damage. They are either fully intact or completely destroyed.

c. Destroyed Forts can never be repaired. They should be marked with a Destroyed Marker.

12.6.7 Permanent Elimination of Units

A unit is permanently eliminated (may not be rebuilt) due to damage taken during Combat in three cases:

a. An LCU is permanently eliminated if it is destroyed during Combat and no replacement SCU appropriate to that LCU (see 12.6.5) is in the Reserve Box.

b. A unit is destroyed while Out of Supply during Combat. *Note: In the case of an eliminated Out of Supply LCU, a replacement SCU is not eliminated or placed onto the map.*

c. A unit marked with a black dot or triangle is permanently removed from the game when eliminated.

►*12.6.8 Eliminating HQs and Heavy Artillery*

If all defending combat units are eliminated, any HQ and/or Heavy Artillery in that space is permanently eliminated.

12.7 Retreats

►*12.7.1 Who Must Retreat*

All surviving defenders must retreat if 1) the Attacker wins the Combat and 2) after absorbing Combat damage at least one attacking unit is full-strength. This is true even if the Attacker chooses not to advance or cannot advance (e.g., the attacking units lack sufficient strength to advance and besiege an intact Fort in the defending space [see 15.2]).

a. The winner of the Combat is the player that rolled the highest Loss Number on the Fire Tables. The actual damage done to units does not determine the winner. ***Example****: The CP rolls a 2 LN, but the Loss Factor on the defending AP Corps is 3, so 0 damage is actually done. The AP rolls a 1 LN, and an attacking CP reduced Inf Div absorbs that damage, being eliminated. In this case, the AP clearly inflicted more damage than the CP, but the CP won the combat – he rolled the highest Loss Number*.

b. Turkish Withdrawal reduces the Attacker's LN by 1 (see 12.8) and may thereby change the winner of the battle (or convert it to a tie).

c. A Defender *never* retreats if no Attacker is full-strength after damage is absorbed (but any TU Withdrawl must still occur).

d. Defenders in a Region *never* Retreat.

12.7.2 Length of Retreat

Generally, the Defender must retreat two spaces. However, if the Attacker's LN is only one greater than the Defender's LN, the Defender retreats only one space.

12.7.3 Retreat Cancellation

Defenders in Trenches, Forests, Deserts, Mountains, or Swamps may cancel a retreat by taking one additional step loss. This additional step loss cancels the entire retreat.

- The sole remaining Defender cannot be eliminated in order to cancel a retreat.
- Defenders that retreat from Clear terrain into a Trench, Forest, Desert, Mountain, or Swamp space *cannot* take an additional step loss in order to cancel a second space of retreat.

12.7.4 Retreat and Permanent Elimination

A unit is permanently eliminated if unable to complete a retreat:

- if forced to retreat into a space that would result in that space being overstacked; or
- if unable to retreat and also unable to cancel the retreat by taking an extra step loss.

In either case, if an LCU is destroyed, no SCU is taken from the Reserve Box to replace the LCU.

Note: If an LCU was destroyed in Combat and replaced by an appropriate SCU which is required to retreat but cannot or which must retreat into an overstacked situation (and which cannot cancel the retreat), both the LCU and SCU are permanently eliminated.

►*12.7.5 Retreat to Regions or Island Bases*

Defenders may retreat across a green line connection into a Region as the first or second space of retreat. However, when a unit retreats into a Region as the first space of a two-space retreat, it never retreats a second space—retreat into a Region constitutes the full retreat. Likewise, units retreating onto an Island Base as the first space of a two-space retreat, must stop their retreat on the Island Base—the second space of the retreat is negated.

12.7.6 Other Retreat Considerations

Units which retreat must observe these rules:

a. Defenders may retreat to different spaces.

b. Defenders may not enter a space containing an enemy unit or an *unbeseiged* enemy Fort (even if the retreating units could otherwise besiege the Fort), but may retreat into an enemy-occupied Region.

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c. Defenders may not end their retreat overstacked, but may retreat in violation of stacking limits through the first space of a two space retreat (i.e., may retreat through spaces containing friendly units). In cases where the Defender has no other route, he chooses which retreating units to stack within limits and then permanently eliminates the excess retreating units. *Note: If an LCU is eliminated in this manner, it is not replaced by an SCU from the Reserve Box*.

d. In general, defenders must retreat into friendly-controlled spaces if possible (even if Out of Supply), but may retreat into empty enemy-controlled spaces if necessary. However, retreating units must not overstack if there is another option. If a unit has a choice of spaces to which it can retreat without overstacking, the following priorities apply:

1) Into a friendly space in supply.

2) Into a friendly space Out of Supply.

3) Into an enemy space that would result in the retreating unit being in supply.

4) Into an enemy space that that would result in the retreating unit being Out of Supply.

e. For two space retreats, follow the retreat priority for the first space and then consult the priority again when retreating from the first space to the second.

f. For a two space retreat, defenders may not retreat back into the original defending space.

g. Defenders required to make a two-space retreat may end their retreat(s) adjacent to the original defending space, so long as the units retreat two spaces.

h. Defenders retreating two spaces do not gain control of an enemy-controlled space they retreat through, but do gain control of an enemy-controlled space(s) in which their retreat ends.

i. Defenders cannot retreat across a colored railroad that they would be unable to use for Movement.

12.7.7 Retreated Units and Further Attacks

If Defenders retreat into a space that is subsequently attacked in the same Action Round, the retreated units do not participate in the next battle (do not add their Combat Factors to the Defenders' Combat strength)—see 12.1.4. Also, if the Attacker achieves a Loss Number of at least 1, the retreated units are immediately destroyed and do *not* count towards fulfilling the Loss Number for that subsequent battle. *Note: In this case, a destroyed LCU is not replaced by an SCU from the Reserve Box and may be rebuilt per normal rules (assuming it was destroyed in supply).*

12.7.8 Attacking Units and Retreat

Attacking units never retreat after losing a Combat. *Exception: The Catastrophic Attack Event requires the losing attackers to retreat.*

12.7.9 Retreat and Space Control

Retreating from a space does *not* cause control of that space to automatically change to the other player. Control of the space changes only if at least one attacking unit actually advances into the space after Combat (see 12.9) or if the space was only under Partial Control.

►*12.7.10 Retreats from a Beachhead*

If AP units are required to retreat from or through a Beachhead, they must stop their retreat on the adjacent Island Base (and this completes the required retreat).

- If a CP unit Advances After Combat onto a Beachhead, the Beachhead Marker is removed, the Jihad Level increases by 2, and the CP unit(s) is immediately returned to the space from which it entered the Beachhead space (see 16.3.1.1).
- If a CP unit does not advance onto the Beachhead Marker, the Beachhead remains in play.
- For each AP LCU (or three AP SCUs) which retreated from or through a Beachhead space, add 1 Bonus TU RP to the General Records Track without adjusting the Max TU RP Marker (due to Turkish use of abandoned AP materiel).

►*12.7.11 Retreats by Sea*

Units cannot retreat by sea. *Exception: BR, IN, and ANZ SCUs, and the RU Black Sea Division, can retreat by sea to a friendly port (on the same sea) if they were defending in a port.*

- LCUs cannot retreat by sea. *However, if a BR/IN/ANZ LCU defending in a port is eliminated, the replacement BR/IN/ANZ SCU from the Reserve Box can (if retreat is required) retreat by sea*.
- For each AP LCU which cannot retreat by sea (or for every three AP SCUs which do) add 1 Bonus TU RP to the General Records Track without adjusting the Max TU RP Marker (*for AP materiel*).
- If the last AP unit(s) supplied solely through a given port in the Ottoman Empire is required to retreat by sea (even if it cannot), the Jihad Level rises +2 (see 16.3.1.1).
- No SCUs may retreat by sea during Winter in the East Mediterranean and Aegean Seas, and units required to do so are permanently eliminated.

►12.8 Turkish Withdrawal

When an attack is announced against a space with a defensive advantage (e.g., trench, Fort, mountain, swamp, desert, or attacks solely through Water Crossing space sides), the CP Player may announce the withdrawal of any TU and TU-A SCUs in that space. *Important: This rule does not apply if a CP LCU is in the space*. Prior to the withdrawal, Combat occurs normally, but the Attacker's Loss Number (the potential damage inflicted on the Defender) is reduced by 1. This may change the outcome of the battle (alter the winner/loser).

- Regardless of who won, if Turkish Withdrawal was announced, surviving TU and TU-A SCUs *must* retreat exactly *one* space.
- If the AP Player won the Combat, all surviving CP SCUs must also retreat one space.
- If the CP won or tied, only the TU/TU-A SCUs are required to retreat (although other CP units in the space—including tribes—may retreat one space at the CP Player's option).
- In either case (even if the AP lost the Combat), if *all* Defenders retreated or were eliminated, then *any* attacking units (even *reduced* units) may advance.

Design Note: The Turks were masters at fading away during the night. These were planned withdrawals designed to preserve precious military resources, trading space for time, materiel, men.

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12.9 Advance After Combat

►12.9.1 Which Units May Advance

After all damage is allocated, up to three full-strength attacking units may advance if all defending units retreated or were eliminated.

- If the defender was attacked from more than one space, the advancing units may come from more than one of those spaces, but no more than three units total may advance.
- Units cannot Advance After Combat into an area where they are not allowed or would be Out of Supply.
- Units with a 0 MF cannot Advance After Combat.

Exceptions: 1) HQs and Heavy Artillery may advance, even if flipped, when accompanied by another combat unit eligible to advance and do not count towards the three unit limit; 2) Reduced AP units may advance after a Turkish Withdrawal (see 12.8); 3) One GE Yildirim unit may be a fourth unit that Advances After Combat.

12.9.2 Advance after Defender Elimination

If all defending combat units are eliminated, advancing units must stop their advance in the Combat space.

Design Note: This rule may seem odd, but historically World War One rarely produced successful breakthrough exploitations on a grand scale (such as Allenby's great cavalry breakthrough in Palestine). If the enemy was destroyed, the victors focused on rounding up prisoners and looting enemy supplies, especially later in the war. Also, the massive artillery fire that often accompanied victory left the terrain largely impassible to the victorious army.

►12.9.3 Two-Space Retreats

In cases of a two-space retreat, advancing units may advance into any space(s) which the retreating units passed through or vacated. However, advancing units must stop if they enter Desert, Forest, Mountains, or Swamp. or cross a Water Crossing.

12.9.4 Defenders Unable to Retreat

If defending units are eliminated due to inability to retreat, the advancing units may advance into the last space occupied by the defending units.

12.9.5 Advance and Forts

If the Combat space contains an enemy Fort, the Attacker cannot advance unless (1) the Fort is destroyed or (2) the attacking units are able to besiege the Fort (see 15.2).

- In the case of a two-space retreat, advancing units in excess of those required to besiege the Fort may continue to advance beyond the Fort's space.
- Also, in the case of a two-space retreat, advancing units may advance into a space containing a Fort that was not part of the Combat if the advancing units are able to besiege the Fort.

►12.9.6 Advance and Regions

Advancing units may never enter a space containing enemy units, but may advance into a Region containing enemy units. *Reminder: Uprising Markers are not enemy units.*

12.9.7 Defending Units Never Advance

Defending units never advance after winning a Combat. *Exception: The CP Catastrophic Attack Event allows Defenders to advance after Combat.*

►12.9.8 Control of Spaces after Advance

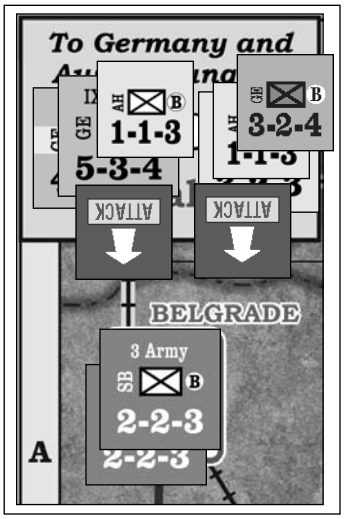
Advancing regular combat units immediately gain control of any space/Region they enter, unless the space contains an undestroyed enemy Fort or the Region contains enemy units. *Note: Irregulars or tribes advancing without regular combat units only gain Partial Control (see 11.2.2).*

►12.10 Combat in Regions

12.10.1 Activating Units in a Region for Combat

A Region is not Activated for Combat—the attacking units in that Region must first be grouped into stacks which are then Activated stack by stack, as if each stack were a space (see 9.2.6). The player need not Activate all his units in a Region, but may choose to Activate as few or many as he wishes, so long as he can pay the OPS cost.

***Example**: In Galicia, there are 3 GE units and 3 AH units. If the CP Player wishes to Activate them all for a combined two-stack Combat vs. Belgrade, he must use 4 OPS, for the stacks must be of mixed nationality in order to cooperate during the attack, and would thus cost 2 OPS to Activate each GE-AH multinational stack. Instead, the player could Activate only one stack containing 3 GE units for 1 OPS, ignoring the AH units. He could also Activate the AH units for Combat for one additional OPS, but they could not attack the same Defenders as the GE units (could not make a multinational attack, since neither stack includes units from both nations). Of course, a stack of GE units could be Activated on one Action Round, and then a stack of AH units could be Activated on the next Action Round (in other words, the player is free to Activate as few units in the Region as he wishes—even just 1 GE unit.)*



12.10.2 Attack within and into/out of Regions

Combat may occur between friendly and enemy units within a contested Region. Attacks may also be made from one Region to an adjacent Region or space, or from a space into an adjacent Region.

- However, a multi-stack attack into a Region cannot be made across more than one green line (see 12.1.1). *Note: Communications of that day would not allow a widespread coordinated assault.*
- An attack into a Region may combine with an attack by friendly units already within the Region, observing the normal rules for multinational combat (see 12.1.6).
- More than one stack of Attackers in a Region may attack within or out of that Region (even in combination against the same target).

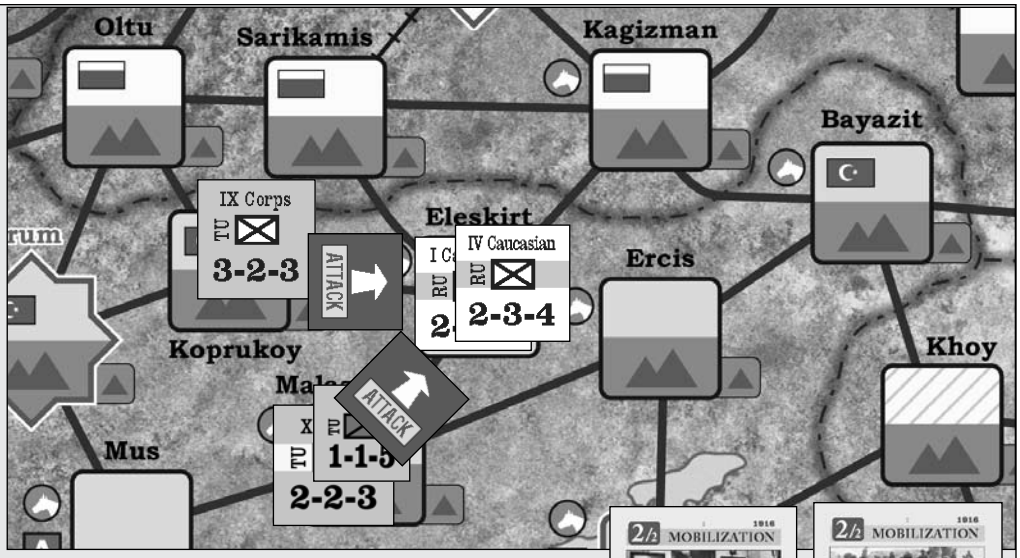
12.10.3 Defending in a Region

When defending in a Region, the Defender may only defend with one stack of units—he must choose three units to act as the Defenders in this Combat (assuming he has more than three units in the

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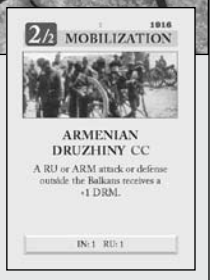
12.11 Example of Combat



It is the Winter 1915 turn, during the 5th Action Round. The TU IX Corps (full strength, 3-2-3) is at Koprukoy, and the TU X Corps (reduced, 2-2-3) with a cavalry SCU (full strength, 1-1-5) are at Malazgirt. They attack the RU I Caucasian Corp (reduced strength, 2-3-4) and the RU IV Caucasian Corps (reduced strength, 2-3-4) in the Eleskirt space.

Since the Turks are attacking from two different spaces, the CP Player decides to announce an attempted flank attack.





Since it is a Winter turn, the Turkish player must roll a Severe Weather Check for both spaces with attacking units. He rolls first for Koprukoy, rolling a 4. Since this is less than the Action Round number (5), the unit avoids any damage due to weather. He next rolls for Malazgirt, rolling a 3. Again, the units are safe. *Note: If he had rolled a 5 or 6, the cavalry unit would have been reduced, but the TU LCU would not have taken damage (since it was already reduced).*

The CP Player declares that he will use the "German High Command" CC which he has face up in front of him from a successful defense in a previous Action Round. The AP Player decides to play the "Armenian Druzhiny" CC.

Next, the Turks attempt their flank attack. They designate the IX Corps space as the pinning space. They roll a 3 which is modified by +1 since the Corps is not adjacent to any enemy unit other than the defending unit. The flank attack succeeds, so the Turks will fire first with a strength of 6, rolling on the 6-8 column of the Heavy Fire Table.

In Combat, the Turks receive a +1 DRM since they have cavalry and the Russians do not, and also receive a +1 DRM for the CC. The Turks roll a 3 and add the +2 DRM, for a net result of 5. This results in a Loss Number of 5 (5 points of damage to apply to the Russians). Since this is a flank attack, the Russians must absorb this damage immediately. Both Russian LCUs have a LF of 3, so the RU player can reduce either unit 1 step loss to satisfy the first 3 points of damage. He eliminates the I Caucasian Corps (which is already reduced) and replaces it with a RU Infantry SCU (full-strength, 2-1-4) from the Reserve Box. Since 2 points of damage still need to be absorbed, the RU SCU (which has a LF of 1) must also lose 2 steps and is eliminated.

***Note**: The AP Player could not reduce the full-strength IV Caucasian Corps instead of eliminating the SCU, since this would result in an additional point of damage (would equal 6 points of damage, instead of the required 5).*

The Russians now fire back with combined strength of 2, using the Heavy Fire Table, rolling on the 2 column of the Heavy Fire Table. The AP Player rolls a 4, which is increased to 5 by the +1 DRM for the CC. This indicates a Loss Number of 3. The Turkish player chooses to reduce the X Corps, eliminating it and replacing it with an TU elite infantry SCU from the Reserve Box. This satisfies 3 of the 4 LF of required damage. He then flips the cavalry unit (which has a LF of 1), thereby satisfying the remaining point of damage.

Since the Turks' Loss Number (5) was higher than the Russians' Loss Number (3), the Turks win. Since the Turks still have a full-strength unit, the surviving Russians must retreat. Since the difference between the two Loss Numbers is greater than 1, the Russians retreat 2 spaces. The AP Player chooses to retreat his LCU to Erevan. The CP Player then decides to advance two of his full-strength units (IX Corps and the infantry SCU) to Kagizman. The TU cavalry cannot advance, since it is reduced.

***Note**: If for some reason, the Russian units had not been able to absorb the full 4 points of damage, perhaps absorbing only 2 points, for example, while the Turks absorbed the full 3 points of damage inflicted on them, the Turks would still have won the Combat. The Loss Numbers are compared to determine the victor (5 v. 3), not the damage absorbed (3 v. 2).*

Since the AP Player lost the Combat, he must discard his CC, even though it does not have an asterisk. And since the Turkish player won, he may again retain his CC face up in front of him for use in another Action Round. If either CC had an asterisk, it would have to be discarded regardless of who won.

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Region). This is *the defending stack.* The Defender's other units in the Region (in excess of three) do not participate in this Combat and cannot be used to absorb Combat losses, even if the attack causes more damage than the defending stack can absorb.

12.10.4 Regions and Terrain

If a Region contains terrain, the normal terrain effects apply during Combat. However, there can never be a Trench in a Region.

12.10.5 Regions and Retreat

If the defending stack in a Region loses the Combat, it *never* retreats. In effect, it is retreating within the Region.

12.10.6 Regions and Advance

If the Attacker wins the Combat, *all* full-strength attacking units outside the Region may advance into the Region (but no further).

12.10.7 Control of Regions after Combat

Destroying the defending stack in a Region does *not* cause control of the Region to switch automatically to the Attacker, unless at the end of the Combat (including any Advance After Combat) there is at least one attacking unit in the Region and no enemy units (including enemy units not involved in the Combat).

13.0 Strategic Redeployment (SR)

►**13.1** SR is used to transfer units long distances through friendly-controlled territory or to transfer SCUs to or from the Reserve Box.

- It costs 1 SR Point to SR an SCU (full-strength or reduced), HQ, or Heavy Artillery.
- It costs 4 SR Points to SR one LCU (full-strength or reduced).
- Units with a Movement Factor (MF) of 0 can never SR.
- Irregular units and tribes may not SR.
- Colored railroads indicate that only the units of certain nations (indicated on the map) may SR across those connectors.
- An LCU must trace its SR solely along railroads (not using any incomplete railroads for SR).
- TU/TU-A LCUs and BU LCUs cannot end an SR in a swamp.

Reminder: Uprising Markers are not units and cannot SR.

13.2 Strategy Cards may not be played for SR Points in two sequential Action Rounds in the same turn—at least one Action Round must intervene between play of Strategy Cards for SR Points. (However, a player may perform an SR on the last Action Round of a turn and again on the first Action Round of the next turn.)

13.3 No unit may SR more than once in an Action Round.

13.4 SR Points may be split up among different nationalities and spaces as a player sees fit. A player may SR some units from a space and not others without any penalty.

13.5 Units must be in supply or in the Reserve Box in order to use SR.

►**13.6** A unit may SR from its space to any other friendly, supplied space via solid lines (including green lines) or colored railroads listing the unit's nation.

- The route may only enter friendly-controlled spaces, but any of the spaces may be adjacent to enemy units or Forts.
- Units may SR into, out of, or through a space that contains a besieged enemy Fort, so long as the Fort remains besieged when the player completes his half of the Action Round.
- Units may SR into, out of, or through a space under Partial Control of a friendly irregular unit or tribe.
- RU units may SR overland between Odessa, Petrovsk, and Central Asia, even though there are no lines connecting these Regions.

►**13.7** SCUs and HQs may SR by sea from one friendly-controlled port to another friendly-controlled port. Units that SR by sea may not combine this with SR overland—in other words, such units must start and end in a friendly port. Restrictions apply:

- LCUs and Heavy Artillery may never SR by sea.
- After the BLOCKADE Event is played, CP units may not SR outside the Black Sea or Caspian Sea (and must, of course, restrict their SR between two ports on the same sea).
- BR, IN, ANZ, and RU units can SR by sea between ports in the Black Sea and ports outside the Black Sea *if* the AP controls the Bosphorus Forts and all Straits/Ferry Lanes. *Exception: The RU 2/4 Special Division and the RU Yugoslav Division may SR from the Reserve Box to an AP-controlled port in the Aegean Sea and vice versa.*
- Also see Suez Canal restrictions in 18.10.

Design Note: Historically, these RU units were part of the Salonika campaign in Greece, journeying the long way around through northern waters, railing through France, and reembarking at Marseilles.

13.8 SCUs and HQs can SR into the Reserve Box if able to trace supply to their nation's capital. They may SR out of the Reserve Box as follows:

- Into any space containing a supplied unit of the same nationality (within stacking limits). *Note: BR/IN/ANZ units are treated as one nationality for SR. The same is true for TU/TU-A units.*
- Into the friendly-controlled, supplied capital of that SCU's nation or into a friendly, controlled Supply Source.
- ►BR, IN, and ANZ SCUs may SR from the Reserve Box to a friendly-controlled port in the East Mediterranean, Red Sea, or Persian Gulf, even if no units of those nations are in that port.

13.8.1 If the enemy controls or besieges a nation's capital, no SCUs or HQs of that nation may SR to or from the Reserve Box.

►**13.8.2** LCUs may *never* SR out of or into the Reserve Box or the Corps Assets Box (see 18.3).

►**13.9** Units may SR *into* or *out of* a contested Region, but not *through* a contested enemy-controlled Region.

- Units may always SR into, out of, or through a friendly-controlled Region, even if it is contested.
- BR, IN, and ANZ SCUs can SR by sea into or out of a CP-controlled Region that contains a port—*even if the Region is not contested!*

►**13.10** A unit SRing out of a space in Limited Supply (including a space containing an enemy Uprising Marker) must pay one additional SR point. If a unit's SR route enters a space with an enemy Uprising Marker, it must stop in that space. *Note: There is no additional penalty if the route is traced through more than one Uprising Marker.*

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13.11 Players may sequence the order of their SRs as they wish. For example, Unit "A" can SR from the Reserve Box onto Unit "B". Unit "B" can SR into a different space. Unit "C" could then SR from the Reserve Box onto Unit "B" in the new space.

►13.12 SR and Railroads

13.12.1 An LCU must redeploy from space to space along a completed railroad connection. The railroad must be able to trace back to a friendly, controlled Supply Source or (in the case of the AP) to an AP-controlled port. This restriction does not apply to SCUs.

Note: Ottoman railroads are broken by two unfinished tunnels near Adana and Aleppo until the Berlin-Baghdad Railway Event is played. Also, the Sinai Railroad is not built until after the Murray Takes Command Event. Until they are completed, these railroads may be used as normal road connectors, but LCUs may not SR across them.

13.12.2 SCUs using SR must halt when they enter a desert space, unless they can continue movement out of that desert space along a friendly-supplied railroad.

***Example**: In 1914, the CP player wishes to SR a division to the Sinai. An elite TU division in Ankara SRs to Beersheba. It cannot continue on to Kossaima, since the unit is already in a desert space and there is not a railroad from Beersheba to Kossaima. The same unit could have gone through Gaza (which is not desert) to El Arish (which is desert), but must end its SR there (since there is no completed railroad leading further into the Sinai desert).*

14.0 Supply and Attrition

14.1 General Rules

14.1.1 Overall

Units must be in supply to perform most actions. Out of Supply (OOS) units suffer many penalties (see 14.3). For Combat resolution purposes, the supply status of units is checked at the start of each Combat. (Advances or retreats caused by earlier Combats in the Action Round might cut off units' supply, disallowing the play of CCs).

►14.1.2 Tracing Supply

To be in supply, units must trace supply to a friendly-controlled Supply Source appropriate to that unit's nation.

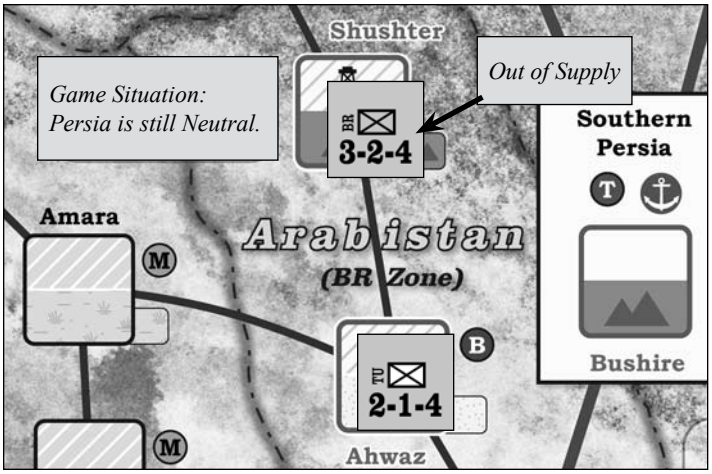
a. A supply line may be any length.

b. Normally a supply line is traced only through spaces under the player's Full Control. However, a supply line can also be traced through spaces under the Partial Control of either player (see 11.2.2)—this is the only time a player can trace supply through enemy units. A player may also trace supply through an enemy fort that is besieged (since his units are in that space).

►14.1.3 Supply Tracing Limitations

Units can never trace supply through a space under the enemy's Full Control, through a neutral space, or through (or to) a space containing a friendly besieged Fort (since that space contains enemy regular combat units).

***Example**: A BR unit at Shushter, if cut off by a TU regular combat unit at Ahwaz, could not trace supply through uncontrolled spaces in Neutral Persia and would be destroyed during the Attrition Phase. Also, Shushter would become a CP-controlled space, since it would be unable to trace supply to any AP Supply Source.*



►14.1.4 Tracing Supply through Ports

Units may trace supply to a friendly-controlled port and then to a friendly Supply Source, perhaps through a chain of friendly-controlled ports. Note the following:

a. AP units in a contested CP-controlled Region can use a port in that Region to trace supply. *Note: This is due to the influence of the Royal Navy.*

b. The CP Player can never use ports to trace supply by sea after the Blockade Event is played, except in the Black and Caspian Seas.

c. The AP Player can use Constantinople to trace supply by sea only if he controls the Bosphorus Forts space (if tracing supply to Russia) or all Straits/Ferry Lanes (if tracing to non-Russian AP Supply Sources).

14.1.5 Forts and Supply

Forts do not need supply and are not harmed by being OOS. Spaces containing Forts remain under friendly-control (unless the Fort is besieged), even if that space would otherwise be OOS. Units within such spaces still receive normal supply.

►14.1.6 Isolated Supply Sources

Supply Sources cut off from the rest of the country still operate fully as Supply Sources. *Example: A successful AP invasion at Adana might cut Damascus off from Constantinople, but Damascus would still be a viable Supply Source.*

►14.1.7 Limited Supply (see 11.2.2.2)

Remember that Irregular units, tribes, and Uprising Markers do not cause an enemy unit to be OOS, but they do Disrupt the space they are in. This causes enemy units to suffer from Limited Supply if they can trace supply only through (or out of) a Disrupted space.

- A space containing enemy units suffering Limited Supply costs +1 OPS to Activate.
- An enemy unit suffering Limited Supply must pay a + 1 SR point and double RPs to repair.
- Limited Supply still applies if an Uprising Marker is in the same space as the enemy unit.

►14.1.8 Tracing Supply through Regions

Supply may be traced through friendly-controlled Regions to a friendly Supply Source, even if the Region is "contested" (friendly and enemy units are both present in the Region). Units may trace supply *out* of a contested enemy-controlled Region, but not *through* such a Region. This includes AP units' ability to trace supply using a port in an enemy-controlled contested Region.

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►14.2 Supply Sources

14.2.1 Central Powers Supply Sources

The Supply Sources for CP units are Galicia, Sofia (when CP-allied), Constantinople, Kayseri, Erzincan, Damascus, and Baghdad.

- Neutral Afghanistan, CP-allied Central Asia, Medina, and Maan function as **Limited Supply Sources**—meaning that CP units tracing supply only to that space are not eliminated for being OOS. Units tracing only to a Limited Supply Source can Activate for Movement, but cannot SR, Activate for Combat, or take RPs. Units can not be built on Limited Supply Sources.
- If Afghanistan is a CP ally and CP-controlled, it operates as a full CP Supply Source. However, only Afghan CP units can be placed or built there.
- In addition to the above restrictions, CP units tracing supply solely to a Supply Source outside their home nations may Activate for Movement and Combat, but cannot SR or take RPs. This includes:
  - **a.** GE and AH units tracing supply solely to Sofia or Turkey;
  - **b.** TU units tracing supply solely to Sofia or Galicia;
  - **c.** BU units tracing supply to any Supply Source other than Sofia.

14.2.2 Russian Supply Sources

RU Supply Sources are Odessa, Tiflis, and Petrovsk. If marked with a RU VP Marker, Trabzon is also a RU Supply Source. See 9.5.3.2(1) and 9.5.3.2(o).

- RU, SB, and RO units may trace supply by sea through the Black Sea.
- RU units tracing supply solely to BR Supply Sources may Activate for Movement, but cannot Activate for Combat and cannot SR or take RPs.
- Exception: Two RU units may use non-Russian Supply Sources —the 2/4 Special Division and the Yugoslav Division, both of which fought in Greece and were supplied by the British Royal Navy.

14.2.3 British Supply Sources

BR Supply Sources are Sudan, India, and AP-controlled Island Bases. IN and ANZ units use BR Supply Sources. BR/IN/ANZ units tracing supply solely to RU Supply Sources may activate for Movement, but cannot Activate for Combat, SR, or take RPs.

14.2.4 Serbian Supply Sources

SB units are always in supply anywhere in Serbia prior to Serbian collapse. They may also trace supply to any friendly-controlled BR or RU Supply Source, including by sea.

14.2.5 Romanian Supply Sources

RO units trace supply by land or via a port to any RU Supply Source.

14.2.6 Greek Supply Sources

GR units are always in supply anywhere in Greece. They may also trace supply to any controlled, friendly Supply Source, including (if an AP ally) through AP-controlled Athens.

14.2.7 Arab AP Supply Sources

The Arab Northern Army and Arab Revolt units may trace supply to any controlled BR Supply Source. *Note: These units may also treat The Hejaz as a full Supply Source, even if CP-controlled.*

14.2.8 Persian Supply Sources

PE units are in supply anywhere in Persia, including Azerbaijan and Arabistan.

14.2.9 Spaces and OOS

Spaces (not units) may trace supply to any friendly Supply Source controlled by the player when checking for OOS status during the Attrition Phase. *Example: Russian spaces can trace supply to a BR Supply Source.*

14.2.10 Tribes and Supply

Tribes are *always* in supply if within their Movement Range—one full move from a space with that Tribe's symbol, ignoring enemy units for purposes of determining this distance.

14.2.11 Irregular Units and Supply

Supply for irregular units is determined according to 3.2.1.2 on "The Playing Pieces" Player Aid Card.

14.3 Out of Supply Effects

For optional OOS rules, see 19.1 in the Play Book.

14.3.1 Limitations on OOS Units

OOS units can:

- Not be Activated (e.g., may not move or attack).
- Not SR.
- Not build trenches (but do receive the benefits of existing trenches).
- Not receive the benefit of any CCs (Combat Cards).
- Not receive RPs (including Bonus RPs).

These restrictions do not apply to units in Limited Supply (they are not OOS).

14.3.2 Supply and the Attrition Phase

►14.3.2.1 Units: Any unit (LCU or SCU) that is OOS during the Attrition Phase is permanently eliminated. *Note: Both players' OOS units are removed simultaneously. Therefore, the elimination of an OOS enemy unit cannot open a supply line to any friendly OOS units.*

14.3.2.2 Spaces: During the Attrition Phase, any friendly-controlled space which does not contain an undestroyed friendly Fort, and which if it were a friendly combat unit would be eliminated for being OOS, becomes enemy-controlled (including VP spaces). Spaces are checked for attrition simultaneously. *Note: Spaces become enemy-controlled during the Attrition Phase because of lack of friendly supply, not due to the presence of enemy supply. A friendly OOS space does not need to trace to enemy Supply Sources in order to change control.*

14.3.3 Combat Effects on OOS Defenders

a. A unit is permanently eliminated (may not be rebuilt) when it is destroyed while Out of Supply during Combat. In the case of an eliminated LCU, a replacement SCU is not eliminated or placed onto the map. (See 12.6.7.b.)

b. When OOS, units must still retreat as required by the normal rules of Combat.

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15.0 Forts

15.1 General Rules

15.1.1 Forts Overall



Units may not enter a space containing an unbeseiged enemy Fort, during Movement or Combat, unless they can besiege the Fort. Units which enter a space containing an *unbeseiged* enemy Fort may not move or advance further that Action Round.

15.1.2 Destroying a Fort before a Successful Siege

Forts do not have to be besieged to be eliminated. *Unbeseiged* Forts may be attacked from an adjacent space and are destroyed if the Attacker's Loss Number is equal to or greater than the Fort's strength. A *besieged* Fort may be attacked only by units in its space.

15.1.3 Fort Combat Strength

Forts add their Combat Factor (CF) to the Combat strength of friendly units *defending* in their space, but Forts never participate in attacks.

15.1.4 Flank Attacks and Trenches in Fort

A Fort with no friendly units in its space can never be targeted by a Flank Attack or benefit from a trench in its space. A Flank Attack may be made against a space that has an enemy Fort and unentrenched enemy units. Friendly units in a Fort's space benefit from a trench in that space (and include the Fort's CF when defending).

15.1.5 Forts and Loss Numbers

Loss Numbers are applied to defending Forts if (1) there are no defending combat units in the space or (2) sufficient Loss Numbers remain to match or exceed the Fort's strength after all defending units have been eliminated (including any SCUs that replaced eliminated LCUs). Defending Forts are not affected by unsatisfied Loss Numbers if any defending combat units survive the Combat (even if they have retreated from the Fort's space).

15.1.6 Destroying a Fort

Defending Forts are not affected by Combat unless the damage equals or exceeds the Fort's strength, in which case the Fort is Destroyed. Forts are never reduced—they never take partial damage.

15.1.7 Forts and Repair

Forts may not be repaired. Once destroyed, they remain so for the remainder of the game.

15.1.8 Control of Fort Spaces

A space cannot be controlled by the enemy (and its VP cannot be claimed) so long as an undestroyed friendly Fort is in the space, even if the Fort is besieged. The besieging player's units can, however, trace supply through the Fort's space.

15.2 Besieging

15.2.1 How to Besiege



To besiege an enemy Fort, either (1) at least one LCU or (2) a number of SCUs (regulars and/or irregulars) equal to the Fort's strength, must enter the Fort's space via Movement or Advance After Combat during a single Action Round. If moving, the besieging units must end their Movement in the Fort's space, but excess units not required for besieging the Fort may continue Movement through that space. Place a besieged Fort Marker on the space.

Example: To besiege Erzerum (a Fort with 3 strength), either a RU Corps (full-strength or reduced) or three RU SCUs (full-strength or reduced) are required.

Exception: When conducting an amphibious assault, the RU Marine Division is counted as 3 SCUs—it may land at the Bosphorus Forts or Batum (if unoccupied) and besiege the Fort (see 18.6.6).

15.2.2 Effects of Siege

So long as an enemy Fort remains besieged, the besieger's units may ignore the Fort for *all* purposes, including tracing supply. However, the besieging player does not gain Full Control over a besieged Fort's space (does not gain its VP(s) or Jihad Point).

15.2.3 Besieging Units Attacking Adjacent Spaces

A player may Activate units in a besieged enemy Fort space for Combat. However, only the units above those required to besiege the Fort may attack adjacent spaces. All units in the besieged Fort's space may attack the Fort itself (including any irregular units or tribes which are not part of the besieging force).

15.2.4 Moving Units off Besieged Forts

A player may not move units off a besieged enemy Fort if this would mean that, by the *end* of the Action Round, friendly units will remain in the Fort's space but be unable to besiege the Fort.

15.2.5 Losses to Besieging Units

If the units besieging a Fort are attacked and take losses that reduce them below the minimum required to besiege the Fort, those units need not retreat, but the Fort is no longer besieged.

- There is no requirement to move these units away. They may remain in the Fort's space.
- No surrender die roll is made during the Siege Phase.
- Supply cannot be traced through the Fort's space. However, units in the space may still trace supply out of it.
- If additional friendly units enter the space, the Fort must again be besieged by the end of the Action Round or the move is not legal.

►*15.2.6 Siege by Tribes and Irregulars*

Tribes cannot besiege Forts, but irregular units can do so.

15.3 Siege Resolution

Each turn during the Siege Phase, check if any besieged Forts surrender.

15.3.1 Surrender Check

A die is rolled for each besieged Fort. If the number rolled is greater than the besieged Fort's strength (Loss Factor), the Fort is eliminated. Mark the Fort with a Destroyed Marker and transfer control of the space to the victorious player. If the die roll is equal to or less than the Fort's strength, there is no effect.

►*15.3.2 Sieges and Severe Weather Checks*

Units may besiege Forts and conduct Siege Resolution without making a Severe Weather Check (i.e., a Siege Resolution is not a Combat).

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16.0 War Status, Jihad, and Revolution

16.1 War Commitment Level

There are three levels of War Commitment: Mobilization, Limited War, and Total War.

16.1.1 War Commitment at Game Start

Both players begin the 1914 (Campaign and Limited War) scenarios at Mobilization. Both players begin the 1916 scenario at Total War.

16.1.2 Checking for War Commitment Level Change

Beginning on the Winter 1915 turn (turn 2) in the 1914 and Campaign scenarios, both players check their War Commitment Level during the War Status Phase. There is no need to check War Commitment Levels during the 1916 Total War scenario.

16.1.3 From Mobilization to Limited War

If a player's current War Commitment Level is "Mobilization" and his War Status is 4 or higher during the War Status phase, his War Commitment Level rises to "Limited War". The player adds his Limited War cards to his Draw Pile and then shuffles his Draw Pile and Discard Pile together (excluding any cards which have been permanently removed) to form a new Draw Pile.

16.1.4 From Limited War to Total War

If a player's War Commitment Level is "Limited War" and his War Status is 11 or higher during the War Status phase, his War Commitment Level rises to "Total War". The player adds his Total War cards to his Draw Pile and then shuffles his Draw Pile and Discard Pile together (excluding any cards which have been permanently removed) to form a new Draw Pile.

16.1.5 Decrease in War Commitment

A player's War Status never decreases. Therefore, a player's War Commitment Level can never decrease.

16.1.6 Removing War Commitment Markers



Once a player's War Commitment Level has risen to Total War, his War Status Marker may be removed from play. Any other Events with a War Status number which he plays will continue to increase the Combined War Status and that Marker should be moved.

►16.2 Ending the War



The game must always end either in an Automatic Victory or an Armistice (see 5.0). During the War Status Phase, check to see if either has occurred.



- An Automatic Victory occurs if (1) the VP total is either 20 or greater, or 0 or less; or (2) the VP Marker is in the same space as (or a higher space than) the CP Automatic Victory Marker on the General Records Track.



- An Armistice occurs either (1) when the Turn Marker and Armistice Marker are in the same space on the Turn Track; or (2) on the last turn of the game if there has been no Automatic Victory.

►16.3 Jihad!

16.3.1 Jihad Level



The Jihad Level is increased or decreased by Events and player actions. For many CP cards, the Jihad Level must reach a certain level before the Event can be played. *Note: It is hard to reduce the Jihad Level once it has increased. Thus, the AP Player should strive to keep the Jihad Level as low as possible, or the jihad may greatly hinder AP efforts.*

16.3.1.1 How to Increase the Jihad Level:

- Event Cards
- Capture Beachhead Marker due to CP Advance After Combat (+2 Jihad)
- Capture Beachhead Marker due to CP Movement (+1 Jihad)
- Destroy in Combat (or force to retreat by sea) the last AP unit drawing supply solely from a specific port inside the Ottoman Empire (+2 Jihad)—see 12.7.11
- Place AP units Out of Supply by capturing a port inside the Ottoman Empire through which those units were tracing their sole line of supply. *Note: This is in addition to any Jihad benefit for destroying AP units Out of Supply* (+1 Jihad)
- AP Player voluntarily withdraws the last unit drawing supply solely through either a particular Beachhead or from a specific port in Ottoman Empire (+1 Jihad)
- CP Player captures a Jihad City (+1 Jihad per Jihad City regardless of the City's VP value). *Note: The holy city of Qum is not a VP city.*
- Eliminate a RU, BR, IN, or ANZ regular combat unit Out of Supply during Attrition Phase outside of the Balkans (+1 Jihad per turn that this happens, regardless of how many units are eliminated OOS that turn)
- Successful Jihad Revolt (+1 or +2 Jihad, per 16.3.3.5)

16.3.1.2 How to Subtract Jihad Points:

- Event Cards
- AP captures a Jihad City (-1 Jihad per Jihad City)

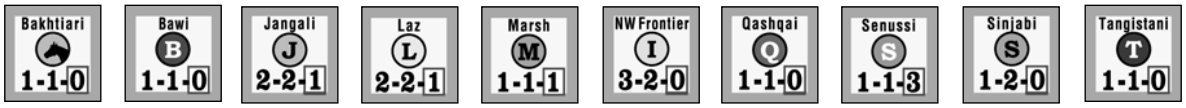
16.3.1.3 List of Jihad Cities:

- The Jihad Cities initially under CP Player control in 1914 are Constantinople, Damascus, Jerusalem, Baghdad, Mecca, and Medina.
- The Jihad City initially under AP Player control in 1914 is Cairo.
- The Jihad City of Qum is originally neutral in 1914 (and is worth no VP).

16.3.2 Tribes



For each point the Jihad Level increases, the CP Player may immediately (prior to any further action by either player) take a tribe from the Tribal Warfare Key and place it on the map (regardless of whether he currently has a



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number of tribes on the map greater than, equal to, or less than the new Jihad Level).

a) The tribe may be placed in any space with a symbol matching the tribe's color and not containing an enemy unit (even a vacant enemy-controlled VP space).

b) When the Jihad Level decreases, excess tribes are *not* immediately removed.

c) During the Revolution Phase, the number of tribes on the map is compared to the Jihad Level—if there are more tribes on the map than the Jihad Level, return the excess tribes to the Tribal Warfare Key (CP Player's choice); if fewer tribes are on the map, the CP Player takes enough additional tribes from the Tribal Warfare Key and places them on the map, bringing the number of tribes on the map up to the Jihad Level. *Note: If there are not enough tribes on the Tribal Warfare Key to do this, eliminated tribes cannot be used to make up the difference.*

16.3.3 Jihad Revolts

16.3.3.1 Prerequisites

No Jihad Revolt may occur until after the PAN-TURKISM Event is played. Each Jihad Revolt also has an additional prerequisite:

Country/ Region	Prerequisite Event
Egypt	LIBERATE SUEZ
India	INDIAN UPRISING
Afghanistan and C. Asia	MISSION TO AFGHANISTAN

16.3.3.2 Jihad Revolt Ratings: Two Jihad numbers are listed in each country or Region prone to a Jihad Revolt *(example: 8/19 in Central Asia*). The first number is used if a CP regular combat unit is present in that country *(irregular units and tribes do not meet this requirement).* The second number is used if there is no CP regular combat unit in that country. *Note: CP units in Egypt must be west of the Suez Canal in order to count as "in Egypt" for this purpose.*

16.3.3.3 Immediate Jihad Revolt Roll: When a CP regular combat unit first enters a country susceptible to rebellion, the CP Player gets a free *immediate* Jihad Revolt roll, assuming that the pre-requisite Events (including PAN-TURKISM) have been played. In this case, since a CP regular combat unit is in the country, use the first Jihad number.

16.3.3.4 Jihad Revolt Check: *One* Jihad Revolt check may be made per turn during the Revolution Phase if the prerequisite Events have been played. The CP Player selects one country or Region in which a Jihad Revolt is allowed (Egypt, India, Afghanistan, or Central Asia) and rolls a die, adding the current Jihad Level to the die roll.

- If the result is greater than or equal to the second Jihad number listed for that country, the country rebels.
- If less than the second Jihad number listed for that country, but is greater than or equal to the first Jihad number, the country rebels if the CP Player has a regular combat unit in the country.
- Otherwise, the revolt fails. There is no penalty for failure.





16.3.3.5 Successful Jihad Revolts: If a country or Region revolts, implement the following results:

- *Central Asian Rebellion:* Add +1 to the Jihad Level. Place the Central Asian Rebellion unit in Central Asia. Central Asia receives 1 RP for the Central Asian unit each turn. The unit may be rebuilt in Central Asia, even if AP units are present or Central Asia is AP-controlled. Central Asia becomes a limited CP Supply Source.
- *Afghanistan Alliance:* Add +1 to the Jihad Level. Place the three Afghan units in Afghanistan. These units are always in supply in Afghanistan. Afghanistan receives 1 RP for Afghan units each turn (the units may be rebuilt in Afghanistan only, even if AP units are present or if Afghanistan is AP-controlled). Afghanistan (which is normally a CP Limited Supply Source) may now be used to supply CP units, including Activation for Movement or Combat. However, no non-Afghan units tracing supply solely to Afghanistan can SR or take RPs, and no non-Afghan units can be placed or rebuilt there. Both players' units may now enter Afghanistan.
- *Egyptian Rebellion:* Add +2 to the Jihad Level. Place the three Egyptian units in any vacant or CP-controlled space(s) in Egypt or Sudan. These units are in supply anywhere in Egypt and Sudan and must remain in those areas. Egypt receives 1 RP for Egyptian units each turn (the units may be rebuilt in any space in Egypt or Sudan not occupied by an AP unit, even if AP-controlled).
- *Indian Mutiny:* Add +2 to the Jihad Level. Roll a die for every IN unit on the map or in the Reserve Box, permanently eliminating the unit on a roll of 1 or 2. Any IN units in the Eliminated/Replaceable Units Box are permanently eliminated. Place the three Indian Mutiny units in India. These units are always in supply in India. India receives 1 RP for Indian Mutiny units each turn. The units may be rebuilt in India, even if AP-controlled. *Note: Future IN units enter fully under AP control.*

Note: If any of the units listed above are forced to retreat out of the areas, spaces, or Regions in which they are supplied, they are eliminated.

►16.4 Russian Revolution



16.4.1 RU Control Markers

Throughout the game, RU Control Markers must consistently be used to flag any VP spaces captured by RU units, in order to calculate the timing of the Russian Revolution. *Note: The RU/PE unit and the Armenian Uprising unit qualify as RU for this purpose.*



16.4.2 The RU VP Marker

The RU VP Marker must be moved to reflect the net number of RU VPs gained or lost. This may be a negative number if the AP Player has lost more RU VP spaces than RU units have captured.

- Adjust the RU VP Marker ahead one space each time a RU unit captures a non-AP VP space (i.e., a space color-coded on the map as originally neutral or CP-owned)—or—liberates an AP VP space (even non-Russian).
- Adjust the RU VP Marker back one space each time a RU VP space or a space flagged with a RU Control Marker is captured (or liberated) by CP units. This number can be negative. *Remember: VP spaces in Azerbaijan are RU VP spaces and count against the RU VP total if under CP control.*

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16.4.3 Timing of Russian Revolution

The Russian Revolution cannot occur until the PARVUS TO BERLIN Event is played. Once played, three Markers are added to the Turn Track:







a. Place the Parvus Marker on the current turn and place the Revolution Marker four turns ahead. These two Markers never move. *Note: The PARVUS TO BERLIN Event represents German-backed agitation in Russia—the wheels of revolution begin to spin.* The Revolution Marker indicates the earliest turn on which the Revolution may occur, regardless of the number of RU VPs indicated on the General Records Track—this four turn delay represents a grace period for the AP Player (the incubation of revolution).

b. Place the Long Live the Czar! Marker ahead or behind of the Parvus Marker a number of turns equal to the net number of RU VPs already gained/lost (which should be recorded using the RU VP Marker on the General Records Track). This Marker *is* moved forward or back one turn each time a RU VP is gained or lost. *Note: If the net RU VPs is 0, put the Long Live the Czar! Marker in the same space as the Parvus Marker.*

***Example**: If the PARVUS TO BERLIN Event is played on Turn 3, place the Parvus Marker in the Turn 3 box and the Revolution Marker in the Turn 7 box. If the AP Player has already gained 4 RU VPs and lost 1 RU VP (for a net gain of 3 RU VPs), the Long Live the Czar! Marker would initially be placed in the Turn 6 box (three turns ahead of the Parvus Marker). Note that in this example the Revolution could not begin prior to Turn 7, no matter how badly the AP Player is doing. Note too that Turn 7 is the earliest the Revolution can ever begin (in any game session), since the Parvus Event is never available for play prior to Turn 3, and the Revolution can never begin sooner than four turns after Parvus is played.*

c. Once the Turn Marker reaches the space containing the Revolution Marker, players must (for the remainder of the game) check each turn during the Revolution Phase to see if the Russian Revolution begins. The Revolution begins if the Long Live the Czar! Marker is in the same space as the Turn Marker (or a lower numbered turn) during the Revolution Phase.

***Example**: Continuing the previous example, on Turn 7 players would begin to check whether the Russian Revolution begins. If during the Revolution Phase of Turn 7 the Long Live the Czar! Marker is in the Turn 7 box or a lower numbered box, the Revolution begins. If not, the check is repeated each turn until the Russian Revolution does begin. In this example, if the AP Player had gained 7 RU VPs and lost one (a net gain of 6 RU VPs), the Russian Revolution would begin during the Revolution Phase of Turn 9 (six turns after the Parvus Marker).*

16.4.4 Start of the Revolution

When the Russian Revolution begins, move the Revolution Marker to Stage 1 of the Russian Revolution Track.

- Remove the Parvus and the Long Live the Czar! Markers.
- During the Revolution Phase at the end of each turn after the Russian Revolution begins, advance the Revolution Marker to the next Stage of revolution.

Very Important Exception: The Russian Revolution cannot begin (or if it has begun, cannot advance Stages) so long as Russia controls Constantinople during the Revolution Phase. If this occurs after the Revolution has already begun, BR RPs may again be converted to RU RPs and used, although RU RPs themselves may not be recorded or used.

16.4.5 Stages of the Revolution

RU *Revolution*	Stage 1	Stage 2	Stage 3	Stage 4

As the Revolution enters each Stage, the following occurs:

***Stage 1**:* For the remainder of the game:

- Do not record any RU RPs or convert any BR RPs to RU RPs. *Note: Any RU RPs already recorded this turn may be used this turn, but no BR RPs may be converted.*
- Activation of a space containing a RU unit is +1 OPS for Combat. There is no penalty for Movement.
- If Romania is neutral, adjust the VP total +2 (due to CP control of Romanian oil and agriculture) – the ROMANIA card may never be played as an Event.
- BR/IN/ANZ units can now enter Neutral Persia and Azerbaijan without any VP penalty.

Stage 2: The following rules apply:

- Reduce all full-strength RU units one step (including RU SCUs in the Reserve Box).
- Eliminate any RU LCUs in the Corps Assets Box.
- During Stages 2 and 3 of the Revolution, any new RU units enter reduced.

Stage 3: The following rule applies:

- RU units may conduct only one Attack during the entire next turn (but this may include RU units attacking from multiple spaces in a combined attack on a single space).

Stage 4: The following rules apply:

- Permanently eliminate all RU and RU/PE units. Also, no new RU units may enter the game (RU Reinforcement cards may not be played as Events). *Exceptions: One RU cavalry division (of the AP Player's choice) and the RU Yugoslav Division remain in the game (using BR or AP-Allied RPs).*
- The AP Player may place the GE Georgian Protectorate unit in unoccupied Batum or Tiflis. If the space is AP-controlled, the CP does *not* receive a VP; if it is CP-controlled, the CP loses a VP. No units may stack with this unit. Only TU/TU-A units may attack this unit. If the CP player chooses to attack it, all GE units outside the Balkans are removed from the game, and GE RPs can never again be converted to TU RPs.



- Place the five Transcaucasian Federation units (ARM and GEO) in any AP-controlled spaces in Russia and/or Caucasia, observing stacking limits (see 3.2.1.1 on "The Playing Pieces" Player Aid Card).



- Place the three Soviet Uprising Markers in the spaces indicated on those Markers (see 3.2.4 on "The Playing Pieces" Player Aid Card). They are enemies of both players.

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- Permanently eliminate the GE XI Army—it may be replaced with one GE Infantry SCU from the Reserve Box (or an unused GE SCU in the game box).

Note: RU/PE units are affected by all of the above.

16.5 War Status VP Effects

16.5.1 Turks in Galicia

Each Summer, during the War Status Phase, if a TU Corps is in Galicia, the CP Player gains +1 VP (see 18.5 for details). *Notes: 1) A TU SCU in Galicia does not meet this requirement; 2) A TU unit can only enter Galicia once per game as a result of the* Enver-Falkenhayn Summit *Event.*

16.5.2 Royal Navy Blockade

Each Winter during the War Status Phase, if the Royal Navy Blockade Event has been played, there is a –1 VP adjustment. This continues until two things are simultaneously true:

- The CP War Commitment Level is Total War.
- Constantinople is linked to Galicia by CP-controlled railroads.

Once these two things are both true, the -1 VP adjustment never occurs again, even should the rail link subsequently be cut. *Note: If the CP player were ready to reach Total War during the Winter turn and the rail link between Constantinople and Galicia were open, there would still be a –1 VP adjustment that turn, since War Commitment Levels change after VP adjustments occur.*

16.6 National Collapse

During this phase, check to see if Bulgaria has collapsed (see 18.8.2.3). Also, if Serbia or Romania collapsed this turn, follow the procedures outlined in 18.8.3.3 and 18.8.4.3. ***Reminder****: Greece never collapses.*

17.0 Replacements

17.1 General Rules

17.1.1 Replacements Overall

During the Replacement Phase, players may spend the number of replacement points (RPs) recorded by their nations' RP Markers on the General Records Track. The costs for repairing or rebuilding units may be found on the Player Aid Card.

►17.1.1.1 Minor Allies:

- Only AP-Allied (AP-A) RPs may be spent for FR, RO, SB, ARM, and GEO units. These units may be replaced *only* with AP-Allied RPs.
- ANZ, AP-Allied GR, the GR-BR CND unit, and Arab Revolt units, including the ANA (Arab Northern Army), may use BR or AP-A RPs.
- CP-Allied (CP-A) RPs may be spent for BU, CP-Allied GR, and AH units. These units may also use GE RPs (but see 17.2.1.2).

►17.1.1.2 Irregular Units and Tribes

During the Replacement Phase, players may use <u>any</u> friendly RPs to repair or rebuild irregular units and tribes at the regular cost of an SCU:

- Irregular units are rebuilt on any vacant or friendly-controlled space in their supply area (see 3.2.1.2 on "The Playing Pieces" Player Aid Card). *Note: Arab Revolt irregulars are not tribes (only the CP Player has tribes) and those units can only be rebuilt in The Hejaz, Aqaba, or Jiddah (see 17.1.8).*
- Tribes—and this is <u>very important</u> to note—can *only* be rebuilt or repaired if the CP Player can trace a supply line from one of those tribe's colored spaces on a map to either 1) a friendly Supply Source, 2) a friendly port (on *any* sea), or 3) an *unoccupied* AP-controlled port (also on *any* sea). <u>Rebuilt tribes are returned to the Tribal Warfare Key, not to the map or Reserve Box.</u>

Design Note: (1) The Turks were able to smuggle funds and weapons to the Senussi in western Egypt (under Jafar Pasha's leadership), avoiding the Royal Navy blockade. (2) Elimination does not mean a tribe was destroyed—it was pacified, either through Combat or 'inducements' (bribes). Sometimes pro-CP tribes ended up working for the British. For example, the Bawi tribe, after cutting the oil pipeline at Ahwaz and being defeated by the Indian Army, was paid to guard workers repairing the pipeline–and did so!

17.1.2 Unspent RPs

RPs not spent during the Replacement Phase (including any ½ RP remaining) are lost—they may not be saved for a future turn. However, unused TU RPs can move the Max TU RP Marker higher.

17.1.3 RPs and Enemy Control of Capitals

If the enemy controls or besieges a nation's capital space (Constantinople only, not Ankara, in the case of Turkey), no RPs may be spent by (or for) that nation. *Exceptions: 1) SB and GR units are not affected by this restriction. GR units may be placed in any vacant or friendly-controlled space in Greece, even if Athens is enemy-occupied; 2) SB units may still be built at Lemnos or AP-controlled Salonika if Belgrade and Nis are enemy-controlled.*

►17.1.4 RPs and Tracing Supply

Units which cannot trace supply to their capital or a Supply Source under their nation's control, face some restrictions on using RPs.

- GE and AH units tracing supply solely to Sofia or any Supply Source in Turkey cannot use RPs.
- TU units tracing supply solely to Sofia or Galicia cannot use RPs.
- BU units tracing supply solely to Galicia or any Supply Source in Turkey cannot use RPs.
- RU units tracing supply solely to BR Supply Sources, or BR/IN/ANZ units tracing supply solely to RU Supply Sources, may not use RPs.
- Units using Central Asia or Afghanistan as a Limited CP Supply Source cannot take RPs or be rebuilt in those spaces.

17.1.5 Units Unable to Take RPs at Any Time (●)

Some units can never take RPs (may never be repaired and are permanently removed when eliminated)—these units are marked with a dot in the upper right corner.

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►17.1.6 Units Unable to Take RPs Once Eliminated (▲)

Some units may take RPs (be repaired) so long as they remain on the map, but are permanently removed if eliminated—these units are marked with a triangle in the upper right corner. However, TU/TU-A units so marked can never take RPs (even for on-map repairs) after the Turkish War Weariness Event is played.

►17.1.7 Negative RPs

For some countries, RPs may become negative. Negative RPs require the player to reduce or remove units from the map during the Replacement Phase (see 9.4.3).

- For each negative RP recorded for a nation, the owning player must reduce or eliminate that nation's units. Use the same Replacement Costs as would be used to calculate an increase in that unit's strength. *Example: –1 TU RP would mean that the CP player must either reduce one TU (or TU-A) LCU; eliminate one TU/TU-A SCU; or reduce two TU (or TU-A) SCUs.*
- Units eliminated in this manner are placed in the Eliminated/Replaceable Units Box (if they are capable of taking RPs). *Note: If an LCU is eliminated in this manner, the normal rules for replacing the LCU with an SCU from the Reserve Box apply, including permanent elimination of the LCU if no such SCU is available.*

►17.1.8 Placement of Rebuilt Units

Rebuilt LCUs and SCUs are placed as if they were reinforcements (see 9.5.3.2).

a. Rebuilt LCUs are never put in the Reserve Box or Corps Assets Box. They must be placed on the map.

b. Rebuilt SCUs may be placed either in the Reserve Box (if regular units) or on the map (in accordance with 9.5.3.2). However:

- SB units are governed by 18.8.3.1, according to whether or not Serbia has collapsed.
- PE units (CP and AP) may be rebuilt in any space or Region in Neutral Persia, Azerbaijan, or Arabistan that is friendly-controlled. (RU/PE and BR/PE units cannot be rebuilt in the other empire's zone, meaning Arabistan or Azerbaijan, respectively.)
- Eliminated FR units may be rebuilt at any AP-controlled port on the Aegean or E. Mediterranean.
- Eliminated BR, IN, and ANZ LCUs may be rebuilt only at AP-controlled BR Supply Sources or AP-controlled ports on the E. Mediterranean Sea, Aegean Sea, or Persian Gulf.
- Eliminated RU LCUs may be rebuilt only on AP-controlled RU Supply Sources (including a Russian-controlled Trabzon).
- Eliminated RO units may be rebuilt in Bucharest or Odessa prior to Romanian Collapse.
- Eliminated GE and AH units may be rebuilt only in Galicia.
- Eliminated BU units may be rebuilt only in CP-controlled Sofia.
- Eliminated GR units may be rebuilt in any vacant or friendly-controlled space in Greece. *Exception: The GR-BR CND unit is rebuilt at Lemnos or any AP-controlled port in Greece.*
- Eliminated Arab Revolt irregular units may be rebuilt either in The Hejaz (even if CP-controlled) or at Aqaba or Jiddah (if AP-controlled). The ANA (Arab Northern Army) may be rebuilt at any AP-controlled port in Syria/Palestine or Sinai.

Design Note: Aqaba was the sole port through which the British could supply the Arab Revolt's advance. Not until Aqaba was conquered could the Arab Northern Army (ANA) be constituted and regularly supplied. Many members of the ANA were Ottoman Arab POWs captured by the British, including Jafar Pasha.

- Rebuilt tribes are returned to the Tribal Warfare Key, not to the map.
- Rebuilt Jihad Revolt units must be returned to the map (never to the Reserve Box).
  - In the case of rebuilt Afghan, Indian, and Central Asian Jihad Revolt units, they are placed in their proper Regions even if AP units are present or the Region is AP-controlled.
  - In the case of Egyptian Jihad Revolt units, they must be placed in any space in Egypt or Sudan not occupied by an AP unit, even if AP-controlled.

►17.2 Converting RPs

17.2.1 Conversion of CP RPs

17.2.1.1 Turko-German Alliance: Turkey was greatly dependent on a flow of materiel from Germany. The ability for Germany to send supplies to Turkey must be determined each Replacement Phase.

- Once Bulgaria becomes a CP ally, if a supply line can be traced overland from Constantinople to Galicia, the CP Player may convert any available GE RPs into TU RPs.
- Otherwise, only 1 GE RP per turn may be converted into a TU RP.

17.2.1.2 GE RPs may be used by AH units tracing supply to Galicia, by BU units if supply can be traced from Sofia to Galicia, and by CP-Allied GR units (even if no supply line can be traced to Galicia).

17.2.2 Conversion of AP RPs

Britain was responsible for much of Russia's armament after the war began.

- At the beginning of the game, no BR RPs may be converted into RU RPs.
- The Kitchener Event allows 1 BR RP per turn to be converted into a RU RP for the remainder of the game
- The Asquith / Lloyd George Coalition Event allows the AP to convert any or all BR RPs into RU RPs for the remainder of the game.

Design Note: Kitchener was a major player in initiating the flow of munitions to Russia. When Asquith and Lloyd George ended Britain's munitions shortage, the flow of armaments to Russia accelerated.

►17.3 Blockade and Maximum Turkish RPs

17.3.1 Royal Navy Blockade Event

When the Royal Navy Blockade event is played, put the Max TU RP Marker on the 25 space on the General Records Track. For the remainder of the game, for each TU RP recorded by play of a strategy card for RPs, lower the Max TU RP Marker by one.

- Do *not* shift the Max TU RP Marker as a result of Bonus TU RPs on Event cards, RPs received as a result of failed invasions, or RPs converted from GE RPs.

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- The CP Player may decline to use non-converted TU RPs to which he is entitled and move the Max TU RP back up by the number of unused TU RPs.

17.3.2 Effects of Blockade

Due to this strangulation of the Turkish economy, the VP is adjusted –1 each Winter during the War Status Phase until the CP goes to Total War (a war economy) and the railroad between Constantinople and Galicia is open, allowing German aid to reach Turkey, offsetting somewhat the effects of the blockade. If the CP goes to Total War in the Winter turn (and the railroad is open), the VP adjustment occurs prior to the CP shift to Total War. Once the VP penalty for the BLOCKADE event is ended, it never resumes, even if the railroad is again blocked.

Play Note: Historically, the Allied blockade put a stranglehold on Turkey. When the blockade is coupled with ARAB DESERTION and TURKISH WAR WEARINESS, the CP Player can find himself in a real bind by 1918, if he squanders his manpower in 1915 and 1916. If the CP Player anticipates a long game, he should use TU RPs frugally and rely on GE RPs. This makes it essential for the CP Player to open and protect the Bulgarian-Serbian railroad. Likewise, the AP Player must retain or recapture it.

▶18.0 Other Rules

18.1 Restricted Areas

The poor infrastructure in five parts of the Near East severely constrained the Movement and supply of large bodies of troops (LCUs). These *Restricted Areas* are: 1) Syria/Palestine (including the Sinai); 2) Mesopotamia; 3) Azerbaijan; 4) Arabistan; and 5) Neutral Persia.

18.1.1 LCU Organization

LCUs may be organized (see 18.3) in Restricted Areas, but only in spaces connected by railroad to a friendly, controlled Supply Source or (for the AP only) to a friendly, supplied port.

18.1.2 Limited Number of LCUs

a. There is a maximum number of LCUs each player can supply in each Restricted Area, according to the player's War Commitment Level as indicated on this chart (although during Total War, the CP must also play the BERLIN-BAGHDAD RAILROAD Event before he may have three LCUs in a Restricted Area).

	MOB	*LW*	*TW*
Maximum # of LCUs per Restricted Area *(per player)*:	**1**	**2**	**3**—The CP must first play the BERLIN-BAGHDAD RAILROAD Event (18.2.2)

b. This limitation is per Restricted Area per player. *Example: During Total War, the AP and CP Players may each have 3 LCUs in Syria/Palestine/Sinai, 3 LCUs in Mesopotamia, and 3 in Neutral Persia.* This limitation includes LCUs on Beachheads leading to a space in one of these areas.

c. If a player ever has more LCUs in a Restricted Area than allowed (even if due to a retreat), he must permanently eliminate all excess LCUs as if they were Out of Supply. The owning player chooses which LCUs to permanently eliminate.

18.2 Incomplete Railroads

Some stretches of railroad on the map are not yet constructed. These connections may still be used for normal Movement and SR of SCUs, but they cannot be used as railroads until certain Events are played. Thus, prior to those Events, these connections cannot be used for SR by an LCU; for Movement of an LCU through a desert space (see 11.1.2.d); for LCUs fighting or organizing in desert spaces (see 12.3.3 and 18.3.1.a); for SCUs SRing through deserts (see 13.12.2).

18.2.1 Sinai Railroad





At the beginning of the game, the Sinai Railroad (the connections between Ismailia and Gaza/Beersheba) is not yet built. When the MURRAY TAKES COMMAND Event is played, place the Sinai Railroad Marker ("Being Built" side up) three turns ahead on the Turn Track. At the beginning of that turn, the Sinai Railroad is completed for use by the AP player only. Place the Sinai Railroad Marker ("Completed" side up) on the map next to the railroad. For the remainder of the game, the AP Player can use the railroad for organizing LCUs, for SR, and for Movement and Combat in desert spaces.

Design Note: The Turks could never supply LCUs in the Sinai desert even if the railroad were captured, for the British also built a fresh water pipeline accompanying the railroad. It pumped the waters of the Nile across the Sinai. This water was the real reason AP LCUs could now function in the desert—and the British would have turned the water off if the pipeline were captured by the Turks.

18.2.2 BERLIN-BAGHDAD RAILROAD

This Event has three effects.

- The incomplete railroad tunnels adjacent to Adana and Aleppo are immediately completed and function fully as railroads.
- +1 VP.
- Up to 3 TU LCUs may now operate in each Restricted Area.

18.3 Organizing LCUs

If a nation has an LCU in the Corps Assets Box, then SCUs of that nationality which occupy the same space may be 'combined' into an LCU.

Design Note: This simulates adding specialized corps assets (e.g., command staff, air, hospitals, communications, artillery, machine guns, engineers) to the existing SCUs, thereby increasing their combat cohesion and effectiveness.

18.3.1 Where to Organize LCUs

An LCU may be organized in any supplied, friendly-controlled space that contains 2 or 3 regular SCUs of the same nationality as the LCU. There are exceptions:

a. LCUs may organize in desert only if that space is connected by railroads to a friendly, controlled Supply Source or (for the AP Player) an AP-controlled, supplied port.

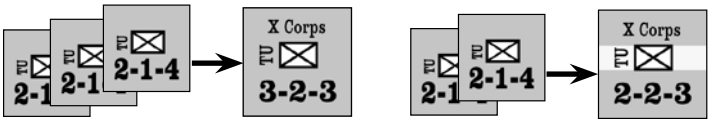
b. TU and BU LCUs may not organize in a swamp space (since they cannot enter swamps).

c. LCUs cannot organize in a Region that is not connected to the map by railroad. Thus, LCUs cannot be organized in: Central Asia, Afghanistan, the three Persian Regions, India, and Baluchistan (the latter two represent the frontiers of British India).

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Design Note: This simulates the lack of infrastructure to readily support large-scale formations in these Regions. The fact is that no corps were organized in these areas historically.

18.3.2 Process for Organizing LCUs



a. A full-strength LCU is organized from 3 regular Combat SCUs of the same nationality as the LCU.

b. A reduced-strength LCU is organized from 2 regular Combat SCUs of the same nationality as the LCU.

c. In both cases, the first two SCUs used must be the exact same type as the LCU (e.g., elite infantry)—but better SCUs may be substituted. *Example: Elite infantry may be used in place of regular infantry when organizing a regular infantry LCU. However, regular infantry cannot be used to organize an elite infantry LCU.*

- For this purpose, TU infantry divisions are considered better than TU-A infantry divisions.
- Irregular SCUs and tribes may not be used.
- No special SCUs may be used to organized an LCU (not even when organizing a special LCU).
- When organizing a special LCU, use regular infantry (including TU-A infantry) or elite infantry.
- The SCUs used do not have to be full-strength—reduced SCUs may organize into a full-strength LCU.

d. When organizing a full-strength LCU, the third SCU used may be of any regular combat unit of the same nationality, even a worse type, with the above exceptions still applying. *Examples: (1) A regular infantry LCU could be organized by using two regular infantry SCUs and one cavalry SCU; (2) A regular infantry LCU could be organized from one regular infantry SCU and two elite infantry SCUs; (3) A reduced TU-A LCU could be organized by using two TU-A infantry SCUs or by using one TU infantry SCU and one TU Elite Infantry SCU.*

e. When building a full-strength BR, IN, or ANZ LCU, the third SCU may be of any British Empire nationality (BR, IN, or ANZ) of the AP Player's choice. *Examples: (1) A full-strength ANZ cavalry LCU could be organized by using two ANZ cavalry SCUs and one reduced IN infantry SCU; (2) A full-strength BR infantry LCU could be organized by using two reduced BR infantry SCUs and one ANZ cavalry SCU.*

f. The SCUs used to organize an LCU must begin the Action Round in the same space and be activated for Movement. The units organizing into an LCU may not move, but any other unit in that space may move.

g. Only LCUs which are in the Corps Asset Box may be organized. LCUs in the Replaceable/Eliminated Units box *never* return to the map through organization. They return to the map only by being rebuilt using RPs during the Replacement Phase.

h. When organizing an LCU at full-strength, take an LCU from the Corps Asset Box, remove 3 SCUs from the same space on the map, and place the LCU in that space. Next, place one of the removed SCUs in the Reserve Box (player's choice), one in the Eliminated/Replaceable Units Box, and remove the third SCU from the game (the LCU unit itself represents the manpower of two of those SCUs, with the third SCU in reserve).

i. When organizing a reduced LCU, take an LCU from the Reserve Box, remove two SCUs from the same space on the map, and place the LCU (reduced side face-up) in that space. Next, place one of the SCUs in the Reserve Box (player's choice) and remove the other SCU from the game.

18.4 Balkan Front Restrictions



Design Note: Both sides hesitated to initiate major offensives in the Balkans for several reasons. The Germans were happy to focus elsewhere and use Bulgarians to tie down AP troops in a sideshow—therefore, the Germans actually did not want to damage AP units in Greece too badly, out of fear that they might be withdrawn and shipped to France. The AP feared that the Greeks might rise up behind them and cut their supply lines. Many politicians and generals felt that the Balkans was a complete waste of resources.

18.4.1 AP Restrictions

AP units drawing supply solely through a Greek port may conduct only one Attack in the Balkans per Action Round. More than one space may be Activated for Combat, but all attacking units must attack the same defending space. This restriction is lifted by the D'Esperey Event. *Exception: An AP Balkans MO permits a BR attack against a different space, should the AP desire.* There is no restriction for Activation for Movement.

18.4.2 CP Restrictions

CP units can also conduct only one Attack in or into Greece per Action Round. More than one space may be Activated for Combat, but all attacking units must attack the same defending space. This restriction is lifted by play of the Robertson Event. *Note: Remember that BU and TU LCUs cannot enter swamps, which may make it somewhat harder to capture and hold Salonika.*

18.4.3 Serbian Restrictions

After Serbia collapses, SB units may only attack into spaces in Greece and Serbia until Belgrade is recaptured. Once Belgrade is again AP-controlled, SB units may move or attack anywhere in the Balkans.

18.4.4 Balkan-Only Units

Units marked as Balkans Only [the "B" indicator] cannot move, attack, SR, or be placed, rebuilt, or organized outside the Balkans.

18.5 The Turk Returns to Austria

The Falkenhayn-Enver Summit Event allows a special set of circumstances to occur *if* the CP Player uses the card *immediately* to SR *one* TU (or TU-A) LCU to Galicia (observing normal rules for SR, including railroad usage).

a. Abstractly, the TU LCU in Galicia is involved in heavy fighting on the Russian front. It must roll for Combat losses each turn during the Attrition Phase and suffer one step of loss if a number higher than the LCU's Loss Factor is rolled on a 6-sided die. If the LCU is already reduced when required to take a step loss, remove it and replace it with an SCU, per normal Combat rules. *Note: No DRMs can influence this die roll.*

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b. During each Summer turn, if this TU LCU is in Galicia during the War Status Phase, the CP earns +1 VP. A TU SCU in Galicia does not meet this requirement.

c. A TU LCU may never enter or be organized in Galicia except by play of the Falkenhayn-Enver Summit Event. Thus, only one TU LCU per game may be in Galicia.

d. Once the TU LCU is removed from Galicia (by Movement, SR, attrition, or Combat), a TU (or TU-A) LCU can *never* return to or be rebuilt in Galicia.

e. Of course, the TU LCU in Galicia may use RPs to remain intact, so long as it can trace a supply route back to Turkey.

Design Note: An excellent TU LCU in Galicia played a vital role in stopping Russia's Brusilov Offensive, which attempted to drive Austria-Hungary out of the war. This is especially interesting since the Austrians and Turks were hereditary enemies. Austria beat the Turks back from the gates of Vienna in 1683, then drove them from Central Europe, and had an ongoing rivalry with them in the Balkans.

18.6 Invasions by Sea

18.6.1 General Rules

The AP Player can play no more than one Invasion Card per non-Winter turn. The Churchill Prevails Event (see 18.11.3) is a prerequisite. *Exception: The Project Alexandria invasion does not have a prerequisite, due to its small scale.*

- Beachhead Markers listed on an Invasion Card are placed in the Reserve Box or on the map, as indicated.
- New units or units SR'ed as a result of an Invasion Card are placed either on *any <u>one</u> AP-controlled* Island Base (Lemnos, Cyprus, or Bahrain), directly on a Beachhead Marker, or in the Reserve Box (or Corps Assets Box), as indicated. *Remember: Stacking limits do not apply on an Island Base.*
- The name of the Invasion Card does not mean that the AP Player must use the card at the historical location—he may place the units at any one AP-controlled Island Base or Beachhead, as indicated on the card.
- Invasion Cards can be used as normal BR Reinforcements events (even if Churchill Prevails has not been played—see 18.6.5), although any Beachhead Markers on the card are forfeited.

18.6.1.1 With the exception of Project Alexandria and Kitchener's Invasion, the Invasion Card indicates the initial build-up of invasion forces. The actual invasion begins on a subsequent Action Round of the AP Player's choosing as follows:

a. If there is a Beachhead Marker in the Reserve Box, a new invasion may begin. The AP Player does the following:

- Place the Beachhead Marker on the Beachhead space of his choice.
- Activate one stack of units for Movement on the Island Base adjoining that Beachhead.
- Advance that stack of units onto the vacant Beachhead Marker. This is the initial landing on the beach, and the units may move no farther this Action Round.
- More than one invasion may begin on the same Action Round, so long as there are sufficient unused Beachhead Markers in the Reserve Box.

Design Note: Ottoman spies were aware of AP troops collecting for invasions at sites such as Lemnos. Once the invasion began, Allied units tended to pause on shore, even if there was no real opposition, giving Ottoman troops time to respond.

b. On subsequent turns, when a Beachhead Marker is already on the Beachhead space, two things may occur:

- Units on the Beachhead may Activate for Movement or Combat, per normal rules. They may then either move inland (if unopposed) or attack.
- Units on the adjoining Island Base can either 1) reinforce the units on the Beachhead space (within stacking limits) or 2) move through the Beachhead space, treating it as a normal space (i.e., on subsequent turns there is no need for units moving from the Island Base to pause on the Beachhead).

c. Units on Island Bases must organize into stacks and then be Activated by stacks for Movement, with the OPS cost for each stack calculated by considering only the units in that stack. This is the same process used for Activating units in Regions. *Example: FR and BR units are on Lemnos, but the AP Player Activates only one stack of BR units for 1 OPS, the presence of FR units having no effect on the Activation cost. He could also Activate a stack of FR units for another OPS. If for purposes of future Combat, he organized two mixed stacks of FR and BR units, each stack would cost 2 OPS to Activate, per normal rules governing stacks of mixed nationality.*

18.6.1.2 AP units on shore or on a Beachhead space may move back to an Island Base in only two cases:

- voluntary withdrawal, either "under fire" or "safe withdrawal" (see 18.6.2);
- retreat after Combat.

Design Note: Invasions were largely one-way affairs, and withdrawals from Beachheads when under fire were quite difficult—the goal was to fight one's way inland and gain control of a port. In short, there was no going back without a loss of prestige and materiel.

18.6.1.3 Stacking limits do not apply on Island Bases but do apply on Beachhead spaces.

18.6.1.4 The limit on Beachhead Markers is absolute. Only Beachhead Markers in the Reserve Box may be used to place a Beachhead on the map. Once removed from the map, a Beachhead Marker is removed from the game. No additional Beachhead Markers should be created.

18.6.1.5 Winter Restrictions: During Winter, Invasion Cards may not be played (unless played as BR Reinforcements), Beachhead Markers may not be placed, and <u>voluntary withdrawals may not be performed</u>. Existing Beachheads may be Activated for Movement or Combat during Winter. *Exception: The RU Black Sea Division may stage an amphibious assault during Winter (see 18.6.6).*

18.6.1.6 Syrian Politics: Due to French-British rivalry and opposition from Arabs, there is a +1 VP and +1 Jihad Point penalty the *first* time a Beachhead Marker is placed adjacent to Syria. Any subsequent invasion of Syria does not carry this penalty. *Note that this does not apply to an invasion from Cyprus to Adana (which is not in Syria).*

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18.6.2 Voluntary Withdrawals

18.6.2.1 Under Fire: The AP Player may declare the failure of an invasion. He Activates for Movement all remaining units drawing supply through a specific Beachhead and adjacent to enemy unit(s), and moves his units to the Island Base. The player then removes the Beachhead Marker, and the Jihad Level increases +1.

- This +1 Jihad penalty also occurs if the AP player SRs by sea the last AP unit drawing supply solely through a port in the Ottoman Empire, including a Beachhead.
- When withdrawn units move onto the Island Base, they must cease Movement. *Note: In subsequent Action Rounds, those units may move to or through another Beachhead (including beginning a new invasion)*.
- Any LCUs withdrawn under fire are permanently eliminated and must immediately *disorganize*—break down into SCUs. A full-strength LCU is replaced by 3 SCUs, and a reduced LCU is replaced by 2 SCUs. *Note: The optional rules in 19.2 explain how to break down an LCU and should be used in the case of a withdrawal.*
- Next, all full-strength withdrawn units (including the SCUs used to break down any LCUs) are immediately reduced. Any already reduced SCUs do not lose an additional step.
- Finally, for each LCU and for every 3 SCUs withdrawn, add 1 Bonus TU RP to the General Records Track (without adjusting the Max TU RP Marker) due to abandoned supplies.

Design Note: Allied units at Gallipoli withdrew under fire in December 1915 before the onset of Winter. Three Corps were withdrawn without loss of life, despite estimates of 50% losses. The withdrawal cost the Allies prestige, reduced the Combat effectiveness of the withdrawn units, and encouraged the jihad. The Turks found months of supplies left behind.

18.6.2.2 Safe Withdrawal: AP units drawing supply solely through a Beachhead and not adjacent to enemy units may Activate for Movement and move back to the Island Base, stopping when they reach the Island Base. In this case, LCUs are not disorganized into their component SCUs, and units are not reduced. However, if the last unit drawing supply through that Beachhead leaves, +1 Jihad.

18.6.2.3 SR—A Reminder: Only SCUs in a port can SR by sea. LCUs can never do so. Beachheads are ports.

18.6.3 Enemy Occupation of an Empty Beachhead

- If a CP unit moves onto an empty Beachhead Marker during Movement, the Beachhead is destroyed and the Jihad Level increases +1.
- If a CP unit moves onto an empty Beachhead Marker due to an Advance After Combat, the Beachhead is destroyed and the Jihad Level increases by 2. Also, for each LCU and for every 3 SCUs that were destroyed or retreated during this Combat, add 1 Bonus TU RP to the General Records Track (without adjusting the Max TU RP Marker).
- In either case, the CP unit is returned to the space from which it entered the Beachhead.

18.6.4 Voluntary Removal of a Beachhead Without Withdrawing Troops

The AP Player can remove an empty Beachhead Marker on his turn for no penalty and at no cost, so long as this does not involve withdrawing units to an Island Base and does not place any AP units OOS (e.g., this might be done if invading AP units have captured a port). The CP receives no reward.

18.6.5 Invasion Cards as Reinforcements

An invasion card may be played as if it were a BR Reinforcement Event, even during Winter turns and even if the Churchill Prevails Event has not yet been played (see 18.11.3). When this occurs, units listed on the card are placed as if this were a normal BR Reinforcement Event, and it is so marked on the Action Round Chart. The AP Player forfeits any Beachhead Markers listed on the card.

18.6.6 Russian Amphibious Assault



Once per game, the RU Black Sea Division may stage an amphibious assault. This unit must Activate for Combat in any Black Sea port and may then move to occupy any vacant enemy-controlled Black Sea port, including the Fort at the Bosphorus or at Trabzon, either of which is then besieged by this unit alone, in exception to normal siege rules (due to assistance from the RU Black Sea Fleet). This amphibious assault may occur during Winter.

- After the Black Sea Division conducts its invasion, flip the RU Amphibious Assault Marker to indicate that this special ability may not be used again.
- If besieging one of the Forts, roll for siege results as usual (see 15.2), treating the Black Sea Division as if it were 3 SCUs (in terms of maintaining the siege).
- While the Fort is besieged, it may be treated as a friendly AP port, allowing other RU units to SR to or from it (including the relocation of the Black Sea Division). The CP receives no benefit for such an SR.
- If forced to retreat from or through a port, the Black Sea Division may always retreat by sea to any AP-controlled port on that same sea.

Design Note: The Turks greatly feared a RU landing at the Bosphorus, but the actual landing was made behind Turkish lines near Rize, cutting off the Turks' retreat and opening the road to Trabzon. Never again was the Russian Black Sea Fleet willing to cooperate so fully with the Russian Army.

18.7 Armenian Uprising



When the Armenian Uprising Event occurs, place the irregular Armenian Uprising unit in any blue "A" space that contains AP units or is empty (the latter could change control of the space). Place the three Armenian Uprising Markers in three "A" dot spaces, even if CP units are present (without changing control of the space)—one of the Uprising Markers may be placed in the same space as the Armenian Uprising unit. *Notes: 1) The Armenian irregular unit may be placed on a VP space with a blue "A"; 2) Spaces labelled with a blue "A" indicator represent areas with substantial Armenian populations.*

- The Armenian Uprising unit is in supply in any space in Anatolia, Caucasia, and Russia and may not leave those areas. If forced to retreat out of those areas, the unit is permanently eliminated.
- A VP space captured by the Armenian Uprising unit counts as a RU VP space. *Remember: An irregular unit only exerts Partial Control over a space for as long as it remains in that space*.
- If the CP Player never plays Pan-Turkism, the Armenian Uprising cannot occur.

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18.8 Neutral Countries

Players' units may neither move nor attack into a neutral country. Once a country enters the war, both players may enter it for the remainder of the game. *Exceptions: See rules below for Greece, early CP entry into neutral Afghanistan, and for both players' entry into Neutral Persia in the 1914 scenarios.*

18.8.1 Greece

18.8.1.1 General Rules

a. Even while Greece is neutral, both players may enter the country freely. GR units begin on the map, but neither player may move them unless allied with Greece. *Exception: The* Treachery at Ft. Rupel *Event allows the CP Player to reposition two GR units.*

b. GR units are in supply anywhere in Greece and may be rebuilt in any space in Greece that is not occupied by enemy units (even if the space is enemy-controlled). GR units may be repaired and rebuilt using AP-Allied, BR, CP-Allied, or GE RPs.

c. Both players' units may enter Greece while it is neutral without violating Greek neutrality, so long as the units do not enter Athens:

- AP units may move *through* spaces containing GR units (or any space without an enemy unit) and trace supply through vacant spaces and/or GR units, but AP units may not *end* a move in a space with Greek units.
- The CP does not have this privilege, but CP units may enter Greece and trace supply through vacant spaces in Greece.
- The players may attack each other in Greece, but an attack on a Greek unit will immediately cause Greece to ally with the opposing player.

d. While Greece is neutral, Salonika can become an AP port in two ways:

- When first entering play, the AP Greek Corps of National Defense (CND) may be placed in vacant or AP-controlled Salonika.
- AP units may move into Salonika through a Beachhead Marker (a peaceful "invasion" of Greece).
- Neither method violates Greek neutrality. In both cases, the Salonika space is then fully controlled by the AP Player.

18.8.1.2 Greek Entry into the War

a. Greece may ally with either player, depending on circumstances:

- When a player attacks a neutral GR unit or enters neutral Athens (for any reason), Greece allies with his opponent.
- Greece becomes an AP ally when the Greece Event is played (unless the CP player counters promptly by playing the King Constantine Event).
- Neutral Greece becomes a CP ally if the King Constantine Event is played when (1) a CP unit is at Larissa—and/or—(2) when all non-Greek VP spaces in the Balkans are CP-controlled or neutral. *Note: Greece also becomes a CP ally if the King Constantine Event is played to counter the AP Greece Event while the prior condition(s) exists*.
- Once Greece becomes a CP ally, the AP Greece card may never be played as an Event.

b. If Greece allies with a player, all unoccupied spaces in Greece immediately convert to that player's control. If Athens is not occupied by an enemy unit, the player gains control of Athens and records its VP in his favor immediately. He also gains control of all GR units. *Note: The CND unit always belongs to the AP Player*.

c. If Greece becomes a CP ally, AP units can no longer trace supply through GR units or CP-controlled spaces in Greece, including spaces which switched to CP control due to the new alliance. *Note: This can play havoc with AP supply lines.*

18.8.1.3 Greek Collapse

Greece never collapses. Even if Athens is occupied, GR units operate normally and may be rebuilt. *Note: Since GR units are always in supply anywhere in Greece and may be rebuilt in any vacant or friendly-controlled space in Greece, guerilla warfare is a viable option.*

18.8.2 Bulgaria

18.8.2.1 General Rules

- BU units trace supply to any CP Supply Source (but may only use RPs and SR if tracing supply to Sofia).
- BU units may *never* SR by sea.
- BU units may *never* enter Turkey, unless forced to do so by a retreat—but if so, they may not voluntarily move deeper into Turkey.
- BU units are rebuilt in CP-controlled Sofia only.

18.8.2.2 Bulgarian Entry into the War

When the Bulgaria Event is played, all the BU, SB, GE, and AH units listed under "Bulgarian Entry" on the set-up card are placed on the map.

Design Note: The Central Powers timed their final attack on Serbia to correspond with Bulgaria's entry into the war.

18.8.2.3 Bulgarian Collapse

Bulgaria collapses if the AP Player controls Sofia during the War Status Phase. When Bulgaria collapses, remove all BU units, including the GE-BU XI Army LCU, replacing it with a GE Infantry SCU from the Reserve Box, if available.

18.8.3 Serbia

18.8.3.1 General Rules

a. SB units are in supply anywhere in Serbia. They may also trace supply to any BR Supply Source or AP-controlled port on the Aegean Sea.

b. Prior to Serbian Collapse, rebuilt SB units may be placed in AP-controlled Belgrade, Nis, Lemnos, and AP-controlled Salonika.

c. After Serbian Collapse, SB units may not be rebuilt until The Serbs Return Event is played (and then only in AP-controlled Salonika or Lemnos, until Belgrade is recaptured, after which SB units may again be built in Belgrade and Nis).

18.8.3.2 Serbian Entry into the War

Serbia enters the war when the Bulgaria Event is played. Both players may then enter Serbia for the remainder of the game. For placement of SB units, see "Bulgarian Entry" on the set-up card.

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18.8.3.3 Serbian Collapse (once per game only)

a. Serbia collapses whenever the AP Player wishes to announce Serbian Collapse, ***OR*** when (1) Belgrade and Skopje are CP-controlled and (2) there are no SB LCUs in Serbia.

- During the War Status Phase of that turn, remove from the game all SB LCUs; any SB SCUs unable to trace supply to an AP-controlled port; and all GE and AH units that entered due to the Bulgaria event, except: 11th Army, Mackensen HQ, Heavy Artillery, and 2 GE Inf SCUs. The CP Player may then (at no cost) SR up to two CP units in the Balkans to any CP-controlled space(s) in the Balkans. *Note: If the Romania event has been played and Romania has not yet collapsed, the GE Alpenkorps also remains.*
- Other effects of Serbian Collapse include: (1) +1 VP immediately, due to loss of AP prestige, if there are no BR units in Greece or Serbia; (2) SB units cannot use RPs until The Serbs Return Event is played; (3) SB units may attack spaces only in Greece and Serbia until Belgrade is recaptured (once Belgrade is again AP-controlled, SB units may attack anywhere in the Balkans).

Design Note: The French and Russians strong-armed the British into intervening at Salonika. Dire consequences were threatened should the British fail to intervene in Serbia. After Serbia collapsed, the French and Russians continued to exert strong pressure on the British to increase their commitment in the Balkans.

b. After The Serbs Return Event is played, SB units may be rebuilt at Lemnos or AP-controlled Salonika. Once Belgrade is again AP-controlled, SB units may again be rebuilt in Belgrade and Nis (if AP-controlled).

18.8.4 Romania

18.8.4.1 General Rules

- For placement of RO units, see "Romanian Entry" on the set-up card.
- If Romania is neutral when the Russian Revolution begins, the Romania Event may *never* be played, and the VP Marker is adjusted +2 (due to CP influence over Romanian oil and grain).
- RO units trace supply by land or port to any RU Supply Source.
- RO units may be rebuilt in Bucharest or Odessa prior to Romanian Collapse.

18.8.4.2 Romanian Entry into the War

When the Romania Event is played, the RO, GE, AH, and RU units listed under "Romanian Entry" on the set-up card are placed on the map. Prior to this, neither player may enter Romania. Units whose entry is delayed by one or two turns are placed on the map at the very beginning of the turn of entry, prior to the first AP Action Round. *Note: In order to track this delayed entry, simply place the delayed units one or two turns ahead on the Turn Track.*

18.8.4.3 Romanian Collapse (once per game only)

Romania collapses during the War Status Phase if the AP Player wishes to announce Romanian Collapse, ***OR*** (1) Bucharest, Constanza, and Ploesti are CP-controlled; (2) all RO LCUs are eliminated; and (3) no RU LCUs are in Romania. During the War Status Phase of that turn, remove from the game all RO units, GE Cavalry Corps, and all AH units that enter the game when the Romania Event was played. Also remove the GE Alpenkorps, unless the Bulgaria event has been played and Serbia has not collapsed. The CP Player may then (at no cost) SR up to two CP units in the Balkans to any CP-controlled space(s) in the Balkans.

18.8.5 Persia

18.8.5.1 Persian Entry into the War

At the beginning of a 1914 scenario, Neutral Persia is off limits—this includes all spaces in Persia, with the exception of Azerbaijan, Arabistan, and the three Persian Regions. No AP or CP units (with the exception of tribes) may move or attack into Neutral Persia spaces until either the CP Persian Push or AP Secret Treaties Event is played. Once either Event is played, both players may enter Neutral Persia for the rest of the game.

- After one of these cards is played as an Event, the other card remains playable as an Event.
- The CP Player may place tribes in Neutral Persia prior to the play of Persian Push or Secret Treaties, and these tribes may Activate for Movement or Combat.
- Neutral Persia *never* allies with either player. The two Persian Entry cards—Persian Push and Secret Treaties—allow the players to violate Persian neutrality.

18.8.5.2 Azerbaijan and Arabistan

Azerbaijan (north Persia) and Arabistan (southwest Persia) are parts of Persia, but are not part of Neutral Persia per se (in terms of game play). In 1914, Azerbaijan was controlled by Russia, and Arabistan was leased to and controlled by Britain. AP and CP units may enter these areas prior to play of Persian Push or Secret Treaties. However:

- The first time a BR, IN, or ANZ unit enters a space (not Region) in Neutral Persia or Azerbaijan prior to the Russian Revolution, there is a +1 VP penalty. *Note: This is one penalty for entering either or both areas, not a separate penalty for each area.*
- The first time RU units enter Arabistan, there is a +1 VP penalty.
- RU units may enter the three Persian Regions without penalty.

Design Note: The secret Russo-British treaties made the spaces in Neutral Persia part of the Russian sphere of influence. Entry by BR, IN, or ANZ units into that area would have damaged alliance cohesion. Hence, the +1 VP penalty for doing so. The Persian Regions were supposed to be in a British sphere of influence, but Russian Cossacks helped man the "Persian cordon" in Eastern Persia, so Russian entry into the Persian Regions is freely allowed. Arabistan was leased to the British, and we conjecture that Russian entry into that area would have caused a great deal of consternation in Whitehall, due to the presence of oil and the proximity to the Persian Gulf (the fabled "warm water port.")

18.8.5.3 PE Uprising Markers

When the German Intrigues in Persia Event is played, put the Persian Uprising unit in any vacant or CP-controlled space in Neutral Persia (even a VP space). Also, put the Persian Uprising Markers in any three spaces in Neutral Persia, even one that contains an enemy unit or is enemy-controlled. *Remember: Uprising Markers do not cause spaces to change control.*

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18.8.6 Neutral Afghanistan

AP units may never enter (but may attack into) Neutral Afghanistan, and if forced to retreat into Neutral Afghanistan, they are eliminated as if Out of Supply. CP SCUs (not LCUs) may enter Neutral Afghanistan, but may not Activate for Combat therein.

- CP units may treat neutral Afghanistan as a Limited Supply Source. In this case, CP units tracing supply solely to Afghanistan may not Activate for Combat, SR, organize, or take RPs, but may move. CP units cannot be rebuilt or placed in neutral Afghanistan.
- If Afghanistan becomes a CP ally, both players' units may freely enter.
- If Afghanistan is a CP ally and CP-controlled, it operates as a full CP Supply Source, with the exception that non-Afghan CP units cannot be built or placed there.

18.9 British-Russian Military Cooperation

18.9.1 RU units may not stack with BR/IN/ANZ units and cannot cooperate with them in combined attacks. *Exception: The RU Yugoslav Division is ethnically a Serbian unit that can cooperate with BR/IN/ANZ units.*

18.9.2 RU units tracing supply solely to BR Supply Sources may Activate for Movement, but may not Activate for Combat, use RPs, or SR. The same is true for BR/IN/ANZ units tracing supply solely to RU Supply Sources. *Exception: After the Russian Revolution begins, the RU Yugoslav Division and one RU Cavalry SCU are treated as BR units (see 16.4).*

18.9.3 RU units may never enter India or Baluchistan and are permanently eliminated if they must retreat into these Regions.

18.9.4 Britain and Russia carved Persia into spheres of influence, and there is a VP penalty if troops of one empire enter the section(s) of Persia dominated by the other (see 18.8.5.2).

18.10 Suez Canal

18.10.1 The Canal and Strategic Redeployment

No AP unit may SR directly from India, a Persian Gulf port, or a Red Sea port (including Sudan/Darfur) to a port in the East Mediterranean or Aegean Seas (and vice versa), if the CP controls *any* space on the western shore of the Suez Canal (i.e., Pt. Said, Ismailia, or Suez). Furthermore, if *both* Pt. Said and Suez are CP-controlled, then Ismailia can no longer function as a port.

18.10.2 The Canal and Unit Delays

If the Suez Canal is blocked (per the above rule), AP troops can still move between ports in the E. Mediterranean and ports in India, the Persian Gulf, or the Red and Aegean Seas (and vice versa), but *their arrival is delayed one turn.* At the time of SR, place the units one turn ahead on the Turn Track and make a note as to their general destination (e.g., "the Persian Gulf"). The units may be placed in any friendly port in the designated arrival area during the Replacement Phase of the turn of arrival. If no such port is available, they may be moved to any friendly port but are delayed one further turn.

18.11 Churchill and the Dardanelles

18.11.1 The Churchill Prevails Event Procedure

When the Churchill Prevails Event is played, do the following:

a. The AP Player will attempt to destroy as many Forts as possible along the waterway between the East Mediterranean Sea and the Black Sea, including the Fort in The Bosphorus space. If the AP Player ever fails to destroy a Fort, the entire process outlined below stops immediately—the failure means that the British Royal Navy abandons the attempt to force its way through to Constantinople and the Black Sea. *Note: Destroying a Fort does not award control of that space to the AP Player nor damage any CP units stacked with the Fort.*

b. Beginning with the Fort at Kum Kale or Seddul Bahr (AP Player's choice), roll a die. If the number is higher than the Fort's Combat Factor (CF), mark the Fort as destroyed and roll a die against the other Fort in this pair. Again, if the number rolled is higher than the second Fort's CF, mark the Fort as destroyed.

c. If both the Dardanelles Forts are destroyed, roll to destroy one of the pair of Forts at The Narrows (Maidos and Canakkale), with the AP Player deciding which to roll for first. Again, if the roll is higher than the Fort's CF, mark it as destroyed and attempt to destroy the second Fort.

d. If both The Narrows Forts are destroyed, attempt to destroy the Fort at Gallipoli. If the Gallipoli Fort is destroyed, the Royal Navy has reached Constantinople.

18.11.2 Reaching Constantinople

If the Royal Navy reaches Constantinople, the following occurs:

a. The AP Player must immediately announce if he is shelling Constantinople. If he does so, apply –1 VP (for British prestige and damage to Ottoman national will) and +1 Jihad point.

b. The AP Player immediately receives two Elite BR Infantry Divisions in the Reserve Box or at any AP-controlled port(s) in the Aegean or E. Mediterranean.

Design Note: Success has caused the Prime Minister and Kitchener to send troops to the Near East instead of to France. Although this did not happen historically, such ideas were considered repeatedly throughout the war as a way for British troops to avoid the bloodbath on the West Front, but lack of success in the Near East (and French protests that such ideas were even being considered) usually caused such projects to be shelved. A shift in British commitment away from the West Front is also the intent of the Let the French Bleed event, which did not occur historically, but was considered.

c. The AP Player may attempt to destroy the Fort at The Bosphorus (on the main map), following the above procedure (he must roll a 4, 5, or 6). If the Bosphorus Fort is destroyed, gain two bonus RU RPs (add to the General Records Track—these are not for immediate use). Also, each subsequent turn, the AP Player automatically records +1 RU RP as a bonus each turn until the Subs in the Med Event is played (a reminder for this is on the reverse side of the RU RP Marker). *Note: If Subs in the Med was played prior to Churchill Prevails, no extra RU RPs are received.*

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18.11.3 Invasion Event Used as Reinforcements

The play of the CHURCHILL PREVAILS Event is a prerequisite for playing any AP invasion card (except PROJECT ALEXANDRIA) *as an invasion*. Such cards may, however, be played as normal BR Reinforcements (see 18.6.5) without playing this Event.

18.12 Out of Theater Campaigns

18.12.1 The Four Events

Four CP events (GORLICE-TARNOW, VERDUN, ROBERTSON, and KAISERSCHLACHT) award the CP Player a VP Bonus. However, each of these cards allows the AP Player to negate this VP Bonus by removing troops from the game.

Design Note: Gorlice-Tarnow was a major German/Austro-Hungarian offensive on the East Front, which caused the Russians to withdraw units from the Near East to reinforce their armies nearer home. Verdun was a major German offensive in France, which caused the British Empire to withdraw units to support French efforts. The ROBERTSON card represents the possibility that Gen. Robertson (British Chief of the General Staff) might have prevailed in his private war to force Prime Minister Lloyd George to redirect efforts away from the Near East and Balkans to the West Front. The Kaiserschlacht was the last major German offensive in the war, which caused the British Empire again to send troops to the West Front.

18.12.2 How to Negate

The Event specifies how many divisions worth of units the AP Player must remove in order to negate the VP Bonus (in the case of a 2 VP Bonus, he can negate 1 VP by removing half the specified number of units). Each infantry SCU removed counts as 1 division. Each infantry LCU removed counts as 3 divisions. The AP Player may remove more units than required units if he desires, but they are all permanently removed from the game (you don't get "change" when you remove an LCU). Cavalry units and BR special units cannot be used (IN and RU special infantry units may be used). ***Example**: The VERDUN Event allows the AP Player to cancel 1 VP or 2 VPs by removing either 2 divisions or 4 divisions worth of units. To negate 1 VP, he could remove either 2 SCUs or 1 LCU (even though the LCU is worth 3 divisions). To negate 2 VPs, he could remove 1 SCU and 1 LCU, or 4 SCUs, or 2 LCUs (even though the 2 LCUs are worth 6 divisions).*

18.12.3 Requirements for Removal

The following requirements apply:

- At least half (rounding up) of the SCUs removed must be elite or special (unless there are not sufficient elite or special units in play). The units may be reduced-strength.
- With the VERDUN, ROBERTSON and KAISERSCHLACHT events, at least half of the SCUs removed must be BR.

It is possible that due to prior elimination of units, the player may not be able to meet the above requirements (e.g., too many BR elite units have been eliminated). In this case, the AP Player may substitute his next best units (e.g., if too many BR units have been eliminated the AP Player could substitute IN or ANZ elite and/or special units). *Note: This rule prevents the AP Player from removing only his lowest value units. The High Command wants some of the best units, including British regulars! The player, as theater commander, has some power to negotiate with the High Command, but not complete latitude.*

18.12.4 Removed from Where?

SCUs may be removed from the map or Reserve Box, but never from the Eliminated/Replaceable Units Box. LCUs can be removed only from the map, never from the Corps Assets Box or the Eliminated/Replaceable Units Box.

18.12.5 Removal and the Gorlice-Tarnow Event

The GORLICE-TARNOW event differs from the other events of this type. The RU LCU is removed only temporarily. It will reenter the game in 4 turns, going to the Corps Assets Box, from which it can be rebuilt.

18.12.6 Status of Removed LCUs

With the exception of GORLICE-TARNOW, LCUs which are removed to satisfy the requirements of these events are totally removed from the game. They cannot be rebuilt. However, they are not considered "permanently eliminated" and as such do not count toward the terms of the PARLIAMENTARY INQUIRY event or affect the Jihad Level.

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Pursuit of Glory Countersheet #1 or 2 FRONT 0810-1

III Corps TU 4-3-4	I Corps TU 3-2-3	II Corps TU 3-2-3	IV Corps TU 3-2-3	V Corps TU 3-2-3	IX Corps TU 3-2-3	X Corps TU 3-2-3	XI Corps TU 3-2-3
XVII Corps TU 3-2-3	XX Corps TU 3-2-3	XIV Corps TU 3-3-3	XV Corps TU 3-3-3	XVI Corps TU 3-3-3	XXII Corps TU 3-3-3	1 Caucasian TU 3-3-3	2 Caucasian TU 3-3-3
VI Corps TU-A 2-2-3	VIII Corps TU-A 2-2-3	XII Corps TU-A 2-2-3	XIII Corps TU-A 2-2-3	XVIII Corps TU-A 2-2-3	Left Wing Gp TU-A 2-2-3	VII Caucasian RU 2-2-4	V Caucasian RU 3-3-4
IX Army GE B 5-3-4	IV R Corps GE B 3-3-4	Schmettow GE B 3-3-6	SINAI RAILROAD Being Built	I Caucasian RU 3-3-4	II Turkistani RU 3-3-4	IV Caucasian RU 3-3-4	Caucasian Cav RU 2-2-5
XI Army GE BU B 4-3-4	1 Army BU B 3-2-3	2 Army BU B 3-2-3	3 Army BU B 3-2-3	4 Army BU B 3-2-3	Dobrudja RU B1 2-2-4	Danube Army RU B2 3-2-4	6 Army RU B3 4-2-4
VIII Corps BR 4-3-4	IX Corps BR 4-3-4	XII Corps BR 3-3-4	Army Orient 1 FR 3-3-3	Army Orient 2 FR 3-3-3	1 Army SB B 2-2-3	2 Army SB B 2-2-3	3 Army SB B 2-2-3
XX Corps BR 4-3-4	XXI Corps BR 4-3-4	XVI Corps BR 3-3-4	Tigris Corps IN 2-2-3	3rd Corps IN 3-3-3	1 Army RO B 2-2-3	2 Army RO B 2-2-3	3 Army RO B 2-2-3
ANZAC ANZ 4-3-4	Desert Corps ANZ 3-3-5	VI R Corps AH B 3-2-3	VIII Corps AH B 3-2-3	XXII R Corps AH B 3-2-3	Persian Uprising	Persian Uprising	Persian Uprising

Allied War Status	Combined War Status	CP War Status	Turn	Allied Mandatory Offensive	CP Mandatory Offensive	Max TU RP	CP Auto Victory (Adjust -1 in Winter)
TU RP 1914	GE RP	CP Allied RP	RU RP 1914	BR RP 1914	IN RP	AP Allied RP	1914 RU Amphib Assault Allowed
GE Supply to TU 1914 Max of 1 RP per turn	Armistice	Parvus to Berlin	Revolution	Long Live the Czar!	RU VPs	Jihad	Enver to the Front 1914

1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1
1	1	Doiran 2					
D	D	D	D				
D	D	D	D				
Beachhead	Beachhead	Beachhead					
Beachhead	Beachhead	Beachhead					

2nd Corps IN 2-2-3	VP 1914	1914 No Egyptian Rebellion	1914 No Indian Mutiny	1914 No C. Asia Revolt	1914 No Afghan Alliance	U-boats in the Med	Berlin-Baghdad Railroad
Jerusalem by Christmas	Jerusalem by Christmas	Armenian Uprising	Armenian Uprising	Armenian Uprising	Enzeli Uprising	Baku Uprising	C. Asia Uprising
Persia Neutral 1914	CP Air Superiority 1914	1914 Cyprus No Troops Allowed	Kitchener: Max of 1 BR RP to RU per turn	Warm Water Port (VP Space)			

Counter Art Mark Simonitch

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Sequence of Play

After set-up, each game turn follows the following sequence of play:

A. Mandated Offensive (MO) Phase (see 7.0)
Each player rolls one six-sided die (d6) and consults his Mandated Offensive Track to determine which (if any) MO he must perform this turn. Use the MO Marker to record this result on the Mandated Offensive Track. *Note: On Turn 1 (Fall 1914), both players automatically start with RU MOs.*

B. Action Phase (see 8.0)
Each Action Phase is divided into six identical Action Rounds. Each Action Round allows both players to take one action. The AP Player takes his action first in each Action Round, either making a free 1 OPS play or playing a card for Operations (OPS), Strategic Redeployment (SR), Replacement Points (RPs), or for the Event.

►C. Attrition Phase (see 14.0)
Any Out of Supply units (LCUs and SCUs) are permanently eliminated (may not be rebuilt). Control of OOS spaces also changes. Roll for damage to any TU LCU in Galicia (see 18.5).

D. Siege Phase (see 15.2 and 15.3)
Roll a die for each besieged Fort. If the number rolled is higher than the Fort's Combat Factor, the Fort surrenders and is marked with a Destroyed Marker.

►E. Revolution Phase

1. Tribal Warfare Check (see 16.3.2)
The number of tribes on the map is increased or reduced to equal the Jihad Level, either taking tribes from the Tribal Warfare Key and placing them on the map, or returning tribes to the Tribal Warfare Key.

2. Jihad Revolts (see 16.3.3)
Each turn, the CP Player may roll for <u>one</u> eligible uprising or alliance (in addition to any roll(s) he may have made mid-turn). *Note: This assumes that the prerequisite Events have been played, including "Pan-Turkism."*

3. Russian Revolution (see 16.4)
Four turns after the "Parvus to Berlin" Event is played, the Russian Revolution will begin if (during this Phase) the RU VP Marker and Turn Marker are in the same box on the Turn Track. When the Revolution begins (and on each Turn thereafter), advance the Revolution Marker one Stage on the Russian Revolution Track and implement the effects. ***Note**: The Revolution cannot begin or advance Stages if Russia controls Constantinople.*

F. War Status Phase (see 16.1)

1. Check for Extra Victory Points (16.5)
Check the Victory Point Table on the Player Aid Card, and adjust the VP Marker as indicated in the "War Status Phase" section of that table (including Turks in Galicia and the Royal Navy Blockade).

2. Check for Automatic Victory
Determine if either player has won an Automatic Victory (see 5.2.1). If so, the game ends.

3. Check for Armistice
If there is no Automatic Victory, determine if an Armistice occurs. If so, the game ends and the victor is determined (see 5.2.2). (An Armistice automatically occurs on the Fall 1918 turn if Automatic Victory has not already occurred.)

4. Check War Commitment Levels
If the game has not ended, each player determines whether his War Commitment Level has increased. *Note: This is not checked on the first turn (Fall 1914).* If his War Commitment has increased, he shuffles the deck of cards received for the next level of War Commitment (i.e., Limited War or Total War) together with his Draw Pile, Discard Pile, and any Combat Cards face up on the table in front of him (with the exception of "Jafar Pasha" and "No Prisoners").

5. Check for National Collapse
Check to see if Bulgaria, Serbia, or Romania has collapsed (see 18.8.2.3, 18.8.3.3, and 18.8.4.3).

G. Replacement Phase (see 17.0)
Each player spends any Replacement Points (RPs) recorded on the General Records Track. The AP Player takes replacements before the CP Player. All RP Markers are reduced as the RPs are used; any unused RPs are lost. *Exception: Unused TU RPs are used to increase the Max TU RP Marker (if in play) by an amount equal to the number of unused TU RPs.*

H. Draw Strategy Card Phase

1. Discard Combat Cards
Before drawing new cards, a player *may* discard any remaining Combat Cards (CCs) in his hand. Also, he *must* discard any CCs in front of him on the table (with the exception of the face-up "Jafar Pasha" and "No Prisoners" CCs, which may be retained until used). CCs are the only cards which may be discarded. All other cards in a player's hand must be retained until played.

2. Draw Cards
Each player then draws cards from his Draw Pile, until he holds 7 cards, including any cards remaining from his previous hand (not counting "Jafar Pasha" or "No Prisoners").

3. Reshuffle
If a player's Draw Pile is exhausted, he reshuffles his discard pile and draws enough cards to complete his hand.

I. End of Turn
Advance the Turn Marker one space on the Turn Track, and begin the Sequence of Play again.

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