

OVER THE TOP!

Four Battles from World War One

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Russian reinforcements arrive in Czernowitz for the Brusilov Offensive.

STANDARD SYSTEM RULES

[1.0] INTRODUCTION

1.1 Objective of the game system

Over The Top is a wargame of First World War battles. The game rules consist of two parts: a Standard game, which offers an easy to play system, and Optional rules, which provide a more complete simulation. Each player commands forces in one of the major battles of the period. This volume includes: Brusilov Offensive, 1916, Riga 1917, St. Mihiel, 1918 and Race to Damascus, 1918.

[Strategy & Tactics issue #186 (October 97) features another pair of games from this system covering the battles of Mons and Marne.]

[2.0] GAME COMPONENTS

2.1 The game should contain: 1 Rule book, containing Standard and Optional Rules; 1 Player Aid Card; 4 game maps on two 22 x 34 inch map sheets; 1 set of 560 counters. If anything is missing or defective please contact Decision Games, Inc., PO Box 4049, Lancaster CA 93539. Send rules questions to: OTT Rules Questions c/o Decision Games at the same address.

2.2 Map

The maps show the areas where the actual battles took place. A hexagonal grid has been superimposed upon the map to regulate the placement and movement of units. The hexagons are hereafter referred to as "hexes." The game playing pieces are placed within the these hexes.

Credits

Designer: Joseph Miranda

Developer: Paul G. Cooper

Editors: Paul G. Cooper, Michael O'Brian and Dave Christensen

Playtesters: Dale Adams, Jeff Albanese, Steve Block, Paul G. Cooper, Michael O'Brian, Charles Gomez, Terry Palmer, Michael Smith, Dean Volpicelli.

Maps: Joe Youst

Counters: Beth Queman

Rulebook: Callie Cummins

Made and Printed in the U.S.A.

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2.3 Counters

There are several sets of counters (hereafter identified as "units") supplied with the game, each representing the units of the armies in the original battles. Also, there are markers used for various game functions.

2.31 Sample Unit

See chart.

2.32 Unit Types

See chart.

2.33 Unit Size

XX = Division

X = Brigade

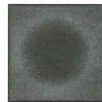
III = Regiment

II = Battalion

- Reduced strength: most units have a "reduced" side, indicated by the same unit type and designation on the reverse, but lower combat factor. (Note that reduced headquarters have their Command Rating reduced.)
- Units with a + sign after their combat factor have "shock" ability.
- Units with a highlighted movement factor may use Breakthrough movement even if out of command.
- Artillery units have "moved" on their reverse side, to indicate they can not fire again in a player turn.

2.34 Markers: Markers are used to record various game functions.

- Cratered: Indicates hexes which have been "cratered" by artillery fire.
- Fog of War: Used as "dummy" markers to mislead the enemy about dispositions.
- Morale: Indicates current number of Morale Points a side has remaining.
- Out of Command: Indicates units which are not in command.
- Poison Gas: Indicates hexes in which persistent poison gas is present.
- Suppression: Indicates units which have been "suppressed" by artillery fire.
- Turn: Indicates the current turn.



ALLIED
Fog of
War

2.35 Unit colors.

Units are color coded to determine which nationality they belong to. See the individual scenarios.

2.4 Players will need one six-sided die to play the game (included).

2.5 A Player Aid Card contains the charts and tables needed to perform various game functions.

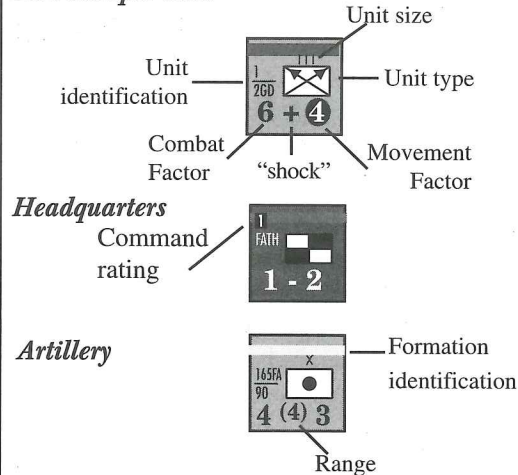
2.6 Definitions of Terms

Combat Factor: A unit's ability to cause casualties to the enemy; it is roughly based on a unit's firepower modified by training.

Combat Unit: Any unit with a combat factor of "1" or more.

Command Range: The maximum distance a particular

2.31 Sample Unit



2.32 Unit Types

	Regular Infantry
	Stormtroops (infantry)
	Machinegun
	Cavalry
	Tanks
	Artillery
	Headquarters

Headquarters can affect or control friendly units. The command range is a number of movement points equal to the Command rating printed on Headquarters counters. Any units outside of Command Range are considered Out of Command (OOC) and are marked with that counter during the Command Segment.

Control: This is the process of using a Headquarters' command rating to affect the control status of subordinate units.

CRT: *Combat Results Table*; there are two distinct CRTs in the game, *Barrage*, used by artillery, and *Assault*, used by other types.

Enemy Player: The player whose player turn is NOT currently under way.

Formation identification: This is the higher level formation to which a unit is assigned. It is indicated by a colored stripe. These are used to determine which Headquarters can affect or control the unit.

Friendly Player: the player whose player turn is currently under way. For example, during the Allied Player Turn, the Allied player is the Friendly player, and the German is the "enemy."

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Line of Sight (LOS): a path of hexes from an observing unit to an enemy unit in its fog of war status. This is used to determine which enemy units can be revealed.

Shock Unit: Indicates a unit which can conduct shock (or "infiltration" tactics).

Subordinate unit: any unit that lies within the "Command Range" of a friendly Commander (AC) with the same formation identification as the unit.

Suppression: A condition caused by certain Artillery bombardment results. Suppressed units are indicated by placing a "Suppressed" marker on them. They suffer certain penalties.

Unit identification: a unit's own designation or leader name is in the top left corner of its counter, and is for historical flavor only; see also "Formation I.D."

Zone of Control (ZOC): The six hexes adjacent to every combat unit. Zone of Controls restrict enemy movement and affect retreat.

2.7 Game Scale

Each division represents, 10-16,000 men; each regiment or brigade, 4-6,000 men. Game turns and map scale vary depending upon the scenario.

[3.0] HOW TO SET UP THE GAME

General Rule: Players select which scenario they will play. Each player selects one side to command and places units according to the scenario instructions. The game continues until one side wins or the scenario ends.

[4.0] SEQUENCE OF PLAY

General Rule: The game is played in game turns. Each game turn is divided into two player turns, which are then divided into segments. The "first player" is specified in the Battle Rules.

4.1 Sequence of Play

4.11 First Player Turn

(1) *Friction Segment:* The player rolls on the Friction Table and immediately applies the result. (Optional)

(2) *Command Segment:* The player determines which of his units are "in command" and marks units which are out of command with OOC markers.

(3) *Reconnaissance Segment:* The player may examine enemy stacks under certain conditions. (Optional)

(4) *Initial Movement segment:* The player moves any or all of his units.

(5) *Reinforcement and Replacement segment:* The player moves new forces onto the map and replaces unit steps.

(6) *Offensive barrage segment:* The player barrages with his artillery units.

(7) *Defensive barrage segment:* The enemy player barrages with his artillery units.

(8) *Assault segment:* The friendly player attacks with his non-artillery units.

(9) *Breakthrough Movement Segment:* Qualified units

which are in command, or which have "initiative" may now move again.

(10) *Suppression Removal segment:* The player removes all Suppressed markers from friendly units.

4.12 Second Player Turn

(1) *Friction Segment:* The player rolls on the Friction Table and immediately applies the result. (Optional)

(2) *Command Segment:* The player determines which of his units are "in command" and marks units which are out of command with OOC markers.

(3) *Reconnaissance Segment:* The player may examine enemy stacks under certain conditions. (Optional)

(4) *Initial Movement segment:* The player moves any or all of his units.

(5) *Reinforcement and Replacement segment:* The player moves new forces onto the map and replaces unit steps.

(6) *Offensive barrage segment:* The player barrages with his artillery units.

(7) *Defensive barrage segment:* The enemy player barrages with his artillery units.

(8) *Assault segment:* The player attacks with his non-artillery units.

(9) *Breakthrough Movement Segment:* Qualified units which are in command, or which have "initiative" may now move again.

(10) *Suppression Removal segment:* The player removes all Suppressed markers from friendly units.

4.13 End of Turn (advance turn marker)

[5.0] HEADQUARTERS & COMMAND

General Rule: Headquarters represent the command and control elements of each army, as well as the coordination ability for logistic support, engineers, etc. all of which are needed to make a smoothly running army. Each Headquarters unit has a "Command Rating", representing its ability to control operations on the battlefield. Basically, a Headquarters can control all friendly subordinate units within its Command Range.

5.1 Command Range

5.11 A Headquarters may control subordinate units within its Command Range, which includes all eligible units within a number of HEXES equal to the HQ's Command Range.

5.12 A Headquarters may command ONLY those units within its own command (which, generally, will be a corps command). This is indicated by those units which have the same superior unit designation as the commander, and by the colored bar across the top of the unit.

5.13 EXCEPTION: certain units are considered to be Army assets; accordingly, they may be commanded by any friendly headquarters. These are marked with an "A" (or will be otherwise designated by the scenario).

5.14 Tracing Command Range: The range of hexes described for command is traced through the hex grid from the

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Headquarters' hex (exclusive) to the hex occupied by the Combat unit being commanded (inclusive). This path of hexes is called the **Line of Communications**.

5.2 Line Of Communications

5.21 The Line of Communications may always be traced into hexes containing or adjacent to the Headquarters (i.e., there is a minimum of one hex range), as long as the Headquarters has a Command rating of at least "1."

5.22 Certain game functions will reduce Command ratings to "0," in which case a HQ can only command units in its own hex.

5.23 A Line of Communications may be doubled if it is traced **ONLY** through road hexes (i.e., a HQ with a Command Range of "2" may trace it through four road hexes).

5.24 Lines of Communications must stop when they enter hexes containing a cratered marker or an enemy zone of control. Friendly units do not negate enemy Zones of Control for this purpose. (i.e., a unit in an enemy zone of control or cratered hex could still be in command; however, the line of communications could not be traced any further than that hex.)

5.25 A Line of Communications may **NOT** be traced into a hex containing an enemy unit or terrain which is otherwise prohibited to ground unit movement.

5.26 Additionally in order for a headquarters to trace a line of communications to a unit, the headquarters itself must be able to trace a line of communications to a road or railroad which in turn can trace back an unbroken line of hexes to a friendly map edge (defined in each scenario). The line of communications to the road/railroad may be up to five times the headquarters' command radius (measured in hexes). Once it reaches the road/railroad, the Line of Communications may be any number of hexes in length, as long as it does not enter a hex containing a cratered marker, an enemy unit, or enemy zone of control. (Note that usually the friendly map edge will be hexes behind the friendly frontline.)

5.27 Units are determined to be "In" or "Out" of Command during the friendly Command segment of each player turn; the command status of a unit remains in effect until the following command segment.

(1) A unit which is in command may move into a hex that is out of command radius of a friendly HQ.

(2) A unit which begins its turn out of command remains out of command even if it moves into a friendly headquarters' command radius later in the turn.

(3) A unit's command status applies only for the current turn. If on a subsequent Command segment it moves into or out of command then the status then its new status takes effect for that turn.

5.28 Note that the command rating is lower on the headquarters' reduced (reverse) side (representing breakdown in command control capability).

6.0 Effects of Command

The effects of command last for the entire length of the Game Turn currently in progress. Out of Command markers are removed at the beginning of the following friendly Command segment and then reallocated. Command status affects the following game functions, only:

6.1 In Command Units

- perform all game functions normally, plus:
- may, in the Breakthrough segment, move up to fifty percent of their movement factor.

6.2 Out of Command Units

- Movement: May not move in the Breakthrough segment.
- Assault/Barrage combat: If any attacking units are out of command, the attack is shifted two columns to the left. This applies to both Barrage and Assault combat. There is no more than two shifts to the left, regardless of the number of Out of Command units involved.
- Assault defense. If any defending units in Assault Combat are Out of Command, the attack is shifted one column to the right.
- Artillery: There are additional restrictions on artillery fire if using the optional Artillery rule.

6.3 Reinforcements are always In Command on their turn of arrival.

6.4 Headquarters otherwise function exactly as other units. Headquarters count for stacking (because they represent numerous support units).

Players' Note: Command is crucial: it will allow you to exploit a victory. Usually, you will find your command control breaking down the further you advance into the enemy's lines.

[7.0] MOVEMENT

General Rule: Units move from hex to hex. Each clear terrain hex entered costs one movement point (MP). Other types of terrain cost a greater number of MPs (see below).

7.1 A unit's movement is final: once a player has moved a unit he may not retrace its movement that turn.

7.11 A unit may not spend more MPs than its printed Movement Allowance. However, a unit may always move one hex per turn, regardless of terrain or its Movement Allowance. **EXCEPTIONS:** a unit may **NEVER** move from one enemy Zone of Control to another, or enter terrain prohibited to it.

7.2 Terrain Effects on Movement

(See the Terrain Effects Chart (TEC) on the Map)

7.21 Each hex entered normally costs one movement point (MP). Certain hexes and hexsides contain special terrain that cost more than one MP when entering the hex or crossing the hexside. Certain types of terrain are prohibited to units. See the TEC for details. Additionally, movement along roads is faster than normal.

7.22 Hexsides: certain terrain is represented by hexsides: these include stream, river and slope. Movement is affected only when moving **ACROSS** the hexside, not in the hexes on

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either side. For example, the extra movement cost to move up or down a slope hexside applies only when moving to or from a hilltop across a slope hexside.

7.23 Road March: A unit using Road March:

- pays 1/2 movement factor to enter each hex (i.e., doubles its movement factor when on the road. This applies only when moving directly from one road hex to another, by a hexside through which a road passes.)
- IGNORES the normal cost of other terrain in the hex.
- May cross river and stream hexsides at no extra cost, assuming that the road bridges the hexside.
- may NOT enter hexes containing other friendly units. They may exit a hex containing other friendly units if they began Road March stacked with them. (*Comment: owing to traffic jams.*)
- Units may combine road and off-road movement in the same turn.
- May enter enemy zones of control (subject to normal ZOC rules).

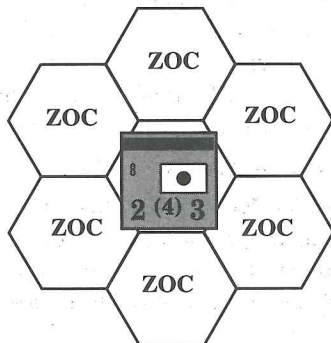
7.24 Rivers. Rivers are "hexsides" as opposed to hexes, i.e., they pass along the sides of the hex and not through them. Consequently, units cross over rivers by crossing hexsides (note that it is, therefore, impossible for a unit to be actually "in" a river/stream hex per se.) Units pay the extra movement cost when crossing over a river hexside. They still must pay the normal movement cost for the terrain on the other side of the river. They can pass adjacent to a river hexside at no extra cost.

7.3 Rail Movement

Certain scenarios allow rail movement. These have a "R" instead of a numerical movement factor. See scenario special rules. Otherwise, railroads have no impact on movement.

[8.0] ZONES OF CONTROL (ZOCs)

General Rule: The six hexes surrounding a unit are its Zone of Control. Despite its multi-hex firing range, an artillery unit only exerts an ZOC into adjacent hexes.



8.1 Effects on Movement

8.11 A unit must STOP when it enters an enemy zone of control. It may move no further that turn.

8.12 A unit which begins its turn in an enemy ZOC may move out of it. It may enter another enemy zone of control in the same turn (if the player desires) but must first move to a non-controlled hex.

8.13 Units may only move directly from one enemy zone of control to another, if they are performing an advance after combat.

8.2 Effect on retreat

Units may retreat into and through enemy ZOCs as a result of combat if it has no other choice. This causes further losses (see retreat as a result of combat).

8.3 The presence of friendly units or zones of control does NOT negate enemy Zones of Control (unlike many other wargames).

8.4 Zone of Controls extend through all types of terrain and units.

[9.0] STACKING

General Rule: The maximum number of units a player may have in a single hex is called the "stacking limit."

9.1 Stacking limit is set by the scenario.

9.2 Units may move through a friendly-occupied hex in excess of stacking limits without penalty. (exception: see 7.23.)

9.3 Friendly units may never enter hexes containing enemy units.

9.4 Stacking Violations. If stacking limits in a hex are violated at the END of any segment, then ALL units in the hex are retreated by the enemy player to adjacent hexes (in accordance with the above priorities) in such a way that stacking limits are no longer violated.

[10.0] REINFORCEMENTS & REPLACEMENTS

General Rule: *Reinforcements* are units which are not part of a player's initial setup but appear at the some point during the course of a game. *Replacements* are units which were eliminated/reduced in the course of play, but are reconstituted and brought back into action.

10.1 Reinforcements

10.11 Reinforcements arrive on a set turn, as indicated in the scenarios.

10.12 Reinforcements appear adjacent to the map hex designated as entry. They must pay the movement cost for entering that hex. Units may enter via Road March.

10.13 Reinforcements must attempt to appear on the turn designated. If all reinforcing units cannot enter the map and complete their movement without violating stacking limits, then the excess units attempt to enter play during the next friendly Reinforcement Segment at the same entry hex, or in any available hex as close as possible to the entry hex. Reinforcements may appear in enemy zones of control.

10.2 Replacements

Each scenario designates the number of replacements a player receives. These are taken from units already eliminated/reduced.

10.21 A completely eliminated unit enters the game in the same manner as reinforcements. It costs two replacement points to replace a completely eliminated unit to full strength,

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or one to bring it back at partial strength.

10.22 Additionally, Replacement, not reinforcement, units may enter the game on a friendly headquarters of the same higher formation if the headquarters can trace a line of communications.

10.23 A partially eliminated unit is simply flipped to its full strength side. It costs one replacement point to replace a partially eliminated unit. It must be able to trace a line of communications to a friendly headquarters.

[11.0] COMBAT (GENERAL)

General Rule: There are two types of Combat, *Barrage* and *Assault*. Barrage is conducted by artillery in the Barrage segment. Assault is conducted by infantry, cavalry, and other non-artillery units in the Assault phase.

11.1 Combat Results Tables (CRTS)

The game uses two different CRTs to resolve combat.

- The Barrage table is used by artillery units when making Barrage attacks.
- The Assault Table is used when non-artillery units are making Assault attacks.

11.2 Extremes

- Odds less than the leftmost column on the CRTs are treated as the leftmost column.
- Odds greater than the rightmost column on the CRTs are treated as the rightmost column.

11.3 Reduced strength sides: Units which have a reduced side may use this to take a loss in combat.

11.31 Whenever a combat result (or other game function) calls for a unit "reduction", the player may do any of the following, as applicable:

- Flip a full strength unit to its reduced (reverse) side, assuming it has a reduced side.
- Completely eliminate a reduced strength unit.
- Completely eliminate a unit with no reduced strength.

11.32 Note that when a reduced unit is further reduced it is eliminated.

11.4 Attacking is always voluntary.

[12.0] BARRAGE

General Rule: Barrage is conducted by artillery units in the Barrage segment. This is done by having any friendly artillery unit(s) fire at any enemy unit(s) within range. There are two Barrage segments, one friendly (attacker), and one enemy (defender), in each turn. A player may fire each of his artillery units TWICE per game turn (i.e., each artillery unit may be fired once in the Offensive and once in the Defensive Barrage segments of a single game turn).

12.1 Barrage is completely voluntary. A player may fire some, all or none of his artillery units during the friendly Barrage segment. They may fire up to their range limit.

12.2 Procedure

- (1) Determine the total number of artillery combat factors

firing at the target hex. Compare this to the column headings on the Barrage Table.

(2) Determine the number of shifts to the left for the type of terrain the defender is in and command status. This gives the final column for resolution of Barrage.

(3) Roll one die and apply the results (Combat results are explained adjacent to the Barrage Table.).

- Note that the result may apply to ALL units in the targeted hex.

- Note that the defender's combat strength has no bearing on Barrage combat; unlike assault combat, Barrage combat does not require the player to compute "combat odds."

12.3 Artillery units must use their Barrage factor as a unified whole; it may not be split up and applied to different combats in the same Barrage segment.

12.4 Ranges

Range for artillery are printed on the units themselves. Artillery units may fire into non-adjacent hexes. The number of hexes from the firing artillery unit to the target hex is called the *Range*.

12.41 An artillery unit may always barrage into an adjacent hex.

12.42 If the range from the firing unit to the target is more than one hex, then the player must determine the range. This is done by laying a straight edge from the center of the firing unit's hex to the center of the targeted unit's hex. If the number of hexes through which this transverses is equal to or less than the artillery unit's range factor, then the artillery unit may Barrage into it. If it is greater than the artillery unit's range, it may not.

12.43 Artillery fire is never blocked by units or terrain. (Because all artillery in this period used indirect fire, with a trajectory which could easily overcome any obstacle in the game.)

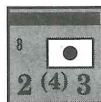
12.5 An artillery unit may fire in both the friendly and enemy barrage segment of a turn.

12.51 Whenever an artillery unit is used for a barrage attack, flip it to its "fired" (reverse) side. This is a convenient way to remember which artillery units have been utilized in a particular segment. All "fired" artillery units are flipped to their front side at the end of each Barrage segment.

12.6 Artillery and Assault Combat

12.61 **Attack:** Artillery units may not conduct assault combat. If they are adjacent to an enemy unit during the friendly assault combat segment, they may not attack (of course, they can attack adjacent enemy units during their normal Artillery Barrage segment).

12.62 **Defense:** Artillery units which are attacked in the Assault segment by enemy units defend with a combat strength of "1"; they do NOT use their printed combat strength for determining defense. (If they get an Exchange result inflicted against them, the exchange is figured on artillery units having a strength of "1" each.)



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12.7 Artillery may not add its Barrage Strength to the factors of friendly units conducting Assault combat. (i.e., there is no artillery "close support"; however, note that artillery Suppression results will assist in gaining favorable odds in Assault combat.)

12.8 Cratering

Certain Barrage results call for "cratering." This represents the general destruction to the countryside caused by massed artillery fires. Whenever a result calls for cratering, place a "cratered" marker in the affected hex.

12.81 Effects of cratering: This is explained on the Player Aid Card.

12.82 Duration of cratering: a hex remains cratered for the duration of the game; the marker is never removed.

12.9 Terrain

The defending units gains the advantage of any terrain IN their hex against artillery barrage; they do not gain any advantages for HEXSIDES (e.g., if an artillery unit is firing at an enemy unit in a clear hex through a river hexside, the defender would receive no column shift for the river.)

[13.0] SUPPRESSION

General Rule: Certain Artillery Barrage results "suppress" enemy units. Suppression represents the disruption of enemy combat effectiveness as the result of massed artillery fires.

13.1 When a combat result calls for a suppression, place a suppression marker on the affected units.

13.11 Effects of Suppression are explained on the player aid card.

13.2 Endurance of Suppression: A unit remains suppressed until their next friendly Suppression Removal segment, at which point remove all suppressed markers on friendly units.

[14.0] ASSAULT COMBAT

General Rule: Non-artillery units conduct combat in the Assault segment. They must be adjacent to the units they are attacking. Combat is resolved by comparing the attacker's combat strength to the defender's and stating this as an Odds Ratio on the Combat Results Table. The attacker rolls one die, consults the combat results table (CRT) and applies the result.

14.1 Procedure

(1) The attacker designates the attacking and defending units.

(2) Total the combat factors of all participating attackers.

(3) Total the combat factors of the defenders.

(4) Compare the attacker's strength to the defender's and express it as an odds ratio.

(5) Match the odds ratio to combat strength column across on the CRT.

(6) Shift the combat odds the number of columns to the left or right as called for by effects of terrain, suppression, or other game functions.

(7) Roll one die, apply any die rolls modifiers, and cross-index the number rolled with the final combat strength column, and apply the results.

14.2 All Assault combat is resolved on the Assault combat results table.

14.3 Attacking and Defending

14.31 The Friendly player (i.e., the player whose turn is currently occurring) is the attacker and the Enemy player (i.e., the other player) is the defender.

14.32 Attacking is voluntary. The attacker may attack with some, none or all units he has adjacent to enemy units.

14.33 The defender must defend with all units in an attacked hex. They are treated as one combined defense factor.

14.34 Attacks may be resolved in any order the attacker desires.

14.35 No attacking unit may attack more than once per Assault segment.

14.36 No defending unit may be attacked more than once per Assault segment.

14.4 Multiple Unit Combat

14.41 When two or more units attack one defending unit, the attackers must be combined into one total attack factor.

14.42 When one unit attacks two or more defending units, the defending units are combined into one total defense factor.

14.43 When several units attack several defending units the attacker may divide combat into more than one battle, as long as the following condition is met:

- All attacking units in each attack must be in the Zone of Control of the units they are attacking.

14.44 If an attacker has more than one unit per hex (which are capable of assault combat), he does not have to combine them for a single attack; he may use them in separate attacks (or none at all).

14.45 An individual unit's attack factor may not be split up; it must be applied to the same attack.

14.5 Assault range

Units may only attack adjacent enemy units in the Assault segment.

14.6 Shifting the Column

Once the combat odds are determined, the players must "shift" the column to be used according to certain factors. This is done by totaling the attacker's and defender's shifts each, then subtracting the defender's from the attacker's. This gives the final column shift.

14.61 Terrain Effects on Combat. The terrain in the defender's hex will sometimes shift the odds column used to the left. If there is more than one type of terrain in the defender's hex (or hexside) then the CUMULATIVE total is used (e.g., a unit defending in a fortress hex in a woods behind a stream would receive modifiers for all three terrain types). The Terrain Effects Chart gives the effects of terrain on combat strengths.

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14.62 Suppression: If any defending units are "suppressed," then the odds column is shifted TWO to the right. If any attacking units are suppressed, then the odds column is shifted TWO to the left. If both the attacker and defender have suppressed units, then they cancel each other out.

14.63 Command. If any attacking units are Out of Command, then the attack is shifted two columns to the left. If any defending units are Out of Command, then the attack is shifted one column to the right.

14.64 The odds may never be shifted more than FOUR columns for the defense or attack.

14.65 For example, the attacker has a total of two shifts to the right; the defender has a total of seven shifts to the left. The final shift is four to the left ($2-7 = -5$, but the defender may employ only a maximum of four shifts).

14.7 Advance & Retreat After Combat

Units engaged in an assault combat may advance or retreat after combat if the combat result calls for it. This is explained on the Player Aid Card.

[15.0] SHOCK UNITS

General Rule: Certain units have "Shock" capability. These give the attacker a combat bonus.

They are indicated by a "+" sign following their combat factor. These units include:

- Stormtroop units.
- Tank units.

15.1 If the attacker has any shock units in a particular attack, he may declare a "shock" combat. "2" is added to the attacker's die roll (e.g., a die roll of "5" would become a "7").

In the event of a loss on the Assault Combat Results Table calling for attacking units to be eliminated/reduced, the player must eliminate a shock unit before he eliminates other units. (If an exchange, the first loss must come from a shock unit, even if it means losing more combat points than are otherwise called for.)

15.2 Regardless of the number of shock units a player has in an attack, he may never add more than "2" to the die roll. (i.e., shock is not cumulative.)

15.3 Shock units apply only to the attacker; the defender never receives a bonus for shock units.

[16.0] ADVANCE & RETREAT AS THE RESULT OF COMBAT

General Rule: Units may retreat and advance as a result of combat. This is a specialized form of movement which occurs in the Assault segment. This is explained on the Player Aid Card.

[17.0] BREAKTHROUGH MOVEMENT

General Rule: In the Breakthrough movement segment, a player may move certain of his units again, under certain restrictions.

17.1 Units performing breakthrough movement may move up to fifty percent of their movement factor. (E.g., a unit with

a movement factor of "4" could move two hexes through clear terrain.) Drop any fractions.

17.2 The following unit types may use Breakthrough movement:

- Infantry, machinegun, tanks and cavalry units which are In Command.
- Stormtroop units and American Infantry even if they are out of command. This is indicated by a highlighted movement factor. (Note: even though these units may use breakthrough movement if out of command they still suffer the other effects of "Out of command.")

Historical note: the leadership of these units were trained in mobile operations.

17.3 Breakthrough movement is in addition to regular advance after combat.

Design note: Advance after combat represents tactical consolidation of a position. Breakthrough represents operational level exploitation of gaps in the enemy line.

[18.0] FOG OF WAR, STANDARD

In the Standard rules, players may freely examine enemy stacks at any time in the game. The optional Fog of War rule changes this.

[19.0] TRENCHES

General Rule: Trenches are field fortifications.

19.1 Units receive benefits for defending in trenches. Note this will differ depending if the trenches were originally friendly or enemy.

19.2 Trenches may not be destroyed.

[20.0] FORTS

General Rule: Forts are concrete emplacements containing intrinsic garrisons and guns. Certain scenarios have forts directly printed on the map. Forts have a defensive combat strength.

20.1 A fort's combat strength counts exactly like a defending combat strength; this will vary in each scenario (see scenarios). Forts may only defend, they never attack.

20.2 Enemy units may not enter fort hexes, unless the fort has been destroyed. (see 20.5).

20.3 Forts have zones of control.

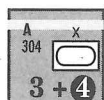
20.4 Forts do not count against stacking.

20.5 Attacks on forts

20.51 A fort may be attacked by either barrage or assault combat.

20.52 Barrage combat: This is performed exactly like normal barrage combat; if the result calls for the hex to be "cratered", then the fort is destroyed (placing of the "cratered" marker indicates this). No other barrage result affects a fort hex. When destroyed in this manner, place a fort destroyed/cratered marker on the forts location.

20.53 Assault combat: Forts have a combat strength set by the scenario, used when defending against enemy assault attacks. Any result which would normally eliminate all units in the hex destroys the fort. A fort must be the last unit to be



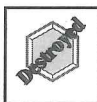
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destroyed, if there is a choice between it and other units in a hex. When destroyed in this manner put a "fort destroyed" marker on the fort.

20.54 Forts and units on forts, receive two combat shifts to the LEFT for defense.

20.55 Forts ignore all retreat type results. Units defending in forts retreat normally. (*Why? Most of the forts in the game were not big enough to garrison a regiment.*)

20.6 Only the player who originally owned the fort may use it; if the hex is captured, the fort is considered destroyed and is permanently out of the game (place a fort destroyed marker on it). (see 20.5).



[21.0] VICTORY CONDITIONS

General Rule: Each set of Battle Rules will have its own victory conditions.

21.1 There are three levels of victory, determined by conditions set down in the Battle Rules:

- Marginal—You look good in the dispatches.
- Tactical—The enemy has been pushed back.
- Decisive—You have attained the great breakthrough.

21.2 If each player achieves a level of victory, subtract the lower level from the higher level to determine the final outcome. Example: one player attains a decisive victory, and the other a marginal victory, which results in the first player winning a tactical victory.

21.3 If both players attain the same level of victory, or neither player attains any level of victory, the game ends in a draw.

OPTIONAL RULES

[22.0] ARMY MORALE

General Rule: Each army has a Starting Morale Level. This represents the level of "élan" with which the great powers went into the war. Players may expend morale points in order to enhance their capabilities.

22.1 Each side (generally) begins a battle with a certain number of Morale points. These may be expended during the course of the game.

22.2 A player may expend Morale points as follows:

22.21 Movement. Increase the movement factor of one unit by "1" (and no more than one movement factor per unit per movement segment). If there is more than one unit in a stack, the player must expend one movement point for each unit whose movement he desires to increase.

22.22 Assault Combat. Increase Assault combat odds by one column shift to the right (if the attacker) or one to the left (if the defender). The attacker declares first, then defender. No more than one column shift may be made per side per attack. (Note this is a column shift, not a die roll modifier). No more than one morale point may be expended per combat.

22.3 Once expended, a morale point may never be reused or recovered. (Exception: see Friction Table on the Player Aid Card.)

22.4 Units need not be in command to expend morale points.

22.5 There is no penalty for a side which reaches "0" Morale. Exceptions will be noted in individual scenarios.

[23.0] FRICTION

General Rule: Friction refers to the numerous imponderables of war which degraded — and sometimes enhanced — an army's capabilities.

23.1 During a player's Friction segment, the player rolls on the Friction Table. Friction results are applied immediately.

23.2 Die roll is done as follows: roll two die: the first digit is the "tens", the second is the "ones." So, for example, a die roll of "1" and "2" would be read as "12", "Élan".

23.3 See Friction Table for results explanations.

[24.0] OFFENSIVE TACTICS

General Rule: By 1918, most armies had generally improved the quality of their tactics to deal with the realities of the battlefield.

24.1 In 1918 scenarios, all infantry units have a Shock capability of "1". The attacker may designate any attacking infantry as a shock unit, adding "1" to the die roll. The designated unit would then be the first unit taken as a loss in the event a loss is called for.

24.2 A player may still designate a Stormtroop or Tank unit as the shock unit, in which case "2" would be added to the die roll. A player may still only designate one unit per attack as the shock unit.

[25.0] OPTIONAL ARTILLERY RULES

General Rule: The Optional Artillery Rules are more complex representing the development of artillery tactics throughout the war. All standard game artillery rules apply, but add the following:

25.1 To fire at targets of more than one hex range, an artillery unit must meet at least one of the following requirements:

(1) If this is a scenario taking place in 1914-16, then the firing artillery unit must be able to trace a "Line of Sight" to the target unit (see 27.32 for definition of Line of Sight); OR

(2) If this is a scenario taking place in 1914-16, then a unit of the same command as the firing artillery unit must be able to trace a "Line of Sight" to the target unit (see 27.32 for definition of Line of Sight). Furthermore, both the firing artillery and "spotting" unit must be In Command (the spotting unit may be suppressed). One unit may spot for any number of artillery units. Also, army level units (with an "A") may spot for any friendly artillery unit, and Army level artillery may have any friendly unit spot for them.

(3) If this is a scenario taking place in 1917 or later, then in addition to (1) and (2), any In Command artillery unit may fire on any hex within range.

25.2 Massing Fires

In 1914 scenarios, no more than one artillery unit may fire at a single hex during a single barrage segment. (Because of lack of coordination ability at the early stage of the war.) This restriction is lifted starting in 1915.

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Comment: these restrictions represent the various coordination problems inherent in firing at unknown targets. By 1917 sophisticated artillery observation, aerial coordination and ranging tactics had been developed, allowing more flexible attacks into the enemy rear area.

[26.0] POISON GAS

General Rule: Certain scenarios give players the capability to conduct Poison Gas attacks. The exact number of Poison Gas attacks permitted is designated by the scenario.



26.1 Poison Gas attacks:

26.11 Only Artillery units make Poison gas attacks (exceptions will be noted in scenarios). Each artillery unit may deliver one poison gas point.

26.12 Poison Gas attacks are conducted similar to a Barrage or Interdiction attack.

26.13 Use the Poison Gas CRT to resolve poison gas attacks. For each Poison Gas point used on the hex, roll once on the table. The player **MUST** declare the number of points he will be using against the hex prior to the first die roll, and may not call off or reallocate them once he has made his first poison gas attack.

26.14 More than one poison gas attack may be conducted against a single hex. Also, a player may conduct barrage OR air bombardment into a hex he is attacking with poison gas. All such attacks are resolved one at a time, and the results applied immediately, in the sequence they are conducted.

26.2 The defender's terrain has no effect on Poison Gas attacks.

a. Forts are never affected by poison gas (most of them were gas proof.) Units in forts are affected.

26.3 The artillery unit conducting the Poison gas attack may not make a regular artillery attack that player turn.

26.4 A poison gas marker may be placed on a hex as the result of certain results. This increases the movement cost to enter the hex by "1" and prohibits a line of communications from being traced through it. Also cavalry units can not enter such a hex (and if in it, must exit the hex by the end of their turn; if they fail to, they are eliminated—no gas masks for horses were in existence).

26.5 Poison Gas marker removal

During each friendly suppression removal segment, roll one die for each poison gas marker on the map. On a roll of "1" or "2", remove the marker.

26.6 Hexes containing no units may be attacked with Poison Gas in order to possibly place a Poison Gas marker.

26.7 Air units are never affected by Poison Gas.

26.8 In certain scenarios, it is possible for infantry units to make poison gas attacks. In order to do so, they must be adjacent to the unit they are attacking. Each unit may expend one poison gas point. They may conduct regular combat in the same game turn. This will be designated by the scenario.

Comment: Sometimes poison gas was delivered from cylinders.

[27.0] FOG OF WAR

ALLIED
Fog of
War

General Rule: Players may NOT examine enemy stack unless certain preconditions are fulfilled. Additionally, players may use "Fog of War" markers to further confuse the enemy.

27.1 A player may not examine enemy stacks (other than, obviously, the top unit) unless certain conditions apply.

27.2 A player may examine enemy stacks under the following circumstances:

27.21 At the instant of Assault combat. Both attacking and defending units involved in the combat are immediately revealed. This occurs only AFTER the attacker has committed himself to the attack.

27.22 Barrage: All attacking artillery units are revealed when conducting Barrage; the defending units are NOT. If a result is applied against a defender, then the defender reduces/eliminates units or places the suppression marker on top of the unit(s), but does not reveal what the unit(s) are.

27.23 Upon Reconnaissance (see below).

27.24 If the "Intelligence Situation" friction event occurs (see Friction Table).

27.25 A player may always examine his own stacks.

27.3 Reconnaissance

Reconnaissance takes place in the Reconnaissance segment of the friendly game turn. A player may examine all enemy units in a hex eligible to be "Reconned."

27.31 A friendly "In Command" unit may Recon all adjacent hexes.

27.32 A friendly "In Command" unit which is located in a town, city, hilltop, or mountain hex may examine all enemy units within six hexes. This "Line of Sight" is determined by laying a straightedge between the centers of the observing and observed units' hexes. The Line of Sight is blocked if any of the intervening hexes contain town, city, woods, hilltop, rough, mountain terrain. All other hexes may be Reconned.

27.33 Air reconnaissance: (See air rules): If a friendly air unit is placed on top of an enemy stack in the Reconnaissance segment, the player may observe it and all adjacent hexes.

27.4 Note that the **ONLY** time a player may conduct Reconnaissance of enemy units (i.e., examine enemy stacks) is during his Reconnaissance segment. Note that only **ENEMY** units are observed in a friendly Reconnaissance segment; the enemy may not observe friendly units. Also, you may not force enemy units to reveal themselves at other times in the game (other than in combat), even if you move adjacent to them.

Why? This represents the command and control problem of getting information to the army commander—i.e., the player—in a timely fashion.

27.5 Fog of War Markers

Each player has a set of Fog of War markers (representing patrols, false intelligence reports, etc.). A player may use Fog of War markers to confuse the enemy about friendly

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strength; he may place them under or on top of friendly units. A Fog of War must always be placed in a hex containing a friendly non-Fog of War unit.

27.51 Fog of War markers are treated as units in all respects, with the following exception:

- They may only move with units they are stacked with.
- They do not count for stacking, and do not block friendly road movement.
- They may not be taken as losses in combat in place of "real" units.
- They are affected by suppression results due to bombardment.
- Their elimination does not count for Morale or victory point levels.

27.52 They may not move through enemy units or zones of control.

27.53 Command: Fog of War markers may be commanded by ANY friendly headquarters.

27.54 A Fog of War marker is immediately removed from the map if any of the following occurs:

- If there are no other friendly units in their hex.
- At the instant the force it is stacked with engages in assault combat (either offensively or defensively).
- If its hex is Observed/Reconned by the enemy.
- If in the same hex as artillery units which conduct barrage combat. (*Why? Because this would give away the artillery unit's position.*)
- Fog of War markers in a hex which are the target of an enemy barrage attack are NOT removed.

27.55 Fog of War markers do not have a combat strength, nor do they have a zone of control. They may not attack and do not add anything to the defense of their hex. (Note they will never have an opportunity to engage in Assault combat because they are removed at the instant the assault combat is declared from/against the hex(es) they occupy.)

27.56 Once eliminated, Fog of War units may be returned to play when the "Intelligence Situation" event occurs. (See friction table).

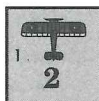
[28.0] AIR POWER

General Rule: Players have air units which they can use to perform various missions.

28.1 A player places his Air units on the map during his Reconnaissance or Barrage segments. They remain in the air for the entire segment, then are returned to his air units available box.

Air Units have the following factors:

- Air Superiority
- Bombardment



28.2 Air unit stacking

A player may have up to three air units per hex at any one time. Friendly and enemy air units may stack in the same hex. If friendly and enemy air units are in the same hex, they do not count against each other for stacking.

28.3 Air units may be placed anywhere on the map. More than one air unit may be employed against a single hex.

28.4 Air units have the following uses:

28.41 Reconnaissance. The player can place air units in enemy occupied hexes during the friendly Reconnaissance segment. This allows the player to examine all enemy units in that hex and all adjacent hexes.

28.42 Bombardment. The player may utilize air units for barrage. The Bombardment strength which is used EXACTLY like artillery barrage (offensive or defensive).

28.43 A player may not employ both air and artillery units against the same hex in the same barrage segment. (*Comment: because the incoming artillery would endanger the aircraft.*)

28.5 Air Superiority. After a player has placed his air units on the map for a given segment, the enemy player may then immediately place any of his available air units in the same hex, declaring "Air Superiority."

28.51 Air superiority combat is conducted as follows: Each player rolls one die for each air unit he has in the hex, simultaneously. If the result is less than or equal to the air superiority strength of the friendly air unit, then one ENEMY air unit is eliminated (shot down). If the die roll is greater than the Air Superiority strength, there is no effect.

28.52 Surviving air units may then conduct their missions.

28.53 Air Superiority combat may only take place in 1916 or later; note that air units only have air to air strengths starting in 1916. (*Comment: Prior to that, air to air combat was not developed on a large scale.*)

28.6 An air unit may be placed in either an offensive or defensive barrage segment for bombardment.

28.7 A single air unit may be used only once per game turn.

28.8 Air units are always In Command.

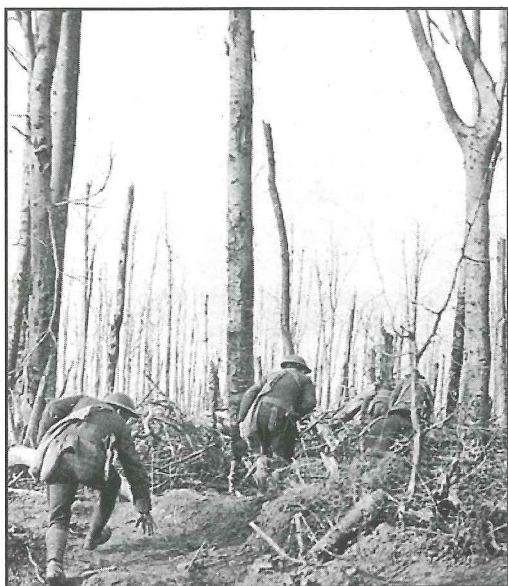
[29.0] SCENARIO NOTES

29.1 In all scenarios with trenches, the forward trench lines must be covered by the unit's ZOC of friendly units.

29.2 Replaced HQs which have been eliminated reenter from the friendly rear edge of the board.

29.3 Eliminated Air units are permanently eliminated.

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SCENARIOS THE BRUSILOV OFFENSIVE

4-20 September 1916

Historical Notes: In mid-1916, Czar Nicholas ordered General Alexei Brusilov, commander of the Russian Southwestern Army Group, to launch an offensive in order to take the pressure off the Allies in the West. Brusilov meticulously planned the upcoming operation. The attack went off with complete surprise, shattering the Austro-Hungarian front in several places. Russian mobile units followed up with deep thrusts into the Central Powers rear area. Only the timely arrival of reinforcements from the Western front saved Austro-Hungary from complete collapse. This scenario covers the Russian 8th Army sector, in which Brusilov made some of his greatest gains.

1.0 UNIT COLORS

Blue: Austro-Hungarian
Gray: German
Brown: Russian

2.0 SEQUENCE OF PLAY

First player: Russian
Second player: Central Powers

3.0 GAME LENGTH

17 Game Turns (each turn equals one day)

4.0 CENTRAL POWERS

(set up first, move second)

(All units are Austro-Hungarian, unless noted as "German".)

4.1 Initial Deployment

• Deploy in named deployment zones (note: deployment zones include all hexes on or between the Central Power trenches for the named corps):

German 41st Reserve Corps, following units: 41st Reserve Corps HQ, 82nd Reserve Division, German 41st Reserve artillery.

"Hauer" Corps (all units)

"Fath" Corps (all units)

2nd Corps (all units)

10th Corps (all units)

"Szur" Corps (all units)

18th Corps (all units)

• Deploy in one or more of the following town hexes: Kowel, Vladimir Vatyński, Sokol:

10th Cavalry Division

HG Lin HQ

4.2 Reinforcements

(Units appearing on north/south map edges appear west of the initial front line.)

• 10 September, West map edge:

29th Infantry Division

Det 108 Brigade

• 10 September, South map edge:

61st Infantry Division

21st Cavalry brigade.

• 10 September, North map edge:

German machinegun battalion

• 11 September, South Map edge:

4th Cavalry Division

• 15 September, West Map Edge:

Det 19 Brigade

Det 20 Brigade

• 15 September, North Map Edge:

German 11th Bavarian Division

German 5th Cavalry Brigade

(optional rules) +1 Morale Point

4.3 Replacements

• Austro-Hungarian

4-13 September: 1 per turn.

14-20 September: 2 per turn.

• German

4-13 September: none

14-20 September: 1 per turn.

4.4 Lines of Communications

Any roads/railways leading off the west map edge.

4.5 Air units (optional rules): 1

4.6 Poison Gas (optional rules): none

4.7 Morale Points (optional rules): 3

4.8 Fog of War Markers (optional rules): none initially

5.0 RUSSIANS

(set up second, move first)

5.1 Initial Deployment

• Deploy on or east of the Russian trench line in the named deployment zones:

4th Cavalry Corps (all units)

46th Corps (all units)

5th Cavalry Corps (all units)

30th Corps (all units)

39th Corps (all units)

40th Corps (all units)

8th Corps (all units)

32nd Corps (all units)

5.2 Reinforcements

• 4 September, East map edge:

8th Army ("8A") Reserve (all units)

• 10 September, East map edge:

5th Siberian Corps (all units)

• 16 September, EW East Map edge:

23rd Corps (all units)

5.3 Replacements

• 4-13 September: 2 per turn.

• 14-20 September: 1 per turn

5.4 Lines of Communications

Any roads/railways leading off the east map edge.

5.5 Air units (optional rules): 2

5.6 Poison Gas (optional rules): 1

5.7 Morale Points (optional rules): 6

5.8 Fog of War Markers (optional rules): 9 initially

6.0 VICTORY CONDITIONS

6.1 Russian

• Marginal: Occupy any two objective hexes at the end of the game (Objective hexes are Lutsk, Kowel, Vladimir Vatyński, Sokol)

• Tactical: At least 10 Central Power units in the deadpile (i.e., completely eliminated) at the end of the game.

• Decisive: Fulfill both Marginal and Tactical conditions.

6.2 Central Powers

• Marginal: At least 10 Russian units in the deadpile (i.e., completely eliminated) at the end of the game.

• Tactical: No Russian units west of the city of Lutsk at the end of the game.

• Decisive: Fulfill both Marginal and Tactical conditions.

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7.0 STACKING

7.1 Both players may stack up to three units per hex (exceptions: below).

7.2 Austrian brigades and both sides' divisions count as two units. (*Historical note: Austrian brigades had from seven to twelve battalions.*)

7.3 Players may stack one machinegun in addition to the above.

8.0 SPECIAL RULES

8.1 Russian Surprise

8.11 The Russian player may freely examine all stacks containing Austro-Hungarian following initial deployment.

8.12 On the first turn of the game (ONLY!):

(1) Austro-Hungarian units may neither move, attack nor conduct barrages.

(2) Russian assault attacks against hexes containing only Austro-Hungarian units receive a "+1" shift to the right (cumulative with other shifts).

(3) (optional rules) The Austro-Hungarian air unit may not fly.

8.13 On the first and second turns of the game: Austro-Hungarian units do not receive any benefits for defending in trench hexes against Barrage or Assault attacks. If German and Austro-Hungarian units are defending together, the defensive benefits are received.

8.2 The Russian "8A" HQ may command or spot for any friendly unit.

8.3 Quick Game

Prior to start of play, players may agree to end the game at the completion of the 13 September turn.

8.4 Optional set up

By mutual agreement, both players may place all their starting units anywhere on their respective sides of the startline. Central Powers deploy first, Russians second.

9.0 MAP SCALE

One hex equals three miles.

10.0 UNIT ABBREVIATIONS

Russian:

8A: 8th Army Headquarters
Cav: Cavalry
Cauc Cos: Caucasian Cossack
Comb Cos: Combined Cossack
OR Cos: Orenburg Cossack
Rif: Rifle
FR: Finnish Rifle
Sib: Siberian
SR: Siberian Rifle

Austro-Hungarian

Det: Detachment
Hauer: Hauer Corps
Fath: Fath Corps
HG Lin: Army Group von
Linsingen HQ
PL: Polish Legion
Sch: Schutzen (Rifle)
Szur: Szurmay Corps

German

B: Bavarian
G: Guard
MGM: Machinegun Marksman
Res: Cavalry

• *Counter errata: The Russian "29" Corps Headquarters should be the "39" Corps Headquarters.*

RIGA

1-5 SEPTEMBER 1917

Historical Notes: In 1917, the Germans turned their attention to the Russian Front. Several years of futile warfare had demoralized the once vaunted Russian "steamroller." In March of 1917, Revolution had broken out, with the Czar abdicating and a provisional government under Alexander Kerensky establishing itself in Petrograd; meanwhile Bolshevik "Soviets" took control of many military units. In July of this year, General Max von Hoffmann, German commander in the East, launched his great offensive. Leading this offensive was General Oscar von Hutier's Eighth Army, specially trained to use the new infiltration tactics. In the face of this offensive, Russian resistance quickly collapsed. The German victory discredited the Kerensky government, leading to its overthrow by the Bolsheviks—and the withdrawal of Russia from the war in December.

1.0 UNIT COLORS

Gray: German
Brown: Russian

2.0 SEQUENCE OF PLAY

First player: German

Second player: Russian

3.0 GAME LENGTH

10 Game Turns (each turn equals approximately 12 hours)

4.0 RUSSIAN

(set up first, move second)

4.1 Initial Deployment

All units north of the frontline. All friendly trench hexes must contain a friendly unit or a friendly ZOC.

2nd Army units south of the Dvina River.

6th Army units north of the Dvina River.

Machinegun unit in Riga

4.2 Reinforcements: none.

4.3 Replacements: None

4.4 Lines of Communications

Any roads/railways leading off the north or east map edges on the Russian side of the initial frontline.

4.5 Air units (optional rules): none

4.6 Poison Gas (optional rules): none

4.7 Morale Points (optional rules): none

4.8 Fog of War Markers (optional rules): 3 initially

5.0 GERMANS

(set up second, move first)

5.1 Initial Deployment

Deploy all units south and/or west of the Frontline. All friendly trench hexes must contain a friendly unit or a friendly ZOC.

5.2 Reinforcements: none

5.3 Replacements

• One per turn each afternoon turn

All replacements enter from friendly map edges.

5.4 Lines of Communications

Any roads/railways leading off the south or west map edge.

5.5 Air units (optional rules): 3 (Germans use French air units from the St. Mihiel scenario).

5.6 Poison Gas (optional rules): 3 per turn

5.7 Morale Points (optional rules): 5

5.8 Fog of War Markers (optional rules): Nine initially

6.0 VICTORY CONDITIONS

6.1 German

• Marginal: Hold Riga.

• Tactical: At least 10 Russian units in the deadpile at the end of the game.

• Decisive: Accomplish both Marginal and Tactical conditions.

6.2 Russian

• Marginal: At least 5 German units in the deadpile at the end of the game.

• Tactical: Hold Riga.

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• Decisive: Accomplish both Marginal and Tactical conditions.

6.3 Special Victory conditions

6.31 If at the end of the game any Russian unit(s) occupy any hex on the southern map edge, reduce the level of German victory by one, if any (e.g., a Tactical becomes a Marginal).

6.32 If at the end of the game any German unit(s) occupy any hexes on the eastern map edge north of the Dvina River reduce the level of Russian victory by one, if any (e.g., a Marginal becomes a Draw).

Comment: This represents the necessity to maintain a continuous front to the southeast.

7.0 STACKING

7.1 Both players may stack up to three units per hex.

7.2 Additionally, players may stack one machinegun unit in addition to the above.

8.0 SPECIAL RULES

8.1 German units may be commanded by any friendly Headquarters.

8.2 Rail Movement

Up to four units per turn per side may use rail movement. A unit may use rail movement as follows:

8.21 It begins its move on a Rail hex.

8.22 It may then move any number of continuous rail hexes at no movement cost.

8.23 The unit may not leave rail hexes during its movement.

8.24 It must cease its move as soon as it enters a hex in an enemy zone of control.

8.25 It may only use rail movement on rail hexes on its own side of the frontline.

8.26 It may not use rail movement in the Breakthrough segment.

9.0 MAP SCALE

One hex equals two miles.

10.0 UNIT ABBREVIATIONS

German

Bav: Bavarian
Comp: Composite
GD: Guard
L: Landwehr
R: Reserve

Russian

Rif: Rifle

ST. MIHEL

12-16 SEPTEMBER 1918

Historical Notes: The St. Mihiel salient had been held by the Germans since late 1914. The salient's reduction was the first major mission assigned to U.S. General John Pershing's First Army in 1918. Pershing launched a converging attack, well supported with tanks and airplanes. The Germans (who were in the process of evacuating the salient) fell back, losing many men as prisoners. Pershing pursued, driving eastwards.

1.0 UNIT COLORS

Green: American

Lt. Blue: French

Gray: German

Blue: Austro-Hungarian

2.0 SEQUENCE OF PLAY

First player: American

Second player: German

3.0 GAME LENGTH

10 Game Turns (each turn equals approximately 12 hours)

4.0 GERMAN

(set up first, move second)

4.1 Initial Deployment

• Deploy all units on or adjacent to the Frontline (on the German side) except the 8L and 31st Divisions and the "C" Corps.

• Deploy the 8L and 31st Divisions and the "C" Corps (including the machinegun unit) no closer than three hexes to the frontline.

4.2 Reinforcements: none.

4.3 Replacements

• One each afternoon turn

4.4 All replacements enter from friendly map edges.

4.5 Lines of Communications

Any roads/railways leading off the north or east map edges on the German side of the initial frontline.

4.6 Air units (optional rules): 1 initially (Germans use the Austro-Hungarian air unit from the Brusilov scenario)

4.7 Poison Gas

(optional rules)

• Two total (for the entire game)

4.8 Morale Points (optional rules): 3

4.9 Fog of War Markers (optional rules): Three initially

5.0 AMERICANS

(set up second, move first)

5.1 Initial Deployment

• Deploy all units south and/or west of the Frontline, except US 3rd, 78th, and 80th Divisions.

5.2 Reinforcements

• US 3rd, 78th and 80th Divisions received on turn 1 on any friendly map edge.

5.3 Replacements

• One per turn each afternoon turn

All replacements enter from friendly map edges.

5.4 Lines of Communications

Any roads/railways leading off the south or west map edge.

5.5 Air units (optional rules): 5 initially

5.6 Poison Gas (optional rules): 2 total (for the entire game)

5.7 Morale Points (optional rules): 7

5.8 Fog of War Markers (optional rules): 6 initially

6.0 VICTORY CONDITIONS

6.1 American

• Marginal: Hold St. Mihiel and Thiacourt at end of game.

• Tactical: Have at least one unit adjacent to or occupying a German secondary position hex at the end of the game. Secondary positions are German trench hexes which are not adjacent to the front line. The unit must be able to trace a standard line of communications.

• Decisive: Accomplish both Marginal and Tactical conditions.

6.2 German

• Marginal: Less than 5 German units in the deadpile at the end of the game.

• Tactical: At least 10 Allied units in the deadpile at the end of the game.

• Decisive: Accomplish both Marginal and Tactical conditions.

7.0 STACKING

7.1 Both players may stack up to two units per hex.

7.2 Players may stack one machinegun or one tank unit in addition to the above.

8.0 SPECIAL RULES

8.1 Forts have a defensive strength of "1".

9.0 MAP SCALE

One hex equals one mile.

10.0 UNIT ABBREVIATIONS

American

FA: Field Artillery

French

C: Colonial

German

Bav: Bavarian

L: Landwehr

R: Reserve



RACE TO DAMASCUS

18 SEPTEMBER -
1 OCTOBER 1918

Historical Notes: By late 1918, the Ottoman Empire was on the verge of military and political collapse. Dealing the final blow was British General Sir Edmund Allenby, commanding on the Palestine front. Allenby made a considerable effort to deceive the Turks about the direction of his thrust. When the attack came, the Turks were ill prepared. The Allies broke through on the western end of the line, with the Desert Mounted Corps exploiting the gap, joined by T.E. Lawrence's Arabs coming from the east. The Turkish army disintegrated. The pursuit did not end until the Allies had advanced well into Lebanon and Syria and the Ottoman government had signed an armistice.

1.0 UNIT COLORS

Lt. Green: Ottoman

Gray: German

Red: British

Lt. Blue: French

Yellow: Arab

2.0 SEQUENCE OF PLAY

First player: British

Second player: Ottoman Turks

3.0 GAME LENGTH

13 Game Turns (each turn equals approximately eight hours)

Over The Top

4.0 OTTOMAN TURKS

(set up first, move second)

4.1 Initial Deployment

• Place all units on or one hex north of frontline

4.2 Reinforcements: none.

4.3 Replacements

• 1 each even numbered turn.

4.4 Lines of Communications

Any roads/railways leading off the north map edges.

4.5 Air units (optional rules): 1 (Ottomans use the Austro-Hungarian air unit from the Brusilov scenario.)

4.6 Poison Gas (optional rules): none

4.7 Morale Points (optional rules): 2 (see special rules)

4.8 Fog of War Markers (optional rules): 3 initially

5.0 BRITISH COMMONWEALTH

(set up second, move first)

5.1 Initial Deployment

• Deploy all units south and west of the Frontline, except the Arab unit.

5.2 Reinforcements

• Arab unit appears on Turn 1 on the south map edge, east of the frontline.

5.3 Replacements

• 1 per odd numbered turn

All replacements enter from friendly map edges.

5.4 Lines of Communications

Any roads/railways leading off the south or west map edge, west of the Dead Sea.

5.5 Air units (optional rules): 3 initially (British use the French air units from the St. Mihiel scenario.)

5.6 Poison Gas (optional rules): None

5.7 Morale Points (optional rules): 7

5.8 Fog of War Markers (optional rules): Six initially

6.0 VICTORY CONDITIONS

6.1 British

• Marginal: At least 10 Ottoman units in the deadpile at the end of the game.

• Tactical: Occupy Damascus at the end of the game.

• Decisive: Accomplish both Marginal and Tactical conditions.

6.2 Ottoman

• Marginal: Hold Nablus, Haifa, or Dera at the end of the Game.

• Tactical: At least 10 British units in the deadpile at the end of the game.

• Decisive: Accomplish both Marginal and Tactical conditions.

7.0 STACKING

7.1 Both players may stack up to three units per hex.

7.2 Additionally, players may stack one machinegun unit in addition to the above.

8.0 SPECIAL RULES

8.1 Lawrence of Arabia

The British "Lawrence" unit (the Arab Revolt) is always "In Command."

8.2 British cavalry may use Breakthrough movement even if out of command (as indicated by the highlighting of their movement factors).

8.3 Ottoman Morale Points

The Ottoman player may use his Morale points only when either (1) enhancing the German unit's movement; (2) when his German unit is involved in an attack or defense.

8.4 Rail Movement

Both sides may use Rail Movement. See the Riga scenario special rules for details.

8.5 Game Extension

Players may, if they both agree, extend the game for an additional 7 turns.

8.6 The Arab unit may not use rail movement.

8.7 For this game, armored/tank units may stack freely with no limitation.

9.0 MAP SCALE

One hex equals four mile.

10.0 UNIT ABBREVIATIONS

British

AMD: Australian Mounted Division

ANZAC: Australia New Zealand

Army Corps

CF: Chaytor Force

DMC: Desert Mounted Corps

French

DF: Detachment Francais

German

AK: Asia Korps

Turk

Com: Composite

• Counter errata: British "AMP" cavalry division should be "AMD."



DESIGN & PLAYER NOTES

The purpose of the game system is to show as simply as possible why World War One battles were not decisive and to demonstrate where, potentially, they were. As was true in any period, it looks so simple on a map: you attack, make your breakthrough, then send your units marching into the gap headed for the enemy's strategic centers of gravity. Alas, it did not work that way in 1914-18. The problem was that battle tactics which might have proven decisive in the Napoleonic era were disastrous on the modern battlefield. The linear assaults used by the armies in this period meant bloody frontal assaults, at least until the rise of tanks and infiltration tactics.

But the problem was not simply tactical; it was operational. Commanders were losing control of the battlefield. Until the late 19th century, a general could stand on a hilltop and see the entire battlefield. Contact with units was maintained through messengers who could cross the field within an hour or so. A good commander could easily maintain control of the situation. The problem in World War One was that with the dispersion of troops across miles of battlefield, even the best commander could neither see the entire picture, nor get the word out to his subordinates. The commander's span of vision was limited to what was on his situation map, which could be hours out of date. The lack of instantaneous communications meant that units could no longer be directed to attack a decisive point. The "fog of war" grew greater as entire division and corps were swallowed up in a rapidly devastated countryside. Even if a gap could be blasted in the enemy line, unless the commander was on the spot, he could not immediately order reserves to exploit it. Dragging artillery and supplies across the cratered and mud-filled landscape was also problematic.

The armies of 1914-18 developed several solutions to these problems. Probably the most important were improvements in communications. Field telephones, wireless radio, and aircraft (for reconnaissance and liaison) restored some of the control to the commander. But the real revolution was in small unit leadership. Throughout the 19th century, the big debate in military circles was control versus initiative. This debate began with the skirmisher controversy in the Napoleonic era: it might be more effective to let troops use their own initiative, but then the commander would no longer be able to control them immediately.

This conflict was finally resolved in the trenches of the Western front and on the steppes of Russia. Commanders had to surrender some of their control over operations and allow lower level

commanders take the initiative. This way, the troops could identify and exploit gaps in the enemy line as they appeared. Of course, the only way this was going to work was by developing small unit leadership to the highest degree. The Germans (and other armies of Europe) achieved this by forming elite "shock" units which could capture enemy strongpoints and then keep on going. This meant changing the way battles were fought. In the past, each unit would be responding only to the commander's battle plan. Now, unit leaders received missions and used their own ingenuity to accomplish them.

In the game, this is represented by shock modifiers and breakthrough movement. The shock bonus for certain units represents training in "infiltration" tactics, as well as the assignment of heavier weapons to the infantry units. Automatic breakthrough movement is permitted for units which had superior divisional and lower leadership. American infantry receives the automatic exploitation because their training was oriented towards mobile warfare. The game also places tanks in their proper perspective on the World War One battlefield. Remember, these are rather primitive devices; the average foot soldier could easily outmarch a World War One era tank.

With the way the Assault CRT is put together, the attacker always has a chance of getting an "exchange", even with favorable die roll modifiers. This exchange possibility reflects the high attrition of the period. Also, the mandatory advance after combat when a "DZ" result occurs reflects the loss of control over infiltrating units. The Barrage CRT shows the varying artillery tactics of the period. Short, sharp artillery barrages will suppress enemy defenses. Large scale barrages will cause mass casualties and tear up the countryside. "Bad Weather" represents the effects of rainstorms, dust, fog, and fires and the general destruction of the ground by thousands of moving men, animals, and vehicles as well additional confusion caused by combat.

Another factor to consider is morale. Originally, this game used a "demoralization" system similar to the **Four Battles of the Ancient World** series. I changed the morale rules for a couple of reasons. First, modern battles take place over a much greater area, and consequently, mass panics rarely occur. The Morale Points system is a "positive" enhancement to game play; i.e., it allows the players to overcome the situation. An army's overall morale is figured into the number of Morale Points it receives.

The one major problem was the different time/space scales. This sort of worked out because the "battle" scenarios (Brusilov and St. Mihiel) were more congested than the "campaign" scenarios (Riga and Damascus). [Note that Verdun and Lemberg will appear in *Strategy & Tactics* in 1998.]

As much as possible, this game was designed to show the operational factors that the commander faced on the battlefield. The optional rules deal with questions of limited intelligence and the like in order to put you, the player, in the boots of Pershing, Allenby, Falkenhayn and Hutier. You see WHY World War One battles developed the way they did; it's up to you to overcome the difficulties.



OVER THE TOP!

ARTILLERY BARRAGE TABLE

Column shifts:

- Terrain: shifts to the left depending upon terrain type (see Terrain Effects Chart).
- Out of Command unit(s): shift two columns to the left.
- Out of Supply Barraging units have a shift of two columns to the left.
- *Shifts to the left or right may not exceed four.*

Notes:

1. The "0" column is used only when the column is shifted to the left as a result of terrain (or other factors).
2. Barrage attacks with more than 25 strength points are resolved using the 25+ line (and if the column is shifted to the left, use the 25+ column as the baseline.).

Results explanation:

N: no effect

S: Suppression: Suppress all units in the target hex.

E: Reduce one unit in the target hex (defender's choice). Additionally, roll one die: on a 1-3, place a crater marker in the hex; on a 4-6 there is no further effect. If a crater is placed, then destroy any fortress in the hex.

X: Reduce all units in the target hex. Place a crater marker in the hex. Destroy any fortress in the hex.

(Note that "E" and "X" results do NOT suppress defenders; this reflects the artillery tactics of the period, where a short "hurricane" bombardment would have different effects than a massed barrage.)

EFFECTS OF SUPPRESSION

Suppressed Units

- have their movement factor halved.
- if any suppressed units are involved in an assault attack, then shift the odds column TWO to the left (even if there are also non-suppressed units involved).
- if any suppressed units are involved in an assault defense, then shift the odds column TWO to the right (even if there are also non-suppressed units involved).
- retreat normally.
- may not advance after combat.
- may not use breakthrough movement.
- headquarters have their Command Rating reduced to "0".
- artillery may not fire any missions.
- subsequent suppression has no further effect (i.e., an already suppressed unit is not affected by further suppressions.)

EFFECTS OF CRATERING

- A unit must STOP when it enters a cratered hex; it may continue moving in the following turn.
- Cratering negates any road/railroad in the hex for movement purposes.
- If there are any bridges on a cratered hex's side, then they are considered destroyed.
- If a cratered hex is cratered again, there is no further effect.
- A line of communication may not be traced through a hex containing a cratered marker.

ASSAULT COMBAT RESULTS TABLE

Column shifts (cumulative):

- Terrain: shifts to the left depending upon terrain type (see Terrain Effects Chart)
- Any defender suppressed: +2
- Any attacker suppressed: -2
- Out of Command attacking unit(s): -2
- Out of Command defending unit(s): -1
- Attacker expends one Morale point: +1
- Defender expends one Morale point: -1
- *Final number of shifts may never be more than four to the right or four to the left.*

Die roll modifiers (non-cumulative):

- +2 Stormtroops or tanks in the attack.
- +1 Any 1918 infantry in the attack.

Results explanation:

AE (Attacker Eliminated):

- (1) Reduce all attacking units.
- (2) Retreat surviving attackers.
- (3) Defender may advance after combat.

AA (Attacker Attrition):

- (1) Attacker reduces one unit.
- (2) Retreat surviving attackers.
- (3) Defender may advance after combat.

DA (Defender Attrition):

- (1) Defender reduces one unit.
- (2) Retreat surviving defenders.
- (3) Attacker may advance after combat.

DE (Defender Eliminated):

- (1) Reduce all defending units.
- (2) Retreat surviving defenders.
- (3) Attacker may advance after combat.

EX (Exchange):

- (1) The attacker reduces ONE unit.
- (2) The defender reduces ONE unit.
- (3) There is no retreat.
- (4) There is no advance after combat.

DZ (Defender annihilated):

- (1) Completely eliminate all defending units.
- (2) Attacker MUST advance after combat to the maximum stacking limit. (*Comment: the mandatory advance represents assault units advancing out of communication with their HQs.*)

Note: The owning player always chooses which of his units will be reduced or eliminated and what his advance or retreat paths are. The exception is that attacking Shock or tank units must be the first to be eliminated if the player makes a Shock Assault.

Assault CRT notes:

1. 7/1 and 3/1 are the maximum and minimum combat odds. If attacking at greater than 7/1 odds (or less than 1/3) and terrain (or other factors) would cause the column used to be shifted, then use the 7/1 (or 1/3) column as the base line.
2. The 1.5/1 odds column is used when attacker has at least 50 percent more strength than the defender, but less than twice as much.

OVER THE TOP!

HOW TO RETREAT

1. Combat Retreats. A player moves his own retreating units.
2. A unit must attempt to retreat according to the following priorities:
 - (1) A vacant hex not in an enemy ZOC
 - (2) A friendly-occupied hex
 - (3) A hex in an enemy ZOC
3. If entering a friendly-occupied hex violates stacking restrictions, then the retreating unit retreats an additional hex at no additional penalty. There is no limit to the number of hexes into which a unit can retreat because of overstacking.
4. A unit may retreat into an enemy Zone of Control. This retreat causes the following to occur even if the hex is occupied by a friendly unit:
 - Any full strength retreating unit is reduced to half strength.
 - Any reduced strength unit is eliminated.
 - Any unit with no reverse side is eliminated.
5. If a unit has no place to retreat (i.e. it is completely surrounded by enemy units, map edge, and/or prohibited terrain), then it is eliminated.
6. Retreats take place immediately upon resolution of each individual combat.

ADVANCE AFTER COMBAT

1. Certain combat results indicate that advances after combat may occur. Only units which participated in the combat may advance.
2. The number of hexes advanced depends upon the unit type.
 - Infantry, shock troops, tanks, machinegun and cavalry may advance one hex.
 - Other units (artillery, headquarters, etc.) may not advance after combat.
3. The hex advanced into must be one which the enemy had occupied and then was eliminated/retreated from.
4. The defender may advance after combat, if the CRT allows it, into hex(es) the attacker had occupied (representing local counterattacks and the generally confused tactical situation).
5. Units may advance into, through and out of enemy Zone of Controls at no penalty (i.e. they are not reduced).
6. Units which advance after combat must obey stacking restrictions.
7. Units may not advance after combat into prohibited terrain.
8. Advance after combat takes place immediately upon resolution of each combat. Note that this means the player may advance units to cut off the retreat path of enemy units.

POISON GAS TABLE

die roll	result
1 (-)	NE
2	NE
3	NE
4	Suppression
5	Elimination
6 (+)	Panic

GAS

Die roll modifier:

+2 if defender unprepared (Applies to certain scenarios)

Results:

NE: No effect

Suppression: Suppress all units in the hex. Place a "Gas" marker in the hex.

Elimination: Reduce one unit in the hex and suppress the remainder. Place a "Gas" marker in the hex.

Panic: retreat all units in the hex two hexes and then suppress them. Place a "Gas" marker in the attacked hex.

FRICTION EVENTS TABLE

Roll two die: the first number rolled is the "tens" digit, the second is the "ones" and then cross index with event. E.g., if you roll a "1" and a "2" then event "12" occurs, "Élan."

die roll	results
11-12	Élan
13-14	Army Demoralization
15-16	Intelligence Situation
21-22	Reinforcements Accelerated
23-24	Reinforcements Delayed
25-26	Command Breakdown
31	Command Enhanced
32-35	Weather
36	Trench Psychosis
41-46	Scenario Special Event
51-66	No Event

Friction Event Explanations:

Élan: The player rolls one die and adds the resulting number to his current total of Morale Points to a maximum of 10.

Army Demoralization: The player rolls one die and subtracts the resulting number to his current total of Morale Points to a minimum of 0.

Intelligence Situation: The player may do either of the following:

- examine all enemy stacks on the map.
- receives three fog of war markers, if available; these are placed on any friendly units.

Reinforcements Accelerated: The player receives the next available group of reinforcements (after this turn) this turn; if he has no reinforcements due, he rolls one die and immediately receives that number of Replacement points.

Reinforcements Delayed: Any reinforcements due this turn do not become available until the following turn; if no reinforcements are due this turn, then the player receives no replacements this turn.

Command Enhanced: All units are "In Command" this turn.

Command Breakdown: Reduce all friendly command ratings to "0" this turn.

Weather: Implement the effects of weather for this player turn (only) as follows:

- Reduce friendly movement allowances by "1."
- Reduce line of sight for observation to adjacent hexes (this does not affect artillery range).
- Air units may not fly this player turn.

Trench Psychosis: Units which begin their initial movement segment in a trench hex may only move into adjacent hexes, friendly or enemy. Advance, Retreat and Breakthrough movement is not affected.

Scenario Special Event: Follow instructions provided by the scenario. Otherwise, treat as "No Event."

No Event: Nothing Happens.

Over the Top!

Errata 10 October 1997

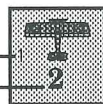
Standard Rules

20.53 (change) Assault Combat: Forts have a combat strength set by the scenario, used when defending against enemy assault attacks. Results of "De" and "Dz" inflicted on fortresses eliminate them. All other results have no effect.

Use the following diagram for 28.1:

Air Units have the following factors:

- Air Superiority _____
- Bombardment _____



Player Aid Card

How to Retreat: Retreating units are moved one hex.

BRUSILOV, 1916 TURN RECORD CHART

5 SEP	13 SEP End Quick Scenario
6 SEP	14 SEP
7 SEP	15 SEP
8 SEP	16 SEP
9 SEP	17 SEP
10 SEP	18 SEP
11 SEP	19 SEP
12 SEP	20 SEP End Full Scenario

DAMASCUS, 1918
TURN RECORD CHART

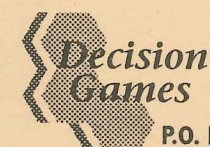
18 SEP	25 SEP	2 OCT
19 SEP	26 SEP	3 OCT
20 SEP	27 SEP	4 OCT
21 SEP	28 SEP	5 OCT
22 SEP	29 SEP	6 OCT
23 SEP	30 SEP	7 OCT
24 SEP	1 OCT End Standard Scenario	8 OCT End Extended Scenario

RIGA, 1917 TURN
RECORD CHART

1 SEP AM	4 SEP AM
1 SEP PM	4 SEP PM
2 SEP AM	5 SEP AM
2 SEP PM	5 SEP PM
3 SEP AM	6 SEP AM
3 SEP PM	6 SEP PM

ST. MIHIEL, 1918 TURN
RECORD CHART

12 SEP AM	15 SEP AM
12 SEP PM	15 SEP PM
13 SEP AM	16 SEP AM
13 SEP PM	16 SEP PM
14 SEP AM	
14 SEP PM	



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Race to Damascus

OVER THE TOP!

Brusilov Offensive

Front

British

21	1	2	3	60	1	2	3	7	1
1-3	6-5	6-5	5-5	8(4)5	8-5	8-5	8-5	4(3)4	5-5
54	54	54	54	54	54	54	54	54	54
5-5	5-5	4(3)4	5-5	5-5	5-5	4(3)4	6-5	6-5	6-5
75	52	52	52	75	1 DF	2 DF	3 DF	DF	20
4(3)4	4-5	4-5	4-5	4(3)4	4-5	4-5	4-5	3(3)4	1-3
1	2	3	53	53	10	2	3	10	2
7-5	7-5	7-5	4(3)4	9-5	9-5	9-5	5(4)4	5-5	5-5
3	74	74	DMC	AMZ AC	4	5	2	3	CF
5-5	4(3)4	1-4	6-8	6-8	6-8	1-3	5-5	5-5	5-5
CF	AMP	A	A	SUPPRESSION	SUPPRESSION	SUPPRESSION	Arab C. Lawr.	Allied Morale	Game Turn
2(3)4	6-8	1-3	1-3				3-10		

Turk

8	1	2	3	7	1	2	3	20	1
1-2	2-4	2-4	2-4	3(3)4	3-6	3-6	3-6	3(3)4	4-6
2	3	A	16	1	2	3	19	1	7
4-6	4-6	3(3)4	2-6	2-6	2-6	3(3)4	1-2	3-6	3-6
3	1	1	26	2	3	26	2	3	53
3-6	3(3)4	6-6	6-6	6-6	2(3)4	3-6	3-6	3-6	3(3)4
1	2	3	54	4	24	1	2	3	1
4-6	4-6	4-6	3(3)4	1-2	3(3)4	3-6	3-6	3-6	3-6
2	3	48	48	1	2	3	COM	A	A
3-6	3-6	3(3)4	2-8	2-8	2-8	2-8	3-3	3-3	4(3)5
A PZ	Fog of War	SUPPRESSION	SUPPRESSION	SUPPRESSION	SUPPRESSION	SUPPRESSION	SUPPRESSION	SUPPRESSION	Central Powers Morale
7+6									

Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	SUPPRESSION	SUPPRESSION	Fog of War	Fog of War	Fog of War
Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	SUPPRESSION	SUPPRESSION	Fog of War	Fog of War	Fog of War

Russian Army

1	3	16	17	2	4	46	77	100	46
1-3	3-7	4-6	4-6	3-7	2(3)3	1-2	6-4	4-3	3(3)3
5	11	OR	5	30	80	71	30	29	125
1-3	4-6	3-7	2(3)3	1-2	6-4	6-4	3(3)3	1-2	4-3
102	39	40	1	2	3	1	2	3	40
4-3	3(3)3	1-2	3-4	3-4	3-4	3-4	3-4	3-4	4(3)3
2	1	2	3	1	2	3	1	2	101
1-2	4-4	4-4	4-4	4-4	4-4	4-4	4(3)3	1-2	4-3
105	32	1	2	3	1	2	3	12	7
4-3	3(3)3	3-4	3-4	3-4	3-4	3-4	3-4	4-6	4-6
3	8A	126	23	53	1	2	3	23	5
1-2	4-3	2-8	1-2	6-4	4-4	4-4	4-4	3(3)3	1-2
1	2	3	5	1	2	3	5	1	2
4-4	4-4	4-4	3-4	3-4	3-4	3-4	3-4	3-4	3-4
1	2	3	5	1	2	3	5	1	2
4-4	4-4	4-4	3-4	3-4	3-4	3-4	3-4	3-4	3-4

Austro-Hungarian Army

1	2	3	1	2	3	5	1	2	1
4-4	4-4	4-4	3-4	3-4	3-4	3(3)3	2	2	2
1	9	1	11	1	3	2	HAD	1	53
1-2	4-6	4-6	5-6	6-4	6-4	2-6	2(3)3	1-2	4-3
51	52	90	FATH	2	4	41	89	2	10
6-4	6-4	3-4	3(3)3	1-2	7-3	7-4	7-4	2(3)3	1-2
37	2	25	26	10	1	11	70	7	SZUR
6-4	5-4	6-4	6-4	3(3)3	1-2	7-4	6-4	8-4	4(3)3
1	18	91	92	25	7	18	HG	10	29
1-2	12-4	8-4	7-4	3-6	2(3)3	1-2	4-6	6-4	3-4
det	det	4	61	21	2	41	270	271	272
4-4	4-4	4-6	6-4	3-6	1-2	4-4	4-4	4-4	4-4

German

OOC	OOC	OOC	OOC	ALLIED Fog of War	72B	118	5	41	MGM
OOC	OOC	OOC	OOC	ALLIED Fog of War	6-4	6-4	3-6	5(3)3	2-4
OOC	OOC	OOC	OOC	ALLIED Fog of War	ALLIED Fog of War	ALLIED Fog of War	ALLIED Fog of War	ALLIED Fog of War	ALLIED Fog of War

Brusilov Offensive

OVER THE TOP!

Race to Damascus

Back

Russian Army

46 FIRED	100 XX 2 - 3	77 XX 3 - 4	46 FIRED	4 Cav FIRED	2Com Cos XX 1 - 7	17 XX 2 - 6	16 XX 2 - 6	3Cav Kos XX 1 - 7	4 Cav XX 1 - 3
125 XX 2 - 3	29 FIRED	30 FIRED	71 XX 3 - 4	80 XX 3 - 4	30 FIRED	5 Cav FIRED	OR Cos XX 1 - 7	11 XX 2 - 6	5 Cav XX 1 - 3
40 FIRED	3 4R 2 - 4	2 4R 2 - 4	1 4R 2 - 4	3 2Rf 2 - 4	2 2Rf 2 - 4	1 2Rf 2 - 4	40 FIRED	39 FIRED	102 XX 2 - 3
101 XX 2 - 3	1 032 FIRED	8 FIRED	3 15 2 - 4	2 15 2 - 4	1 15 2 - 4	3 14 2 - 4	2 14 2 - 4	1 14 2 - 4	8 FIRED
7 XX 2 - 6	12 XX 2 - 6	3 4FR 2 - 4	2 4FR 2 - 4	1 4FR 2 - 4	3 2FR 2 - 4	2 2FR 2 - 4	1 2FR 2 - 4	32 FIRED	105 XX 2 - 3
5 S18 1 - 2	23 FIRED	3 20 2 - 4	2 20 2 - 4	1 20 2 - 4	53 XX 3 - 4	23 1 - 2	X 1 - 8	126 XX 2 - 3	2 8A 1 - 2

Austro-Hungarian Army

53 XX 2-3	0 FATH 1-2	HAD ER FIRED	2 PL 1-6	3 PL 3-4	1 PL 3-4	11 XX 3-6	1 XX 2-6	9 XX 2-6	0 HAD ER 1-2
10 XX 1-2	2 FIRED	89 Sh 4-4	41 XX 3-4	4 XX 3-4	0 2 FIRED	FATH XX 2-4	90 Sh 3-4	52 26Sh 3-4	51 26Sh 3-4
SZUR FIRED	7 XX 4-4	70 XX 3-4	11 XX 3-4	0 SZUR 1-2	10 FIRED	26 13Sh 4-4	25 13Sh 3-4	2 XX 2-4	37 XX 3-4
det 108 1-4	29 XX 3-4	10 XX 2-6	1 HG LIN 1-2	18 FIRED	7 XX 1-6	25 XX 3-4	92 46Sh 4-4	91 46Sh 6-4	0 18 1-2

German

38 11B 3-4	272 82Rs 2-4	271 82Rs 2-4	270 82Rs 2-4	41 Res 1-2	21 1-6	61 XX 3-4	4 XX 2-6	det 20 2-4	det 19 2-4
41 Res FIRED	5 G 2-6	138 11B 3-4	728 11B 3-4	0OC	0OC	0OC	0OC	0OC	0OC

British





















1 54 3-5	7 FIRED	3 7 4-5	2 7 4-5	1 7 4-5	60 FIRED	3 60 3-5	2 60 3-5	1 60 3-5	21 XX 1-3
3 75 3-5	2 75 3-5	1 75 3-5	3 FIRED	3 3 3-5	2 3 3-5	1 3 3-5	54 FIRED	3 54 3-5	2 54 3-5
1 20 1-3	DF FIRED	3 DF 2-5	2 DF 2-5	1 DF 2-5	75 FIRED	3 52 2-5	2 52 2-5	1 52 2-5	75 FIRED
2 74 3-5	1 74 3-5	10 FIRED	3 10 5-5	2 10 5-5	1 10 5-5	53 FIRED	3 53 4-5	2 53 4-5	1 53 4-5
3 CF 3-5	2 CF 3-5	1 CF 3-5	1 CF 1-3	5 XX 3-8	4 XX 3-8	ANZ AC 3-8	1 DMC 1-3	74 FIRED	3 74 3-5
		Arab C Lawr. 1-10	GAS	GAS	GAS			AMP XX 3-8	CF FIRED





















Turks









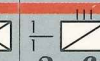




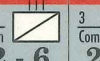




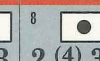

1 16 2-6	20 FIRED	3 20 1-6	2 20 1-6	1 20 2-6	7 FIRED	3 7 1-4	2 7 1-4	1 7 1-4	0 8 1-2
2 1-6	1 2-6	0 1-2	19 FIRED	3 19 1-6	2 19 1-6	1 19 1-6	A 16 FIRED	3 16 2-6	2 16 2-6
53 FIRED	3 53 1-6	2 53 1-6	1 53 2-6	26 FIRED	3 26 3-6	2 26 3-6	1 26 3-6	1 FIRED	3 1-6
1 48 2-6	3 24 1-6	2 24 1-6	1 24 2-6	24 FIRED	0 4 1-2	54 FIRED	3 54 2-6	2 54 2-6	1 54 2-6
A FIRED	A COM 1-3	A COM 1-3	COM 1-8	3 3 1-8	2 3 1-8	1 3 1-8	48 FIRED	3 48 1-6	2 48 1-6







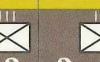









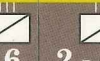

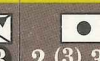

GAS	GAS	GAS	GAS	GAS	GAS	GAS	A PZ 4+5	OOC
SUPPRESSION	SUPPRESSION	SUPPRESSION	SUPPRESSION	SUPPRESSION	SUPPRESSION	SUPPRESSION	OOC	OOC
SUPPRESSION	SUPPRESSION	SUPPRESSION	SUPPRESSION	SUPPRESSION	SUPPRESSION	SUPPRESSION	OOC	OOC

















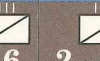



German






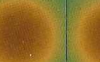
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 6+4	 6+4	 6+4	 6-4	 6-4	 6-4	 6-4	 6-4	 6-4	 4-4

 4-4	 4-4	 5-4	 5-4	 5-4	 5-4	 5-4	 5-4	 5-4	 5-4
 5-4	 5-4	 5-4	 5-4	 5-4	 5-4	 5-4	 5-4	 5-4	 5-4

 4-4	 4-4	 4-4	 5-4	 5-4	 5-4	 4-4	 4-4	 4-4	 2-6
 2-6	 2-6	 2-6	 2-6	 2-6	 2-6	 8(8)3	 3(4)3	 3(4)3	 2(4)3





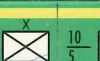












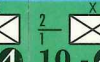


 2(4)3	 1-2	 3-3	 3-3	 3-3	 3-3	 3-3	 3-3	 3-3	 3-3
 3-3	 3-3	 3-3	 3-3	 3-3	 3-3	 2-4	 2-6	 2-6	 4+3








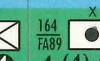












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 3-3	 3-3	 3-3	 3-3	 3-3	 3-3	 3-3	 2-6	 2-6	 4+3





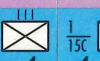

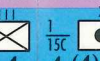







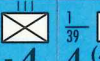

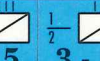
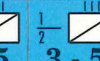


 2-4	 2(3)3	 2(3)3	 3-4	ALLIED Fog of War	ALLIED Fog of War	ALLIED Fog of War	ALLIED Fog of War	ALLIED Fog of War	ALLIED Fog of War
 2-4	 2(3)3	 2(3)3	 3-4	ALLIED Fog of War	ALLIED Fog of War	ALLIED Fog of War	ALLIED Fog of War	ALLIED Fog of War	ALLIED Fog of War

 Destroyed	 Destroyed	 Destroyed	 Destroyed	 Destroyed	SUPPRESSION	SUPPRESSION	SUPPRESSION	SUPPRESSION	SUPPRESSION
 Destroyed	 Destroyed	 Destroyed	 Destroyed	 Destroyed	SUPPRESSION	SUPPRESSION	SUPPRESSION	SUPPRESSION	SUPPRESSION

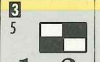



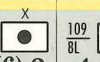

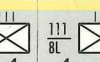



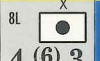



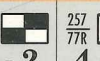

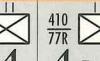
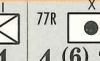


US Army

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 8-4	 8-4	 4(4)3	 8-4	 8-4	 4(4)3	 1-2	 10-4	 10-4	 4(4)3

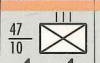

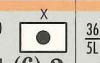

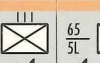

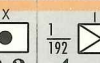
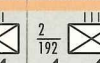






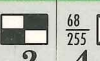

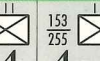
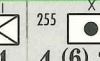


 10-4	 10-4	 4(4)3	 9-4	 9-4	 4(4)3	 8-4	 8-4	 4(4)3	 1-2
 10-4	 10-4	 4(4)3	 9-4	 9-4	 4(4)3	 8-4	 8-4	 4(4)3	 3+4

 2	 2	 2	 1-2	 4-4	 4-4	 4-4	 4(4)3	 4-4	 4-4
 4-4	 4(4)3	 4-4	 4-4	 4-4	 4(4)3	 3-5	 3-5	 3-5	 4(3)3


French Army

 1-2	 4-4	 4-4	 4(6)3	 4-4	 4-4	 4-4	 4-4	 2	 2
 4(6)3	 3-3	 3-3	 3-3	 1-2	 4-4	 4-4	 4-4	 4(6)3	 4-4

Austro-Hungarians









































 4-4	 4-4	 4(6)3	 4-4	 4-4	 4-4	 4(6)3	 4-4	 4-4	 4-4
 4-4	 4-4	 4-4	 4(6)3	 1-2	 4-4	 4-4	 4(6)3	 3-4	 3-4








German Army











 3-4	 5-4	 5-4	 5-4	 1-2	 5-4	 5-4	 5-4	 5-4	 5-4
 5-4	 3-4	Fog of War	Fog of War	Fog of War	Fog of War	Fog of War	Fog of War	Fog of War	Fog of War

OOC	OOC	OOC	OOC	OOC	GAS	GAS	GAS	GAS	GAS
OOC	OOC	OOC	OOC	OOC	GAS	GAS	GAS	GAS	GAS

German Army

153 78		156 78		155 78		5FA 10		10 5		9 5		2FA 3		3 2		3 2		21	
FIRED	4 - 4	4 - 4	4 - 4	FIRED	5 - 4	5 - 4	5 - 4	FIRED	5 - 4	5 - 4	5 - 4	5 - 4	5 - 4	5 - 4	5 - 4	5 - 4	5 - 4	1 - 2	
1FA 1		2 1		1 1		1 4		165FA 90		180 90		179 90		157FA 82		164 82		163 82	
FIRED	5 - 4	5 - 4	5 - 4	1 - 2	1 - 2	FIRED	4 - 4	4 - 4	4 - 4	4 - 4	4 - 4	4 - 4	4 - 4	4 - 4	4 - 4	4 - 4	4 - 4	4 - 4	
1 5		164 FAB9		178 89		177 89		67FA 42		84 42		83 42		3FA 3		6 3		5 3	
1 - 2	FIRED	4 - 4	4 - 4	4 - 4	4 - 4	4 - 4	4 - 4	FIRED	5 - 4	5 - 4	5 - 4	5 - 4	5 - 4	FIRED	5 - 4	5 - 4	5 - 4	5 - 4	
A 304		155 FAB0		160 80		159 80		51FA 26		52 26		51 26		4FA 4		8 4		7 4	
2 + 4	FIRED	4 - 4	4 - 4	4 - 4	4 - 4	4 - 4	4 - 4	FIRED	5 - 4	5 - 4	5 - 4	5 - 4	5 - 4	FIRED	5 - 4	5 - 4	5 - 4	5 - 4	

$\frac{1}{26}$ 	$\frac{1}{26}$ 	$\frac{1}{15C}$ 	$\frac{1}{15C}$ 	$\frac{1}{15C}$ 	$\frac{1}{15C}$ 	$\frac{2}{Col}$ 
2 - 4	2 - 4	FIRED	2 - 4	2 - 4	2 - 4	1 - 2

$\frac{1}{2}$ 	$\frac{1}{2}$ 	$\frac{1}{2}$ 	$\frac{1}{2}$ 	$\frac{1}{39}$ 	$\frac{1}{39}$ 	$\frac{1}{39}$ 	$\frac{1}{39}$ 	$\frac{1}{26}$ 	$\frac{1}{26}$ 
FIRED	2 - 5	2 - 5	2 - 5	FIRED	2 - 4	2 - 4	2 - 4	FIRED	2 - 4

	¹¹¹ 8L		¹¹⁰ 8L		¹⁰⁹ 8L		3L		⁸² 3L		⁶⁰ 3L		¹⁵ 3L		² 5				
	2 - 4		2 - 4		2 - 4		FIRE		2 - 4		2 - 4		2 - 4		1 - 2				
⁶ 10		77R		⁴¹⁰ 77R		³³² 77R		²⁵⁷ 77R		² 1		⁶⁴ 35		⁶³ 35		⁵¹ 35		8L	
	2 - 4	FIRE		2 - 4		2 - 4		2 - 4		1 - 2		2 - 3		2 - 3		1 - 3		FIRE	

$\frac{3}{192}$		$\frac{2}{192}$		$\frac{1}{192}$		5L		$\frac{65}{5L}$		$\frac{37}{5L}$		$\frac{36}{5L}$		10		$\frac{398}{10}$		$\frac{47}{10}$	
2 - 4		2 - 4		2 - 4		FIRED		2 - 4		2 - 4		2 - 4		FIRED		2 - 4		2 - 4	

$\frac{81}{1}$		255		$\frac{153}{255}$		$\frac{94}{255}$		$\frac{68}{255}$		$\frac{2}{19}$		31		$\frac{174}{31}$		$\frac{166}{31}$		$\frac{70}{31}$	
1 - 4		FIRED		2 - 4		2 - 4		2 - 4		1 - 2		FIRED		2 - 4		2 - 4		2 - 4	

[illegible][illegible]


$\frac{1}{19R}$	$\frac{1}{19R}$	$\frac{1}{19R}$	$\frac{3}{14BA}$	$\frac{2}{14BA}$	$\frac{1}{14BA}$	$\frac{2}{4}$	$\frac{2}{3}$	$\frac{2}{2}$	$\frac{2}{8}$
$3 + 4$	$3 + 4$	$3 + 4$	$3 + 4$	$3 + 4$	$3 + 4$	$1 - 2$	$1 - 2$	$1 - 2$	$1 - 2$
$\frac{1}{1R}$	$\frac{3}{16D}$	$\frac{2}{16D}$	$\frac{1}{16D}$	$\frac{3}{GD}$	$\frac{2}{GD}$	$\frac{1}{GD}$	$\frac{1}{26D}$	$\frac{1}{26D}$	$\frac{1}{26D}$
$2 - 4$	$3 - 4$	$3 - 4$	$3 - 4$	$3 - 4$	$3 - 4$	$3 - 4$	$3 + 4$	$3 + 4$	$3 + 4$


[illegible]

$\frac{1}{1}$		$\frac{3}{205}$		$\frac{2}{205}$		$\frac{1}{205}$		$\frac{3}{203}$		$\frac{2}{203}$		$\frac{1}{203}$		$\frac{3}{202}$		$\frac{2}{202}$		$\frac{1}{202}$	
1 - 6		2 - 4		2 - 4		2 - 4		3 - 4		3 - 4		3 - 4		2 - 4		2 - 4		2 - 4	

8		8		8		8		8		$\frac{3}{Com}$		$\frac{2}{Com}$		$\frac{1}{Com}$		$\frac{3}{1}$		$\frac{2}{1}$	
FIRE	D	FIRE	D	FIRE	D	FIRE	D	FIRE	D	1 - 6		1 - 6		1 - 6		1 - 6		1 - 6	

1 - 3	1 - 3	2 - 3	2 - 3	2 - 3	2 - 3	2 - 3	2 - 3	2 - 3	1 - 2	
				Rif						
FIRE!	2 - 2	1 - 6	1 - 6	1 - 4	1 - 2	1 - 2	1 - 2	1 - 2	1 - 2	1 - 2


 1 - 3 2 - 3 2 - 3 2 - 3 2 - 3 2 - 3 2 - 3 2 - 3 1 - 2 **FIRED**


 1 - 3 2 - 3 2 - 3 2 - 3 2 - 3 2 - 3 2 - 3 2 - 3 1 - 2 **FIRED**

[illegible]

ALLIED Fog of War	ALLIED Fog of War	ALLIED Fog of War	ALLIED Fog of War	Fog of War	Fog of War	Fog of War	Fog of War		
					SUPPRESSION	SUPPRESSION	SUPPRESSION		

BRUSILOV OFFENSIVE:
1916
OVER THE TOP!

AIR UNIT MISSION CHART		
Air Mission	Segment Refinement	Scenarios
• Air Reconnaissance	Friendly Observation	1914+
• Offensive Bombardment	Offensive Barrage	1915+
• Defensive Bombardment	Defensive Barrage	1915+
• Air Superiority	Any	1916+

COMMAND SUMMARY

• "In Command" units
...Move up to half of their movement factor in the Breakthrough segment
...Artillery units in 1917 and later may fire at any hex in range.

• "Out of Command" units
...Shift two columns to the left in Barrage and Assault combat when attacking.
...Shift one column to the right in Assault combat when defending.
...May not move in the Breakthrough segment (exception: units with highlighted movement factors may move half their movement factor).

...Optional rules: Artillery in 1917+ may fire at any hex within range (see25.1).

GERMAN/AUSTRIAN AIR UNITS AVAILABLE	GERMAN/AUSTRIAN ELIMINATED UNITS BOX

FRICTION EVENTS TABLE	
(Roll two die the first number rolled is the "tens" digit, the second is "ones" and then cross index with event. E.G., if you roll a "1" and a "2" then event "12" occurs. "Blas 7")	
11-12:	Blas
13-14:	Army Demoralization
15-16:	Intelligence Situation
21-22:	Reinforcements Accelerated
23-24:	Reinforcements Delayed
25-26:	Command Breakdown
31:	Command Enhanced
32-35:	Weather
36:	Trench Psychosis
41-46:	Scenario Special Event
51-66:	No Event

ARTILLERY BARRAGE TABLE	
Total number of artillery factors firing	
0	1-4 5-8 9-12 13-16 17-20 21-24 25+
1	N N N N N N N N S
2	N N N N N R S E E
3	N N S S S E E E
4	N S S S E E E X
5	S S S E E E X X
6	S E E E X X X X

ASSAULT COMBAT RESULTS TABLES												
1/3(-)	1/2	1/1	1/1	1/1	3/1	4/1	5/1	6/1	7/1(+)			
1	AE	AE	AE	AE	AA	AA	DA	DA	DA	DA	DA	DA
2	AE	AE	AA	AA	AA	DA	DA	DA	DA	DA	DA	DA
3	AE	AA	AA	AA	DA	DA	DA	EX	EX	EX	EX	EX
4	AA	AA	AA	DA	DA	EX	EX	EX	EX	EX	EX	EX
5	AA	AA	DA	EX	EX	EX	EX	DE	DE	DE	DE	DE
6	AA	EX	EX	EX	EX	DE	DE	DE	DE	DE	DE	DE
7	AA	DA	DA	DA	DA	DE	DE	DE	DZ	DZ	DZ	DZ
8	DA	DA	DE	DE	DE	DZ	DZ	DZ	DZ	DZ	DZ	DZ
Column shifts (cumulative):												
• Terrain shifts to the left depending upon terrain type (see Terrain Effects Chart)												
• Any defender suppressed: +2												
• Any attacker suppressed: -2												
• Out of Command attacking units: -2												
• Out of Command defending units: -1												
• Attacker expends one Morale point: -1												
• Defender expends one Morale point: -1												
• Final number of shifts may never be more than four to the right or four to the left.												
The roll modifiers (non-cumulative):												
• +2 Stormtroops or tanks in the attack.												
• -1 Any 1918 infantry in the attack.												

TERRAIN EFFECTS CHART			
Terrain	Move Cost	Defensive shifts	
Clear	1	0	
Woods	2	1	
Swamp	2	1	
Hilltop	+1*	1*	
River	+2 to cross	-2	
City	1	2	
Town	1	1	
Frontline(Riga)	OT	OT	
Set-Up Boundary	OT	OT	
Fort (Friendly)	OT	2	
Fort (Enemy)	OT	0	
Road	1/2**	OT	
Railroad	OT	OT	
River Bridge	0	2	
Crater Marker	all	+1 to OT	
Set-Up Location			
Entrenchments (Friendly)	1	2	
Entrenchments (Enemy)	1	1	

NOTES:

1. OT: Other Terrain: use other terrain in the hex.

2. A unit may always move one hex per turn, as long as it is not moving through prohibited terrain.

3. * Movement cost only for moving up/down through slope hexside. Defensive bonus only if all units attacking do so through up-slope hexsides (and defender is on hilltop).

** Road movement applies only if moving through contiguous road hexes.

*** Certain scenarios allow Rail Movement; see scenario Special Rules.

4. Multiple defense shifts: if a defending force can take advantage of more than one terrain type, it may do so; however, it may never have more than FOUR shifts to the left.

5. Note that defense shifts for terrain apply to both assault and barrage combat; however, units defending against barrage combat do not get the advantage of hex-side terrain (e.g., rivers).

6. *** Forts and units on Forts, receive two combat shifts to the LEFT for defense.



Game Design: Joe Miranda Map Graphics: Joe Voss © 1997, Decision Games, Inc.

FRICTION EVENTS TABLE	
(Roll two die: the first number rolled is the "tens" digit, the second is "ones" and then cross index with event. E.G., if you roll a "1" and a "2" then event "12" occurs. "Elan.")	
11-12:	Elan
13-14:	Army Demoralization
15-16:	Intelligence Situation
21-22:	Reinforcements Accelerated
23-24:	Reinforcements Delayed
25-26:	Command Breakdown
31:	Command Enhanced
32-35:	Weather
36:	Trench Psychosis
41-46:	Scenario Special Event
51-66:	No Event

COMMAND SUMMARY	
* "In Command" units	
...Move up to half of their movement factor in the Breakthrough segment	
* "Out of Command" units	
...Shift two columns to the left in Barrage and Assault combat when attacking.	
...Shift one column to the right in Assault combat when defending.	
...May not move in the Breakthrough segment (except units with highlighted movement factors may move half of their movement allowance).	
Optional rules: Artillery units in 1917+ may fire at any hex in range.(See 25.1)	



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Game Design: Joe Miranda
Map Graphics: Joe Youst
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TERRAIN EFFECTS CHART			
Terrain	Move Cost	Defensive shifts	
Clear	1	0	
Woods	2	1	
Wasteland	no entry	0	
Slope/Hesside	Hilltop	+1*	1*
Sea/Lake	P	P	
River	+2 to cross	-2	
Mons	City	1	2
Conde	Town	1	1
Stream	0	0	
Mountain	3	2	
Fort (Friendly)	OT	2	
Fort (Enemy)	OT	0	
Road	1/2**	OT	
Railroad	OT	OT	
River Bridge	0	2	
Entrenchments (Friendly)	1	2	
Entrenchments (Enemy)	1	1	

- NOTES:
- Other Terrain: use other terrain in the hex.
 - A unit may always move one hex per turn, as long as it is not moving through prohibited terrain.
 - * Movement cost only for moving up/down through slope/hesside. Defensive bonus only if all units attacking do so through up-slope/hesside (and defender is on hilltop).
 - ** Road movement applies only if moving through contiguous road hexes.
 - *** Certain scenarios allow Rail Movement: see scenario Special Rules.
 4. Multiple defense shifts: if a defending force can take advantage of more than one terrain type it may do so; however, it may never have more than FOUR shifts to the left.
 5. Note that defense shifts for terrain apply to both assault and barrage combat; however, units defending against barrage combat do not get the advantage of hesside terrain (e.g., rivers).
 6. **** Forts and units on Forts, receive two combat shifts to the LEFT for defense.

COMBAT RESULTS TABLES												
Assault	Combat Results Table	1/3(-)	1/2	1/1	15/1	2/1	3/1	4/1	5/1	6/1	7/1(+)	
1	AE	AE	AE	AE	AE	AA	DA	DA	DA	DA	DA	
2	AE	AE	AA	AA	AA	DA	DA	DA	DA	DA	DA	
3	AE	AA	AA	AA	DA	DA	DA	EX	EX	EX	EX	
4	AA	AA	AA	DA	DA	EX	EX	EX	EX	EX	EX	
5	AA	AA	DA	EX	EX	EX	EX	DE	DE	DE	DE	
6	AA	EX	EX	EX	EX	DE	DE	DE	DE	DE	DE	
7	AA	DA	DA	DA	DE	DE	DE	DZ	DZ	DZ	DZ	
8	DA	DA	DE	DE	DE	DZ	DZ	DZ	DZ	DZ	DZ	

Column shifts (non-cumulative):

- Terrain: shifts to the left depending upon terrain type (see Terrain Effects Chart)
- * Any defender suppressed: -2
- * Any attacker suppressed: -2
- * Out of Command attacking unit(s): -2
- * Out of Command defending unit(s): -1
- * Attacker expends one Morale point: +1
- * Defender expends one Morale point: -1

** Final number of shifts may never be more than four to the right or four to the left.

Die roll modifiers (non-cumulative):

- +2 Stormtroops or tanks in the attack.
- +1 Any 1918 Infantry in the attack.

AIR UNIT MISSION CHART												
Air Mission	Support/Recon	Strategic Observation	Scramble									
* Air Reconnaissance	Friendly Observation	1914										
* Offensive Bombardment	Offensive Barrage	1915										
* Defensive Bombardment	Defensive Barrage	1915										
* Air Superiority	Any	1916										

ARTILLERY BARRAGE TABLE												
Total number of artillery factors firing												
	0	1-4	5-8	9-12	13-16	17-20	21-24	25+				
1	N	N	N	N	N	N	N	S				
2	N	N	N	N	R	S	E	E				
3	N	N	S	S	S	E	E	E				
4	N	S	S	S	S	E	E	E	X			
5	S	S	S	S	E	E	E	X	X	X		
6	S	E	E	E	X	X	X	X	X	X		

GERMAN/TRUKISH ELIMINATED UNITS BOX	ALLIED ELIMINATED UNITS BOX
GERMAN/TRUKISH AIR UNITS AVAILABLE	ALLIED AIR UNITS AVAILABLE

