# An Attrition of Souls
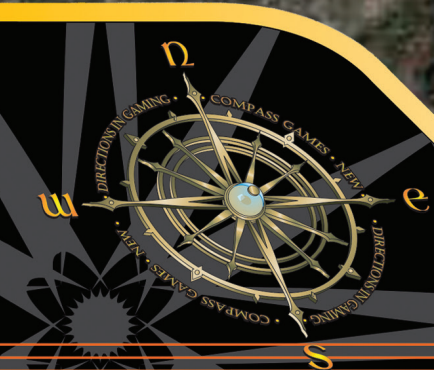## WW I Strategic Scale

*Game Design by Scott Leibbrandt*

**Compass Games**
*New Directions in Gaming*

# An Attrition of Souls

## Contents

# An Attrition of Souls

## 1.0 Introduction

Armies are marching and the lamps are going out all over Europe. From the trenches of Flanders to the steppes of Russia, two colossal military blocs are about to engage in brutal conflict, from which only one can emerge victorious. It is up to you to take control of one of these great alliances. Plot your moves carefully, for within an hour Europe's fate will be decided.

An Attrition of Souls is a light, fast-paced wargame. It uses a unique tile-placement system to simulate the First World War. Each turn, you will randomly draw tiles from a pouch based on your industrial points and use them to the best of your ability. The game features a combat system meant to simulate the horrific attrition of this conflict. Strategy is key, as the dice will offer no bloodless victories in this game.

## 2.0 Basic Game Components

1 Gameboard
1 Rulebook
2 Player Aids
2 Counter Sheets
1 Entente Player Mat
1 Central Powers Player Mat
2 Pouches
10 Six-Sided Dice

58 Markers
- 1 Turn Track Marker
- 27 Double-Sided Control Markers
- 11 Neutral Markers
- 17 Battle Markers/Contested Markers
- 2 Industrial Point Track Markers

- 44 Central Powers Counters (Tiles)
  ·  16 German Tiles: 7 Infantry, 5 Artillery, 4 Airplanes
  ·  12 A/H Tiles: 10 Infantry, 1 Artillery, 1 Airplane
  ·  8 Ottoman Tiles: 6 Infantry, 2 Artillery
  ·  4 Bulgarian Tiles: 2 Infantry, 2 Artillery
  ·  4 Mexican Tiles: 3 Infantry, 1 Artillery

- 70 Entente Powers Counters (Tiles)
  ·  20 Russian Tiles: 18 Infantry, 1 Artillery, 1 Airplane
  ·  12 British Tiles: 9 Infantry, 1 Artillery, 2 Airplanes
  ·  12 French Tiles: 9 Infantry, 2 Artillery, 1 Airplane
  ·  4 Serbian Tiles: 3 Infantry, 1 Artillery
  ·  8 Italian Tiles: 7 Infantry, 1 Artillery
  ·  8 American Tiles: 3 Infantry, 3 Artillery, 2 Airplanes
  ·  4 Romania Tiles: 4 Infantry
  ·  2 Greek Tiles: 2 Infantry

# An Attrition of Souls

## 2.1 The Board



*Europe 1914*

### 2.1.1 The Map
The board shows a map of Europe from 1914.

The map has been divided into 27 different spaces, from here on referred to as **regions**.
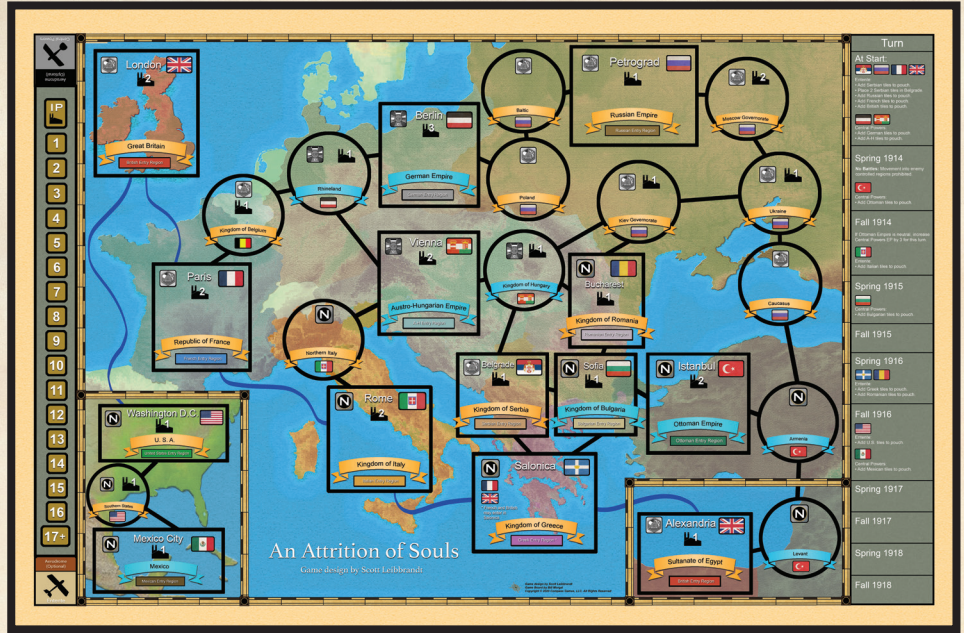
### 2.1.2 Allegiance & Nationality
Each region contains a flag showing that region's nationality. Nations are allied to either the Central Powers or the Entente Powers. During the course of the game, *a region's allegiance will NEVER change, regardless of who currently controls the region.*

| | CENTRAL POWERS Nations/Regions | | ENTENTE POWERS Nations/Regions |
|---|---|---|---|

**German Empire**
Berlin*, Rhineland

**Austro-Hungarian Empire**
Vienna*, Kingdom of Hungary

**Ottoman Empire**
Istanbul*, Armenia, Levant      (N) Spring 1914

**Kingdom of Bulgaria**
Sofia*      (N) Spring 1915

**Mexico**
Mexico City*      (N) Fall 1916

**Republic of France**
Paris*, Kingdom of Belgium

**Great Britain**
London*, Alexandria*

**Russian Empire**
Petrograd*, Baltics, Moscow Governorate, Kiev Governorate, Ukraine, Caucasus, Poland

**Kingdom of Serbia**
Belgrade*

**Kingdom of Italy**
Rome*, Northern Italy      (N) Fall 1914

**Greece**
Salonica *      (N) Spring 1916

**Kingdom of Romania**
Bucharest*      (N) Spring 1916

**U.S.A.**
Washington D.C.*, Southern States      (N) Fall 1916

(N) *Nation begins game as neutral.*
*The date is the first turn the nation may declare war.*

* *Capital region, used for troop mobilization*

**Note:** *A region's allegiance is important for determining movement eligibility (4.6.1) and required battles (4.7.1).*
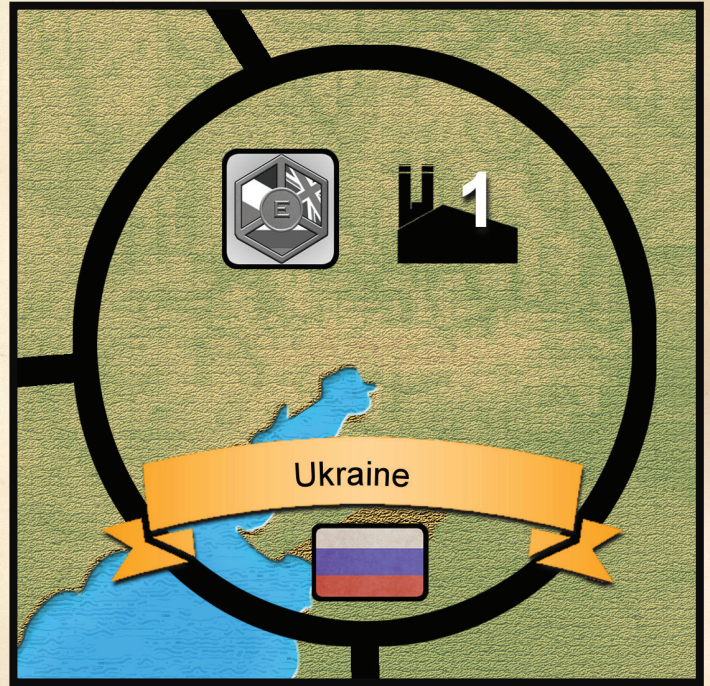
*Capital Region*

*Territory Region*

### 2.1.3 Regions

There are two types of regions, **capitals** and **territories**. Capitals are rectangular spaces and territories are circular spaces.

*Note: Capitals are much more important than territories. Players may only mobilize tiles (4.5) and move tiles (4.6.1) in Capital regions.*

Regions are connected to one another by paths. Straight black lines are **land paths**, while blue curved lines denote **naval path**s. Tiles may not move directly between two regions unless there is a path connecting the two regions.

Some regions are worth **industrial points (IPs)**. This value is equal to the number shown with the factory icon.

Every region has a banner with the region name in it. Orange banners are nations allied with the Entente. Blue banners are allied with the Central Powers.

| Entente | Central Powers | Neutral |
|---|---|---|

*Map Control Squares*

Each region has a control square. Markers are placed in these spaces to denote who controls the region. The grayed symbol in each square denotes the control marker that is placed in the control square at the start of the game.

*Example: London is a British capital.  Paris is a French capital. The Kingdom of Belgium is a territory. London and Paris are connected by a naval path; Paris and Belgium are connected by a land path. London and Paris both have an industrial value of 2; Belgium has an industrial value of 1. All three regions are allied to the Entente.*

# An Attrition of Souls

## 2.1.4 Turn Track

The Turn Track is used to mark the game turn and to remind players of important rules and the entry turn of neutrals. Each year is divided into two turns, henceforth known as Spring 19XX and Fall 19XX. Both players will act on each turn, first the Central Powers player followed by the Entente Powers player.

## 2.1.5 Industrial Points Track

This track is used to record the total number of industrial points each player has. Players will move their industrial points (IP) marker on the track to show the number of IPs they currently control (see section 4.9).

*IP Markers*

## 2.2 Player Aids

The player aid contains game information to assist the player with game play.

## 2.3 Player Mats

These mats show the number of tiles that comprise each nation's military forces, the entry turn of neutral nations, and a space for destroyed tiles. These mats are also used to hold your reserves tiles (see section 4.2).

## 2.4 Turn Track Marker

This marker is moved along the turn track to record what turn it is. After both you and your opponent take a turn, remember to move the marker to the next space on the track. The game begins in Spring 1914 and will end after Fall 1918.

## 2.5 Control Markers

Over the course of the game, you will use control markers to keep track of which regions you and your opponent control. Control markers are two-sided, with one side showing the Central Powers symbol and the other side showing the Entente Powers symbol.

Control Markers are placed in a region's control square to show which player controls the region. A region containing one of your control markers is referred to as a **friendly controlled region**. A region containing an opponent's control marker is referred to as an **enemy controlled region**.

## 2.6 Neutral Markers

Certain regions begin the game with a neutral marker instead of a control marker. Such regions are referred to as neutral regions. A neutral region is considered to be neither friendly nor enemy controlled. You may never move your tiles into, or through, any region while it contains a neutral marker. In addition to denoting that a region has not yet entered the war, neutral markers are also placed in Russian regions if Russia surrenders (see 4.3).

## 2.7 Contested Marker

A contested marker is placed in a region containing both your tiles and your opponent's tiles. Such regions are referred to as **contested regions**.

## 2.8 Battle Markers

You will use these markers to show in which regions battles need to be fought each turn.

## 2.9 Military Tiles

You and your opponent both have separate military tiles. Military tiles have different nationalities as depicted by their color and flag.

There are 3 types of tiles: Infantry, artillery and airplane. Each destroys an opposing tile in battle on a different die roll, as shown by the die face illustrated on each tile.

*A German Airplane that 'hits' ONLY on a roll of 3.*
*An Austro-Hungarian Infantry that 'hits' ONLY on a roll of 1.*
*A Russian Artillery that 'hits' ONLY on a roll of 2.*

## 3.0 Setup

### 3.1 Board Setup
Set the board in the middle of the table, in reach of both you and your opponent.

### 3.1.1 Place Neutral Markers
Place neutral markers in Washington D.C., the Southern States, Mexico City, Northern Italy, Rome, Salonica, Sofia, Bucharest, Istanbul, Armenia, and the Levant.

### 3.1.2 Place Central Powers Control Markers
Central Powers control markers are placed in Berlin, Rhineland, Vienna, and Kingdom of Hungary.

### 3.1.3 Place Entente Powers Control Markers
Entente Powers control markers are placed in London, Paris, Kingdom of Belgium, Alexandria, Belgrade, Petrograd, Moscow Governorate, Baltics, Poland, Kiev Governorate, Ukraine, and Caucasus.

### 3.1.4 Serbians Mobilize
Add the 4 Serbian tiles to the Entente Powers pouch. Randomly draw 2 tiles and place them in Belgrade. Leave the remaining 2 Serbian tiles in the pouch.

### 3.2 Fill the Central Powers Pouch
Add all German and Austro-Hungarian tiles to the Central Powers pouch.

### 3.3 Fill the Entente Powers Pouch
Add all British, Russian, and French tiles to the Entente pouch (combining them with the 2 Serbian tiles already in the pouch).

### 3.4 Determine Which Side You are Playing
You and your opponent must determine which side you are playing. (This can either be done by consensus, or a die roll).

### 3.5 Central Powers Takes Their Pouch
The Central Powers player takes the pouch containing the German and Austro-Hungarian tiles. He or She also takes the Ottoman, Bulgarian, and Mexican tiles, setting them next to their respective flags on the turn track.

### 3.6 Entente Powers Takes Their Pouch
The Entente Powers player takes the pouch containing the British, Russian, French, and Serbian tiles. He or She also takes the Italian, Greek, Romanian, and American tiles, setting them next to their respective flags on the turn track.

### 3.7 Place the Turn Track Marker
Place the marker on the Spring 1914 block of the Turn Track.

### 3.8 Place IP Markers on the Industrial Points Track
Place the Central Powers marker at 7 industrial points. Place the Entente Powers marker at 12 industrial points.

### 3.9 Set Aside the Remaining Pieces
Set the dice and remaining markers within reach of both players.

You are now ready to play!

# 4.0 Sequence of Play

Each turn, players perform the followinfg actions in the order they are listed. First the Central Powers player will take his or her full turn, followed by the Entente Powers player.

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### Sequence of Play Summary

**Central Powers player performs all steps followed by the Entente player.**

**5.1  Check for Early Victory**

**Form Reserves**
**4.1.1  Add Neutral Tiles that enter the game this turn to your Pouch**
**4.1.2  Optionally Return Destroyed Tiles to Your Pouch**
**4.2  Draw Tiles and place tiles in your Reserves**

**Russian Surrender**
**4.3  Optional Russian Surrender (Entente Player ONLY)**

**Mobilize Tiles**
**4.4  Rail tiles from one Region to Reserves**
**4.5  Mobilize tiles from Reserves to Capital(s)**

**Tile Movement**
**4.6.1 Movement Eligibility**
**4.6.2 Movement**
**4.6.3 Contested Capital Restrictions**
**4.6.4 Naval Movement (Entente Player ONLY)**

**Conduct Battles**
**4.7.1 Plan Mandatory Battles**
**4.7.2 Plan Optional Battles**
**4.8.1 Battle Order**
**4.8.2 Battle Resolution**
**4.8.3 End of Battle**
**4.8.4 Advance**

**4.9 Update Region Status**

**4.10.1 Neutral Nation may Declare War and Redeploy**

**4.11.1 Manage Reserves**
**4.11.2 Manage Neutral Reserves**

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### 4.1.1 Add Neutral Tiles to your Pouch

If there is a nation's flag (matching your tiles) for the current turn on the turn track, **you must add all of those tiles to your pouch.**

**Example:** *At the start of the 3rd turn (Spring 1915) the Central Powers player must add the 4 Bulgarian tiles to his or her pouch.*

### 4.1.2 Return Destroyed Tiles to Your Pouch

You may choose to return some, all, or none of the tiles in your destroyed pile (tiles destroyed in battle) back to your pouch. Tiles must be returned grouped by nationality.

**Example:** *The Entente Powers player has 6 destroyed Russian tiles (4 infantry, 1 artillery, and 1 airplane) in her destroyed pile. She may either return all 6 Russian tiles to her pouch, or none of them.*

## 4.2 Draw Tiles

Randomly draw a number of tiles from your pouch equal to your current industrial points as shown on the IP track. Place the tiles drawn on your player mat in the reserves box. These tiles are referred to as your **reserves**.Tiles that are later moved from your reserves box to an entry region are referred to as **mobilized** (see 4.5)."

**Note:** *Your IPs should always be equal to the industrial value of all your friendly controlled regions. Contested regions do NOT count towards either player's IPs.*

## 4.3 Russian Surrender (Entente Player ONLY)

You (Entente) may wish to have Russia Surrender if the Russians are doing poorly in the war. Having Russia surrender will prevent the loss of any more regions to your opponent, and also afford you more tile draws for your Western nations.

If you decide to have Russia surrender, take the following steps in order:

• Move any Russian tiles from your reserves to your Destroyed Pile.

• Draw an equal number of tiles from your pouch to replace the Russian tiles moved from your reserves to your Destroyed Pile. (*If you draw any more Russian tiles, continue to repeat this process until you have drawn a number of non-Russian tiles equal to the number of Russian tiles originally discarded from your reserves*).

• Remove all Russian tiles from regions on the board, placing them in your destroyed pile.

• Place neutral markers in friendly controlled Russian regions or contested Russian regions that now only contain Central Powers tiles. *(Enemy controlled Russian regions remain under the Central Powers player's control. Regions still containing both Central Powers tiles and Non-Russian Entente tiles remain contested).*

• Remove any of your control markers from Russian regions; these regions will no longer count towards your industrial value.

• Remove any contested markers from Russian regions that now contain a neutral marker and no Entente Powers tiles.

Any Central Powers' tiles in neutral Russian regions remain in those regions. They may only leave such regions through a rail action.

For future turns, continue to move any Russian tiles drawn from your pouch to your destroyed pile, replacing them with non-Russian tile draws.

No Russian tiles may be added to the board for the remainder of the game (Russia cannot declare war again).

### 4.4 Rail

Select any single friendly or contested region on the board. You may move any amount of your tiles, of your choice, from that region into your reserves on your player mat. A path must exist between the selected region and the national entry region(s) of the tiles being railed that does not pass into, or through, any neutral or enemy controlled regions.

**Note:** *When tracing a path for rail eligibility, the Central Powers may only use land paths. The Entente Powers may use both land and naval paths.*

## 4.5 Mobilize

Place any tiles you want from your reserves onto their matching entry region(s).

Only capitals serve as entry regions. If a nation has more than 1 valid entry region, you may split where you mobilize your tiles as you wish.

In order to mobilize in an entry region, all the following must be true:

- The entry region must contain the same flag as the tiles being mobilized.

- The entry region cannot contain a neutral marker.

- The entry region cannot contain an opponent's control marker (be under enemy control). You may still mobilize in a contested entry region.



French Entry Region

*This block denotes the entry region for France. It is located in the Paris region.*

***Salonica:*** *This region is unique. Salonica functions as a British, French, and Greek entry region (See 4.10.1.1).*

***Note:*** *In almost all circumstances you will want to mobilize all tiles possible during a turn (see 4.11.1).*

### 4.6.1 Movement Eligibility

In order for tiles to perform a movement action, they must start the movement phase in any allied capital. (See 2.1.3 for regional allegiances.)

***Note:*** *Tiles in any allied capital are able to move, not just those in their own national capital. For example, American tiles starting the movement phase in London are able to perform a movement action.*
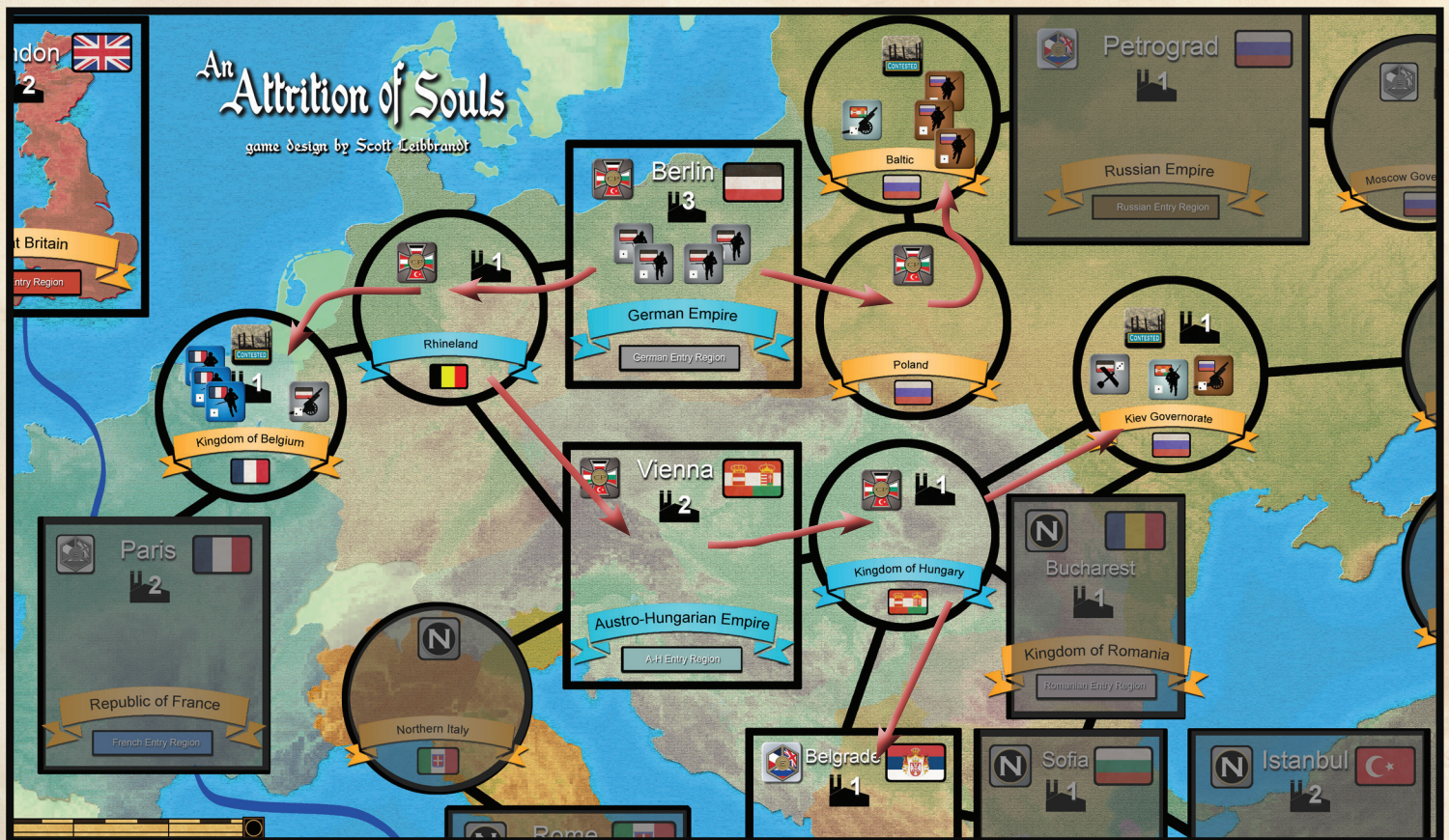


**Movement Example 1:** *German tiles starting in Berlin can either 1) move through the Rhineland into Belgium, 2) move through Poland into the Baltics, or 3) move through the Rhineland, Vienna, and the Kingdom of Hungary into either Kiev Governorate or Belgrade (or any combination of these options).*

## 4.6.2 Movement

You may move any/all of your tiles that are eligible to move. Each tile may only perform 1 movement action a turn. Tiles starting in the same capital each move individually, and may follow different paths.

A tile may move through any number of friendly regions (regions containing your control marker) connected by a land path, immediately stopping upon entering a contested or enemy controlled region. There is no limit to how many friendly regions a tile may pass through.

## 4.6.3 Contested Capital Restrictions

If your tiles start the movement phase in a contested, allied capital, they may still move. However, they may not move directly from your contested capital into an enemy controlled region. This is considered an illegal movement. (They may still move into an enemy controlled region if they pass through a friendly controlled region first).

## 4.6.4 Naval Movement (Entente Player ONLY)

Only the Entente player may use naval paths for movement. Movement via naval paths is performed the same as regular movement, with the following exceptions:

A tile may only use a single naval path for movement per turn.

The naval path must be the first path that a tile uses for movement that turn. If the tile enters a friendly region through naval movement, it may continue moving as normal using land paths.
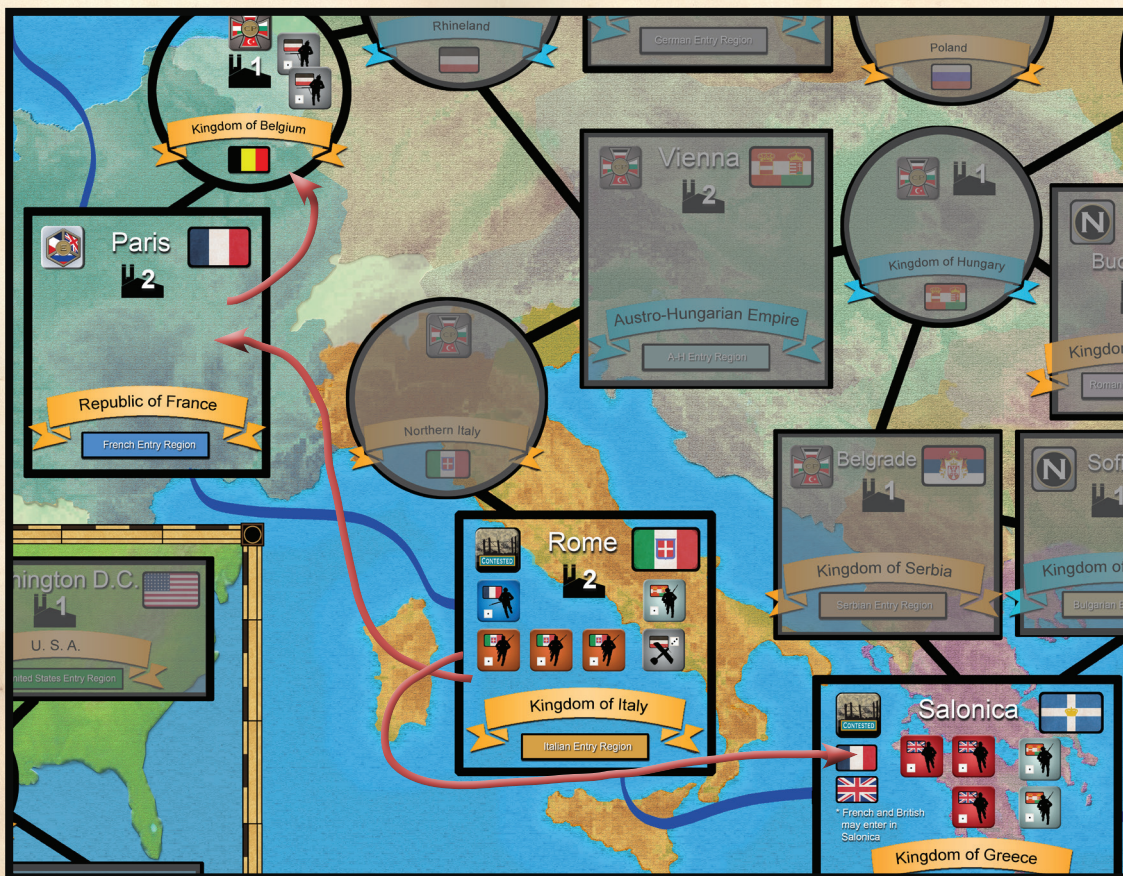


*Movement Example 2: Italian and French tiles starting in contested Rome can either 1) move through Paris into Belgium or 2) move into contested Salonica (or any combination of these two options). Moving to Northern Italy is prohibited because movement from a contested region directly to an adjacent enemy controlled region is not allowed (See 4.6.3). Note, in this example, the Central Powers have captured (control) Northern Italy.*

### 4.7.1 Plan Mandatory Battles

You must place a battle marker in the following regions:

• Enemy *controlled* foreign regions

• Enemy *controlled* allied regions *IF* every tile moved into the region this turn used a naval path for movement.

**Example 1:** *The Central Powers player moves tiles into enemy controlled Poland. Battle is required since Poland is an enemy controlled <u>foreign region</u>.*

**Example 2:** *The Central Powers player moves tiles into enemy controlled Rhineland. Battle is NOT required since Rhineland is an enemy controled <u>allied region</u>.*

**Example 3:** *The Entente Powers player moves tiles into contested Vienna. Battle is NOT required since Vienna is a <u>contested</u> foreign region.*

**Example 4:** *The Entente Powers player moves tiles from London into enemy controlled Paris. Battle is required since Paris is an <u>enemy controlled</u> allied region AND all tiles moved into Paris <u>travelled via a naval path.</u>*

### 4.7.2 Plan Optional Battles

After marking your mandatory battles, you may choose to place a battle marker in any region(s) that doesn't already have a battle marker. The region(s) must contain your tiles together with enemy tiles and/or an enemy control marker. Only 1 battle can be planned per region. There is no limit to the number of battles that can be planned each turn.

### 4.8.1 Battle Order

You (the active player) may choose the order in which battles are resolved. Once a battle has been resolved in a region, remove the battle marker from that region. Continue resolving battles until there are no battle markers left on the board.

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## 4.8.2 Battle Resolution

Count the number of tiles you (the active player) have of a **single nationality** in the battle region. If you have tiles of more than one nationality in the region, only count the nationality of which you have the most tiles.

Roll a number of dice equal to the number of tiles counted. Your opponent (the non-active player) rolls no dice in battles during your turn.

Both you and your opponent simultaneously assign hits based on the dice rolled. In order to assign a hit, you must match one of the dice rolled with the die symbol on one of your tiles.

Each tile may only score 1 hit. A single die may be used to score a hit for both you and your opponent.

You and your opponent must now remove destroyed tiles. For each hit you scored, your opponent must remove a tile of his or her choice from the region to his or her destroyed box on their player mat. For each hit your opponent scored, you must remove a tile of your choice to your destroyed box on your player mat.

*Note: Any tile may be used to score a hit, regardless of which nationality's tiles were used to determine the amount of dice rolled.*

## 4.8.3 End of Battle

Dice are only rolled once during a battle. Once all destroyed tiles have been removed from the board, a battle is considered resolved. Remove the battle marker from the region. Any surviving tiles, both your tiles and your opponent's tiles, remain in the region.



*Example 1:* The Central Powers player is the active player. He has 6 tiles in the region: 4 German tiles and 2 Austro-Hungarian tiles. He rolls four dice. He matches the '1' with one of his German infantry and one of the '2s', with his Austro-Hungarian artillery, scoring 2 hits, destroying 2 of his opponent's tiles. Using the same dice, the Entente Powers player matches the '1' to one of her French infantry, scoring 1 hit, destroying 1 Central Powers tile.



*Example 2:* The Entente Powers player is the active player. She has 7 tiles in the region: 6 Russian tiles and 1 Serbian tile. She rolls 6 dice. She matches the two '1s' with two of her Russian infantry and the '2' with her Serbian artillery, scoring 3 hits, destroying 3 of her opponent's tiles. Using the same dice, the Central Powers player matches a '1' to his Austro-Hungarian infantry, scoring 1 hit, destroying 1 Entente Powers tile.

### 4.8.4 Advance
If you (as the active player) destroy all of an opponent's tiles during a battle, and one or more of your tiles survived the battle, you may conduct an advance.

*Note: If you battle in an enemy controlled region containing only an enemy control marker but no enemy tiles, you are automatically eligible to conduct an advance.*

To conduct an advance, perform the following actions:
If there is an enemy control marker or contested marker in the region, remove it from the board.

Immediately add one of your control markers to the region. Each tile you have in the region may move to any directly adjacent region via a land path. If there are multiple regions adjacent via land paths, you may split up movement as you wish.

*Note: If your tiles advance into an adjacent region still containing a battle marker, the advancing tiles will participate in the battle in that region when you choose to resolve it.*

### 4.9 Update Region Status

Once all battles have been resolved, update the board as follows:

- Place a Central Powers control marker in any region containing only Central Powers tiles (removing any control/contested marker that may have been in the region at the start of the turn).

- Place an Entente Powers control marker in any region containing only Entente Powers tiles (removing any control/contested marker that may have been in the region at the start of the turn).

- Remove the control marker from any region containing tiles from both sides, replacing it with a contested marker.

- Regions containing no tiles, but a control marker, retain their current status. Leave the current control marker in such regions.

- Place an allied (see 2.1.3) control marker in any region containing a contested marker and no tiles.
  *Note: This will only occur in the rare circumstance that there is a battle in a contested region which results in both sides being completely destroyed.*

- Move both players' IP markers on the industrial points track. Both players' IPs should match the total industrial value of their friendly controlled regions.

### 4.10.1 Declare War
If you have 1 or more tiles of a neutral nation in your reserves, you now have the option of declaring war. If you wish to declare war with a nation, place all tiles of that nation currently in your reserves in that nation's capital. Remove all neutral markers from regions belonging to the nation declaring war, replacing them with your side's control markers.

*Note: You may declare war with multiple nations in a single turn if you have tiles in your reserves to do so.*



### 4.10.1.1 Salonica
Salonica is a unique region, functioning as a British, French, and Greek capital (and entry region). Tiles of any one of these three nations may be used to declare war in Salonica. Regardless of when Salonica declares war, Greek tiles are not added to the Entente Powers pouch until Spring 1916 (turn 5)
.
### 4.10.2 Redeploy Movement
If you are declaring war with a nation that is composed of multiple regions (Italy, Ottoman Empire, and USA), you may immediately conduct a movement action with the tiles of the nation declaring war. Tiles conducting a redeploy movement must remain within regions belonging to their nation.

*Example: During Fall 1914 (Turn 2), the Central Powers player declares war with the Ottoman Empire, placing 3 Ottoman infantry in Istanbul and replacing the neutral markers in Istanbul, Armenia, and the Levant with Central Powers control markers. He then moves 2 of the infantry tiles to Armenia and the 1 remaining infantry tile to the Levant.*

### 4.11.1 Manage Reserves

If you have any tiles remaining in your reserves belonging to a nation currently at war, move all such tiles to your destroyed pile.

*Note: Typically, this will only happen when a nation's capital is under enemy control, preventing tiles of that nation from mobilizing in their entry region.*

### 4.11.2 Manage Reserves – Neutral Tiles

Tiles belonging to nations that are still neutral may remain in your reserves indefinitely. Regardless of how many neutral tiles accumulate in your reserves, you are never forced to declare war with any nation.

Once both sides have taken their turn, move the turn track marker to the next space on the track.

## 5.0 End of Game

### 5.1 Early Victory

The game ends immediately if either player ever has an industrial value of 17 or more during their draw phase (4.2). That player is immediately declared the winner.

### 5.2 Fall 1918

If neither player is able to claim an early victory (see above), the game ends after the Entente player's turn of Fall 1918 (10th turn). Both players must then do a final calculation of their total industrial points (see 4.2) based on the current situation on the board. The player with the most industrial points is declared the winner.

## 6.0  Special Rules for 1914

### 6.1 Spring 1914: Peacetime Movement Restrictions

Neither player may move into any region containing an opponent's control marker. You may still move into, and through, regions containing your own control markers as normal.

### 6.2 Fall 1914: Central Powers Bonus

At the start of Fall 1914, if the Ottoman Empire is still neutral, the Central Powers player draws 10 tiles (instead of 7).

# Spring 1914 - Strategy & Considerations

Spring 1914 can almost be considered further game setup. Many of your actions (especially if you are playing as the Central Powers) will be rather scripted. However, there are several key decisions to be made that can have a major impact on the rest of the game. For the Entente player, it is especially important to consider that the Central Powers player will be taking the first turn during Fall 1914, and attacking you with every tile he or she has. Properly preparing for this onslaught is critical.

**Central Powers - Mobilization**
Mobilize any German tiles you draw in Berlin and mobilize any Austro-Hungarian tiles in Vienna. It is highly recommended that you do NOT conduct any movement!

**Central Powers – The Ottoman Decision**
If you drew 1 or more Ottoman tiles, you have the option to declare war with Ottoman Empire during the Declare War phase. If you choose to declare war with the Ottoman Empire, it is highly recommended that you do NOT conduct any movement!

**Entente Powers–British Decisions**
If the Ottomans have declared war, you will need to mobilize a portion of your British tiles in Alexandria for defense. At the same time, you will also need to mobilize some tiles in London to help with the defense of Belgium. Finding the correct balance is key!

**Entente Powers – Movement**
You will want to move your tiles to defend some, or all, of the regions that the Central Powers can attack next turn: Belgium, Belgrade, Poland and Kiev Governorate (also Caucasus and Alexandria if the Ottoman Empire declared war).

**Entente Powers – The Salonica Option**
During the declare war phase, you are able to declare war in Salonica using either a French or British tile (4.10.1.1). If you wish to take this option, make sure you do NOT mobilize at least one such tile during your mobilization phase.

## Optional Rules

## 7.0 Introduction to Optional Rules

The optional rules below are meant to depict the more in-depth elements of the Great War not otherwise covered in the base game. Unless otherwise noted (see 13.3), any mix of optional rules can be used at the same time, from just one optional rule to all of them. Each of the optional rules will alter the strategy and balance of the game to varying degrees. It is strongly recommended that you play the base game before trying any of the optional rules.

## 8.0 Optional Components

3 Tank Tiles
 1 French Tank Tile
 1 British Tank Tile
 1 American Tank Tile

7 Elite Infantry Tiles
 3 German Stormtrooper Tiles
 1 A/H Jagdkommandos Tile
 1 A/H Stormtrooper Tile
 1 French Tirailleurs Sénégalais Tile
 1 American Marines Tile

6 Decoy Tiles
 3 Central Powers Decoy Tiles
 3 Entente Powers Decoy Tiles

8 Trench Markers
 4 Central Powers Trench Markers
 4 Entente Powers Trench Markers

6 General Markers
 3 Central Powers General Markers
 3 Entente Powers General Markers

4 Mulligan Markers
 2 Central Power Mulligan Markers
 2 Entente Powers Mulligan Markers

1 Ruhr Industry Marker

20 Event Cards
 10 Central Powers Event Cards
 10 Entente Powers Event Cards

## 9.0 Tanks

*The tanks of the First World War were developed separately and simultaneously by both Britain and France to counter the stalemate of trench warfare. The British would be the first to deliver combat-worthy tanks to the front lines, which would first be used with some success in the Battle of the Somme. Between Britain and France, the Entente powers manufactured over 5600 tanks by the end of the war. A combination of British and French tanks was used to equip the American Tank Corps for the duration of the war. Though Germany began its own tank development program in 1916, it was unable to supply its forces with a significant number of tanks by the time the war ended.*

### 9.1 Tank Setup
The Entente Powers player takes the 3 tank tiles, placing each of them next to the turn track based on the turn shown on the tile.



### 9.2 Adding Tanks to the Pouch
Tank tiles are added to your pouch on certain turns. (They are added during the same phase as neutral tiles.)

British Tank – Fall 1916
French Tank – Spring 1917
American Tank – Spring 1917

If a tank tile is destroyed, it may be returned to your pouch following the same rules as any other destroyed tile (see 4.1.2).

### 9.3 Mobilization of Tanks
Tanks are mobilized following the same rules as all other tiles.

### 9.4 Tanks in Battle
With the exception of the special ability listed below (9.5), tanks function exactly like an artillery tile. Tanks roll 1 die in battle (if attacking as part of the majority nationality; see rulebook 4.8.2) and score a hit on a roll of 2. Tanks may be assigned hits in battle, and be destroyed, like any other tile.

### 9.5 Tanks – Special Ability
If you (as the attacker) use a tank to roll a die in battle, you may use the following special ability:

You may completely ignore 1 hit assigned by your defending opponent during this battle, destroying 1 fewer tile than the amount of hits your opponent scored.

*Note:* The 'Tanks' optional rule gives an advantage to the Entente. It is recommended that it be combined with either Elite Infantry and/or Ruhr Industry.

## 10.0 Elite Infantry

*Though WWI was largely a conflict that saw waves of inexperienced conscripts thrown into the meat grinder of trench warfare, over time, certain elite formations gained notoriety on the battlefield.*

### 10.1 Elite Setup
The Entente Powers player takes the 1 French Tirailleurs Sénégalais tile and the 1 American Marines tile.

The Central Powers take the 3 German Stormtroopers tiles, the 1 Austro-Hungarian Jagdkommandos tile, and the 1 Austro-Hungarian Stormtroopers tile.

You should keep your Elite tiles outside your pouch and separate from your other tiles. Those tiles that have a turn printed on them should be placed next to the turn track based on the turn they become available.

### 10.2 Adding Elites to Reserves
Elite tiles are never added to your pouch. Instead, elite tiles are directly added to, and removed from, the owning player's reserves based on certain game turns or events.

*Note: Elite tiles in your reserves are never subject to destruction based on rulebook section 4.11.1. They may be kept in your reserves indefinitely (like neutral tiles).*

If an Elite tile is destroyed, it is immediately returned to the owning player's reserves, not the player's pouch.

### 10.3 Mobilization of Elite Infantry
In order to mobilize an Elite infantry tile on the board, you must discard 2 regular infantry tiles of the same nationality from your reserves, returning them to your pouch.

*Exception: See special rules governing the Tirailleurs Sénégalais tile (10.8) and the Marines tile (10.9) below.*

### 10.4 Elite Infantry in Battle
With the exception of the special abilities listed below, elite infantry function exactly like regular infantry. They roll 1 die in battle (if attacking as part of the majority nationality; see rulebook 4.8.2). Elite infantry may be assigned hits in battle, and be destroyed, like any other tile.

### 10.5 Scoring Hits – Special Ability
Each elite infantry you have in a battle can be used to assign up to 2 hits to your opponent:
- Only one of the hits may be scored on a 1.
- Only one of the hits may be scored on one of the special die faces shown on the tile (4 – 6).

### 10.6 Jagdkommandos



Austro-Hungarian Jagdkommandos
Add to reserves Spring 1914
Remove from game Spring 1916

*Originally based on the 19th-century Russian model, Jagdkommandos, or hunting commandos, started the war as highly skilled scouting units. In the winter of 1916, realizing the need for shock-troop formations in its army, the Austrians sent officers to Germany to learn German stormtrooper tactics. The Jagdkommandos were refitted and retrained on this model, and used to great effect during the Austrian victory at the Battle of Caporetto.*

If the Jagdkommandos tile is currently on the board at the start of the Spring 1916 turn, replace it with a regular Austro-Hungarian infantry tile taken from the Central Powers destroyed pile or, if there are none there, from the pouch.

### 10.6.1 Jagdkommandos Special Ability
If you are the defender in a battle involving your Jagdkommandos tile, you may completely ignore 1 hit assigned by your attacking opponent's infantry during this battle, destroying 1 fewer tile than the amount of hits your opponent scored.

*Note: If the attacker does not score any infantry hits, this special ability has no effect.*

## 10.7 Stormtroopers

German Stormtroopers

Add to reserves in Fall 1915

Add to reserves in Fall 1916

Add to reserves when Russia surrenders

Austro-Hungarian Stormtrooper

Add to reserves in Fall 1916

*Germany's first experiments with specialized assault troops began in the spring of 1915. The tactics were refined later that year by the specialized Rohr Assault Battalion. Emphasis was placed on infiltration and close coordination with field artillery. Russia's withdrawal from the war in 1917 freed up the necessary men and resources for even more units to be retrained in stromtrooper tactics.*

### 10.7.1 Stormtrooper Special Ability
If you are attacking in a battle containing 1 or more of your elite infantry tiles and 1 or more of your artillery tiles (of any nationality), you may use the following special ability:

After you have rolled all the dice, but before either side has assigned any hits, you may reroll 1 die of your choice.

## 10.8 French Tirailleurs Sénégalais
Add to reserves in Fall 1915

*The "Sénégalais" were French colonial infantry recruited from West Africa. Approximately 200,000 men were mustered, many of whom saw action on the Western Front and at the Dardanelles. Sénégalais battalions served with distinction in many hard-fought engagements, including the Battle of Chemin des Dames and the Battle of Reims.*

### 10.8.1 Tirailleurs Sénégalais – Special Ability
The first time you mobilize this elite infantry tile, you need only discard 1 regular French infantry tile from your reserves.

## 10.9 United States Marines

Add to reserves in Fall 1916

*The US Marine Corps was sent to the Western Front as part of the American Expeditionary Forces under General Pershing. A German report at the time described the Marines as "vigorous, self-confident, and remarkable marksmen." According to American newspapers in 1918, the Marines were referred to as Devil Dogs by their German adversaries, though this legend has never been fully corroborated.*

### 10.9.1 United States Marines – Special Ability
The first time you mobilize this elite infantry tile, you need only discard 1 regular American infantry tile from your reserves.

# 11.0 Air Reserves

*Over the course of the war, both sides realized the need for localized air-superiority. As such, air units were often transferred to the areas of the front where they would have the greatest effect. Jagdgeschwader I, the Red Baron's fighter wing, even gained the nickname "The Flying Circus" for the way it quickly shifted locations, setting up tents at largely improvised airfields.*

## 11.1 Setup
No special setup is required.



Aerodrome (Optional) — Central Powers

Aerodrome (Optional) — Entente
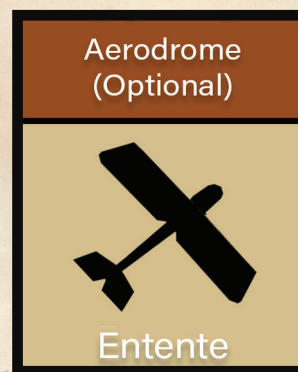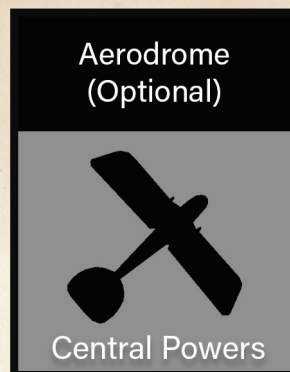
## 11.2 The Board
The two aerodrome spaces on the board are now in play. You may move airplane tiles to and from your aerodrome according to the rules below.

# An Attrition of Souls

## 11.3 Moving Tiles to your Aerodrome

Any of your airplane tiles that are eligible to conduct movement (see rulebook 4.6.1) may be moved to your aerodrome during your movement phase. Remove the airplane tiles from their current capital region and place them directly in your aerodrome.

*Note: There is no limit to the amount of airplane tiles that may be moved to your aerodrome or the total amount of airplane tiles that your aerodrome may hold.*

## 11.4 Air Reinforcements

During your opponent's turn, after he has planned all of his battles, but before any battles have been resolved, you may move airplane tiles currently in your aerodrome to various regions on the board.

Airplane tiles moved in this way have the following restrictions:

- You may only move an airplane tile to a region containing a battle marker.

- You may never move more than 1 airplane tile to the same region.

- You may only move an airplane tile to a region containing a tile of the same nationality.

After all battles have been resolved, you may choose to return any/all airplane tiles that came from the aerodrome back to the aerdrome (assuming the tiles were not destroyed).

## 11.5 Leaving the Aerodrome

During your mobilization phase, you can choose to mobilize any airplane tiles in your aerodrome as though they were in your reserves. Standard mobilization rules apply (see rulebook 4.5).

*Note: Airplane tiles in your aerodrome are never subject to destruction, based on rulebook section 4.11.1.*

## 12.0 Fog of War

### 12.1 Setup
Each player takes his 3 decoy tiles and places them in his reserves.

### 12.2 Reserves
Both players keep the tiles in their reserves hidden at all times. You are never allowed to look at your opponent's reserves.

### 12.3 Fog of War Mobilization
During your mobilization phase, mobilize your tiles on the board facedown per normal mobilization rules (see rulebook 4.5).

Your decoy tiles are not considered to have a nationality and may be mobilized in any allied capital (following all other mobilization rules).

*Note: You may look at your facedown tiles on the board at any time. You may never look at your opponent's facedown tiles.*

### 12.4 Battle Resolution
When resolving a battle, all facedown tiles in the region are flipped face-up and revealed. Any decoy tiles that are revealed are immediately returned to the owner's reserves.

After the battle is resolved, all surviving tiles will remain face-up for long as they stay on the board (i.e. until they are either destroyed or railed).

*Note: Any decoy tiles removed from the board during battle may be mobilized again during the owning player's next mobilization phase.*

# An Attrition of Souls

## 13.0 Variable Neutral Entry

### 13.1 Setup
At the start of the game, place all of your infantry, artillery, and airplane tiles in your pouch (ignoring instructions in rulebook section 3.2).

### 13.2 Declaring War
You may declare war following the same rules as in the basic game (see rulebook 4.10.1), except certain nations now require more than 1 tile in reserves in order to declare war (see below):

| Nation | Tiles Needed |
|---|---|
| Ottoman Empire | 1 |
| Italy | 1 |
| Greece | 1 |
| Bulgaria | 2 |
| Romania | 2 |
| Mexico | 2 |
| USA | 4 |

### 13.3 Incompatible Event Card
If you are playing using both this optional rule and the event cards (14.0), remove the 'EP5 Sinking of the Lusitania' event card from play at the start of the game.

**SINKING OF THE LUSITANIA**

You must return all destroyed tiles to your pouch. At the end of the turn, add 1 American infantry tile to your pouch.

May be played during or after 1915.          EP 5

## 14.0 Event Cards Rules

### 14.1 Setup
Take your side's event cards. Shuffle the cards and draw 6. Choose 4 cards to keep, discarding the other cards face-down on top of your undrawn cards. The 4 cards that you keep will form your event card hand for the duration of the game. The remaining facedown cards may be permanently removed from play.

**Note:** *Event cards in your hand should be kept secret. Your opponent may not see the cards in your hand.*

### 14.2 Playing an Event Card
At the start of your turn, before you add any potential neutral tiles to your pouch, you may play an event card from your hand. You may play a maximum of 1 event card per turn. Playing an event card is completely optional; you are never forced to play an event card.

### 14.3 Event Card Year Restrictions
Each of your event cards has a year listed at the bottom of the card. You may only play that event card during that year or later on the turn track.

**Example:** *The Poison Gas card may only be played during turns 3 through 10 (1915 – 1918).*

### 14.4 Resolving Event Cards
If you play an event card, it is resolved immediately, unless otherwise stated on the card. Once the card you played has been resolved, it is permanently discarded from the game.

**Note:** *Certain event cards state that they are to be resolved during a specific phase; some Central Powers event cards are resolved during the Entente player's next turn.*

# An Attrition of Souls

## 15.0 Event Cards Glossary

### 15.1 Entente Powers Card Glossary

**Poison Gas (1915)**
You may choose to re-roll all the dice for one battle this turn. The decision to re-roll the dice must be made immediately, before any other battles are resolved.

*World War I saw the first large-scale use of poisonous gas. Tear gas was first used by the French in August 1914. The Germans were the first to use lethal chlorine gas in April 1915; the British and French soon followed suit. By the end of the war, there had been approximately 1.3 million casualties suffered by both sides due to a variety of increasingly horrific chemical weapons.*

**Lawrence of Arabia (1916)**
Your opponent must remove 1 Ottoman tile of his or her choice from the board, returning it to the Central Powers reserves. That tile may be mobilized as normal during your opponent's next turn.

*Thomas Edward Lawrence acted as a British liaison during the Arab Revolt against the Ottoman Empire. Working closely with Emir Faisal, Lawrence joined and led Arab irregulars on a variety of military actions. His efforts ultimately helped lead to the capture of Damascus on Oct 1, 1918.*

**Creeping Barrage (1916)**
During this turn, the British Artillery tile may score any number of hits. (Example: In a battle containing 3 British Infantry and 1 British Artillery, four 2's are rolled. The Entente player scores all 4 hits).

*A creeping barrage, or moving barrage, was an artillery tactic practiced by the British army. Shelling would move forward slowly, allowing friendly infantry to follow behind at a safe distance. The strategy was largely perfected by 1917, with incredibly complex timetables dictating the pattern and speed of the shelling.*

**Sinking of the Lusitania (1915)**
You must return all tiles in your destroyed pile to your pouch this turn. At the very end of your turn, place 1 American infantry tile in your pouch. Regardless of when America declares war, do NOT add the remaining American tiles to your pouch until Fall 1916.

*The ocean liner was sunk by the German submarine U-20 on May 7, 1915. At the time of its sinking, it was carrying over 50 tons of small-arms ammunition and shell casings. Of the 139 US citizens onboard, only 11 survived. The outrage in the United States was great and nearly led to war.*

**Gallipoli Landing (1915)**
During the Declare War phase, you may place any number of British tiles remaining in your reserves in Istanbul. Istanbul maintains its current region status until the next Update Region Status phase. You may NOT perform a rail action (see rulebook 4.4) on the same turn that this card is played.

*The Gallipoli Campaign was an amphibious invasion by Britain and France, with the goal of taking the Ottoman capital and opening the Dardanelles straits to provide a supply route to Russia. After 8 months of heavy fighting, the Entente forces withdrew, having been soundly defeated.*

**German Revolution (1918)**
During the update region status phase (4.9), remove any control marker from Berlin, replacing it with a contested marker. Berlin will start your opponent's next turn as a contested region.

*Beginning with the Kiel mutiny on November 3, 1918, unrest quickly spread across war-weary Germany. It would ultimately culminate with the abdication of the Kaiser and force Germany to agree to the Entente's armistice terms.*

# An Attrition of Souls

## They Shall Not Pass (1916)

**THEY SHALL NOT PASS**

You may add up to 2 French infantry tiles from your destroyed pile to any contested region containing German tiles.

*May be played during or after 1916.* EP 7

You may add up to 2 French Infantry tiles from your destroyed pile to any contested region containing German tiles. If there are not enough destroyed French Infantry tiles, add 1 or 0 tiles, depending on the situation.

*This phrase was famously used by General Nivelle during the battle of Verdun. After Germany's efforts to take Verdun hasd been thwarted, the slogan would go on to be used for French propaganda purposes throughout the rest of the war.*

## Expeditionary Force (1915)

**EXPEDITIONARY FORCE**

You may mobilize up to 2 tiles in your reserves in any allied capital ignoring the national flag on the tiles.

*May be played during or after 1915.* EP 9

You may mobilize up to 2 tiles in your reserves this turn in any allied entry region, ignoring the national flags on the tiles. All other mobilization restrictions (see rulebook 4.5) still apply. (Note: This may be used to mobilize tiles of nations that are still neutral).

*Due to shifting needs in the various theaters of operation, Entente forces oftentimes served far from home. French and British forces served in both Italy and Greece. Russian forces also served in Greece and on the Western Front.*

## Fresh Troops (1918)

**FRESH TROOPS**

Each American tile rolling dice in battle this turn may roll 2 dice.

*May be played during 1918.* EP 8

If American tiles are being used to roll dice in battle this turn, you may choose to have each American tile roll 2 dice instead of 1 die. You may use this ability in any number of battles this turn. It is your choice whether to use this ability in each individual battle.

*The United States would ultimately send approximately 2 million soldiers to Europe as part of the American Expeditionary Forces. Their commander, General Pershing, insisted that American troops be well trained before being sent to Europe and refused to send them to the front piecemeal. When American forces did arrive on the Western Front en masse in 1918, they dramatically tilted the conflict in the Entente's favor.*

## Blockade (1916)

**BLOCKADE**

German artillery and airplane tiles destroyed during this turn are permanently removed from the game.

*May be played during or after 1916.* EP 10

German Artillery and Airplane tiles destroyed during this turn are permanently removed from the game.

*From the onset of the war, Britain sought to enforce a tight blockade of Germany. The blockade led to serious food shortages within the German Empire. Estimates vary, but civilian deaths due to the blockade are thought to range from 300,000 to 400,000. Historians still debate the blockade's effect in causing the German revolution of 1918.*
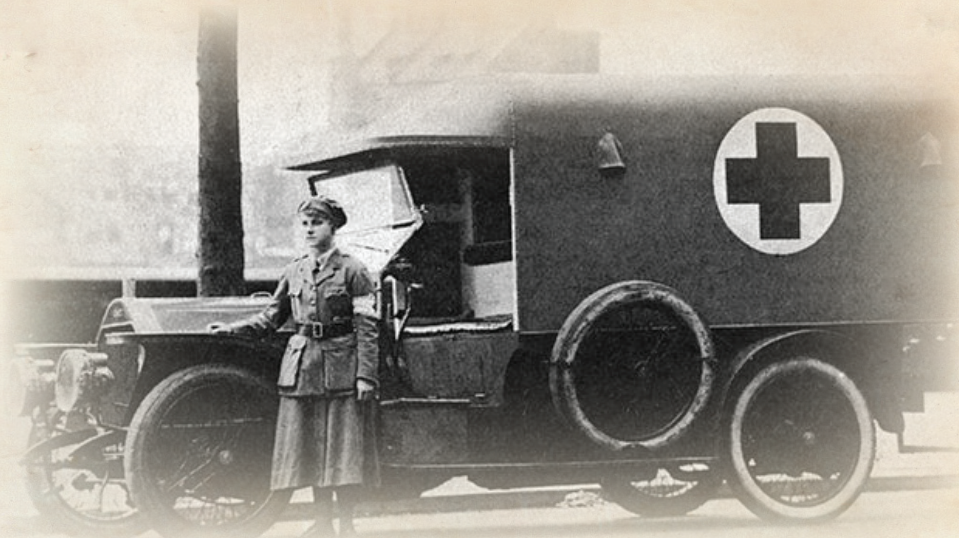
# An Attrition of Souls

## 15.2 Central Powers Card Glossary

### POISON GAS

### Poison Gas (1915)
You may choose to re-roll all the dice of one battle this turn. The decision to re-roll the dice must be made immediately, before any other battles are resolved.

Re-roll all the dice in a single battle of your choice.

*May be played during or after 1915.*

*World War I saw the first large-scale use of poisonous gas. Tear gas was first used by the French in August 1914. The Germans were the first to use lethal, chlorine gas in April 1915; the British and French soon followed suit. By the end of the war, there had been approximately 1.3 million casualities suffered by both sides due to a variety of increasingly horrific chemical weapons.*

### HUTIER TACTICS

### Hutier Tactics (1918)
If German infantry are being used to roll dice in battle this turn, you may choose to have each German Infantry tile roll 2 dice instead of 1 die. You may use this ability in any number of battles this turn. It is your choice whether to use this ability in each individual battle.

Each German infantry tile rolling dice in battle this turn may roll 2 dice.

*May be played in 1918.*

*Oskar von Hutier, commander of the German 8th Army, was a champion of stormtrooper tactics. Expanding upon what had been learned in 1915 and 1916, Hutier emphasized the need for punctuated artillery bombardments that would allow the assaulting troops to pierce the enemy lines at identified weak points.*

### OPERATION ALBION

### Operation Albion (1917)
During the Declare War phase, you may place any number of German tiles remaining in your reserves in Petrograd. Petrograd maintains its current region status until the next Update Region Status phase. You may NOT perform a rail action (see rulebook 4.4) during the same turn that this card is played.

During the Declare War phase, you may place any number of German tiles remaining in your reserves in Petrograd.

*May be played during or after 1917.*

*Operation Albion was a German amphibious operation in the West Estonian Archipelago. Commanded by General Hutier, soldiers of the 42nd Division captured the islands along as well as 20,000 Russian soldiers. The successful occupation of the archipelago left Petrograd vulnerable to attack.*

### LION OF AFRICA

### Lion of Africa (1914)
Your opponent must remove 1 British tile of his or her choice from the board, returning it to the Entente Powers reserves. That tile may be mobilized as normal during your opponent's next turn.

The Entente Powers player must remove 1 British tile of his or her choice from the board, returning it to the Entente Powers reserves.

*May be played in any year.*

*Paul Emil von Lettow-Vorbeck commanded the military forces of German East Africa. Through clever maneuvering and guerrilla tactics, Vorbeck's 14,000 mostly African soldiers eluded and harassed a force of 300,000 British, Indian, Belgian, and Portuguese troops sent to neutralize him. His forces surrendered two days after the armistice and he returned home to Germany in March 1919 to a hero's welcome.*

### UNRESTRICTED SUBMARINE WARFARE

### Unrestricted Submarine Warfare (1915)
During your opponent's next turn, no tiles may be mobilized in London. British tiles may still be mobilized in other British capital regions following normal mobilization rules (rulebook 4.5).

During your opponent's next turn, no tiles may be mobilized in London.

*May be played during or after 1915.*

*During the war, the British operated merchant ships with concealed weaponry. In order to counter this threat, in 1915, German U-boats began sinking all vessels operating within British waters. This practice was temporarily halted at the insistence of the US, but ultimately resumed in 1917. The Germans understood that unrestricted submarine warfare risked bringing America into the war, but calculated that they could achieve victory before America's full might could be brought to bear.*

### FRENCH ARMY MUTINIES

### French Army Mutinies (1917)
During your opponent's next turn, no French tile may perform any Movement (4.6.2) or Advance actions (4.8.4). Other nation's tiles, in the same region as French tiles, may move and advance as normal if they are eligible to do so.

During your opponent's next turn, no French tile may move or perform an advance action after battle.

*May be played during or after 1917.*

*After the unsuccessful and costly Second Battle of the Aisne, a mutiny spread throughout approximately half the French divisions on the Western Front. Soldiers continued to defend their trenches, but refused to go on the offensive. General Philippe Pétain took command and was able to suppress the mutineers by improving conditions at the front, while also court-martialling 3400 soldiers. Ultimately, only 26 soldiers were actually executed for their role in the insurrection.*
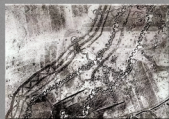
## Hindenburg Line (1917)

**HINDENBURG LINE**

You may add any 2 German tiles from your destroyed pile to any contested region containing French tiles.

*May be played during or after 1917.*

You may add any 2 German tiles from your destroyed pile to any contested region containing French tiles. If there are not enough destroyed German tiles, add 1 or 0 tiles, depending on the situation.

*After the costly battles of Verdun and the Somme, the German forces on the Western Front were exhausted. Seeking a way to forestall a spring 1917 offensive by the Entente, the Germans sought to shorten and strengthen their lines. Due to months of careful preparation, German forces were able to withdraw to their new fortified positions in good order and relatively unmolested.*

## Expeditionary Forces (1915)

**EXPEDITIONARY FORCE**

You may mobilize up to 2 tiles in your reserves in any allied capital ignoring the national flag on the tiles.

*May be played during or after 1915.*

You may mobilize up to 2 tiles in your reserves this turn in any allied entry region, ignoring the national flags on the tiles. All other mobilization restrictions (see rulebook 4.5) still apply. (Note: This may be used to mobilize tiles of nations that are still neutral).

*Due to shifting needs in the various theaters of operation, Central Powers forces oftentimes served far from home. In particular, German forces served alongside Austrian, Bulgarian, and Ottoman units across Europe and Asia.*

## The Flying Circus (1917)

**THE FLYING CIRCUS**

Destroy one enemy airplane tile of your choice. The target tile must be in the same region as a German airplane tile.

*May be played during or after 1917.*

Destroy 1 enemy airplane tile of your choice. The target tile must be in the same region as a German airplane tile.

*Jagdgeschwader I, known as "The Flying Circus," was an elite fighter wing of the Imperial German Air Service. Formed and commanded by the famous "Red Baron," Manfred von Richthofen, the wing contained some of the best pilots Germany had to offer. From its formation until the end of the war, the Flying Circus would claim 644 aerial victories, while losing 52 KIA, including von Richthofen.*

## Mata Hari (1916)

**MATA HARI**

During your opponent's next turn, after all battles have been planned, you may remove 1 battle token from the board in a region containing a German tile. Replace the battle token with a contested token; no battle takes place in this region.

*May be played during or after 1916.*

During your opponent's next turn, after all battles have been planned, you may remove 1 battle token from the board in a region containing a German tile. Replace the battle token with a contested token; no battle takes place in this region.

*Margaretha Zelle was a Dutch exotic dancer and spy for the German army. During the war, she worked with the German military attaché in Madrid and operated under the code name H-21. In January 1917, Zelle was arrested and was executed in October of the same year. It is highly questionable whether Zelle ever provided the German army with any useful information.*

# 16.0 Mulligan Tile Draw System

## 16.1 Setup
No special setup is required.

**MULLIGAN**  **MULLIGAN**

## 16.2 Start of Game
At the start of the game, you and your opponent each receive 2 mulligan markers. (These are the only mulligans you will receive over the course of the game).

## 16.3 Using a Mulligan
You may choose to use a mulligan immediately after drawing tiles (see rulebook 4.2). Return all the tiles you just drew this turn to your pouch. (Shake your pouch well.) Once again, draw a number of tiles equal to your total industrial points.

## 16.4 Mulligan Discard
After a mulligan marker is used, it is immediately discarded from the game. It may not be used again for the duration of the game.

*Note: You may use both your mulligans on the same turn if you wish (re-drawing twice).*

# An Attrition of Souls

## 17.0 Trenches

*The trenches of the Great War were oftentimes a highly complex network of fortifications. Multiple lines of trenches would run parallel along the front, connected in turn by a series of communication trenches. Strong points and redoubts were placed strategically across the trench systems to further ensure that any enemy offensive was an extremely costly affair.*

### 17.1 Trenches Setup
Each player takes his or her respective 4 trench markers. Always keep your trench markers outside your pouch and separate from your tiles.

### 17.2 Adding Trench Markers to the Board
At the end of your turn, during your Manage Reserves phase (4.11.1), you may add 1 trench marker to the board, if you have less than 4 trenches in play. A trench marker may only be added to a region containing a contested marker.

*Note: Regions may contain any amount of both Central Powers and/or Entente Powers trench markers.*

### 17.3 Battle
When conducting a battle, during your opponent's turn, if your opponent scores hits against you in a region containing 1 or more of your trench markers, first remove your trench markers instead of tiles. Each trench marker removed satisfies 1 hit. Once all your trench markers have been removecd, satisfy any remaining hits by removing tiles to your destroyed pile.

*Note: Your trench markers have no benefit to you while you are the active player. Destroyed trench markers should be returned to their owner. Destroyed trench markers can once again be added to the board (17.2) during future turns.*

*Note: The player mats are double sided. One side is for use with the base game and the reverse side is for use with the optional rules. There are spaces on the optional player mat where you can place your general, trench, and mulligan markers should ylou wish to do so.*

## 18.0 Generals

### 18.1 Generals Setup
Each player takes his or her respective 3 general markers. Always keep your general markers outside your pouch and separate from your tiles.

### 18.2 General Markers
General markers feature the name and picture of a famous general and are color-coded to match the nationality of that general.

### 18.3 Using General Markers – Restrictions
On your turn, during the battle resolution phase (4.8.2), you may use 1 or more of your general markers. Only 1 general may be used per battle in a single region.

In order to use a particular general during a battle, there must be 1 or more tiles present of the same nationality as the general you wish to use.

### 18.4 Using General Markers – Effects
After you, as the active player, have rolled the dice for a battle, you may change 1 die result to anything (any die-face) you want.

### 18.5 General Discard
After a general marker is used in a battle, it is immediately discarded from the game. That general may not be used again for the duration of the game.

## 19.0 Ruhr Industry

### 19.1 Ruhr Industry Setup
Take the Ruhr Industry marker and place it in the Rhineland at the start of the game.

### 19.2 Ruhr Industry Marker
The Ruhr Industry marker shows an industrial value of 2. So long as the marker remains in the Rhineland, the industrial value of the region is 2 (instead of 1).

### 19.3 Ruhr Industry Marker - Removal
If the Rhineland ever becomes contested or Entente controlled, immediately and permanently remove the Ruhr Industry marker from the game. For the remainder of the game, the Rhineland has an industrial value of 1.

*Note: For players new to the game, the Central Powers is oftentimes the more challenging faction to play. This rule may help a new Central Powers commander stand on equal footing with his or her Entente counterpart. This rule may also be used to balance out the effect of tanks (9.0).*

# An Attrition of Souls

### General Ferdinand Foch
Foch began WWI as a corps commander. By 1918, Foch had been appointed Commander-in-Chief of the Allied Armies. Known for his offensive spirit, he is famously quoted as saying during the First Battle of the Marne, "My centre is yielding. My right is retreating. Situation excellent. I am attacking."

### General Paul von Hindenburg
Hindenburg was recalled from retirement at the onset of the war to command the 8th army. A series of stunning victories against the Russians, starting at Tannenberg, brought Hindenburg to political prominence. By 1916, Hindenburg had been appointed the Supreme War Commander of the armies of the Central Powers. Together with General Ludendorff, Hindenburg very nearly succeeded in crushing the Entente during the 1918 Spring Offensive.

### Field Marshal Douglas Haig
Commander of the British Expeditionary Force from 1915 until the end of the war, Haig played a crucial role in the Entente victory. Though he was criticized after the war for the high number of casualties the BEF suffered under his command, many historians still consider the Hundred Days Offensive to be one of the greatest military victories ever achieved by the British Empire.

### General Franz Conrad von Hötzendorf
The legacy of Franz Conrad von Hötzendorf, chief-of-staff of the Austro-Hungarian Army, remains highly controversial. He was seen by many immediately after the war as a highly gifted strategist, hamstrung only by the weaknesses of the Austro-Hungarian Army. However, it should be noted that Hötzendorf was defeated in all of his major military campaigns.

### General Aleksei Alekseyevich Brusilov
Brusilov began the war as an army commander and was later given command of the Southwest Front, fighting the Austrians in Galicia. Brusilov launched what would become known as the Brusilov Offensive on June 4, 1916. Catching the Austrians and Germans by surprise with a carefully prepared artillery barrage, and using clever offensive tactics, Brusilov achieved the greatest Russian victory of the war. Taking over 400,000 Austrian prisoners, his offensive nearly broke the back of the Austro-Hungarian army.

### General Mustafa Kemal Pasha
Kemal Pasha came to prominence as a successful divisional commander during the Gallipoli Campaign. His 19th Division successfully held its position throughout the battle. He went on to serve with great skill as a corps commander in the Caucasus and an army commander on the Palestinian front. Following the war, he would go on to lead Turkey during the Turkish War of Independence. In 1934, the Turkish parliament bestowed upon him the surname Atatürk, meaning "Father of the Turks."

*The six general markers*

## 20.0 Historical 1914 Setup

### 20.1 Tile Setup

Place the following tiles on the board:

2 German Infantry, 3 German Artillery – Berlin

2 Austro-Hungarian Infantry – Vienna

4 French Infantry, 1 British Artillery – Belgium

3 Russian Infantry – Poland

3 Russian Infantry, 1 Russian Artillery – Kiev Governorate

2 Serbian Infantry - Belgrade

### 20.2 Place the Turn Track Marker

Place the marker on the Fall 1914 block of the Turn Track (ignoring 3.4 of the rulebook).

### 20.3 Serbia

Ignore the Serbians Mobilize (3.1.5) setup instructions.

The Central Powers player may now take his or her fall 1914 turn.

*Note: Since the Ottoman Empire is still neutral, the Central Powers will draw 10 tiles on their first turn (see 6.2).*



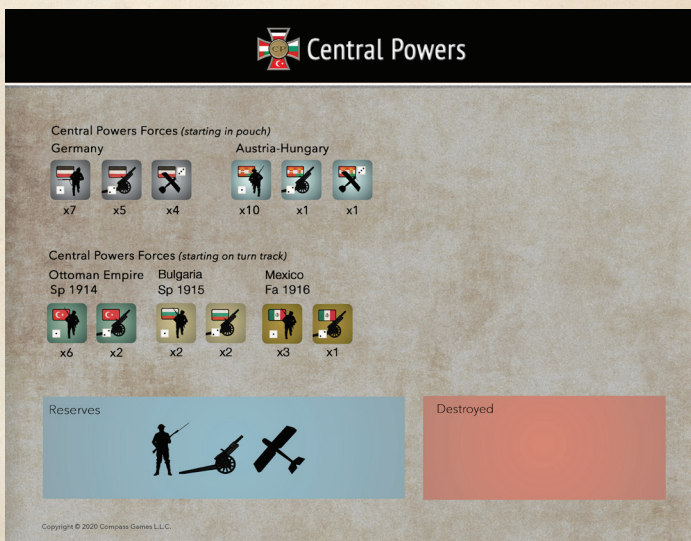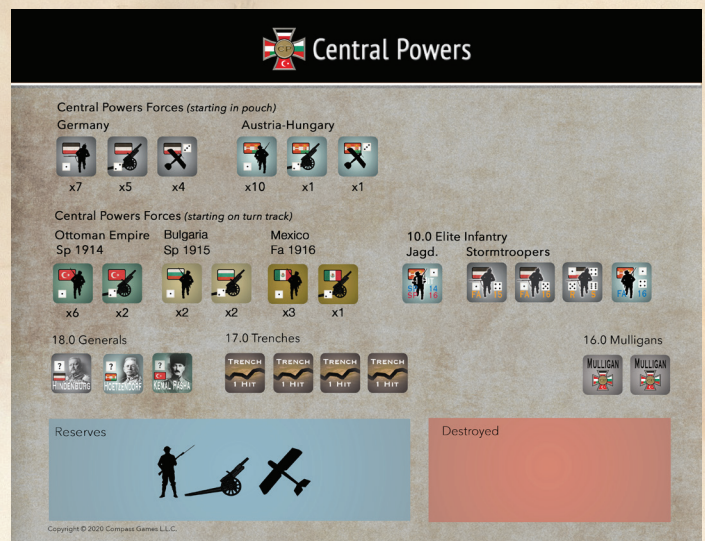*Historical Setup*

# An Attrition of Souls



*Entente Mat (front) used with Basic Game*



*Entente Mat (back) used with Optional Rules*



*Central Powers Mat (front) used with Basic Game*



*Central Powers Mat (back) used with Optional Rules*

# An Attrition of Souls

## 21.0 Example of Play

**(CP)** refers to the Central Powers player who is Wilhelm.
**(EP)** refers to the Entente Powers player who is Marie.

The CP always performs all his actions first followed by the EP. No Optional Rules are used.

**Abbreviations:**
art - artillery tile
inf - Infantry tile
air - airplane tile
A-H - Austro-Hungarian

### Setup
**Serbian Mobilization**
Marie draws 2 Serbian inf from the Entente pouch and places them in Belgrade *(see 3.1.5)*.

### Spring 1914 (CP)

**4.1.1 Add Neutral Tiles**
Wilhelm checks the turn track and adds the eight neutral Ottoman tiles to his pouch.

**4.2 Draw Tiles**
Wilhelm checks the IP track to see how many tiles he can draw from the pouch. The CP IP marker is at 7 so he draws seven tiles. He draws 2 German inf, 1 A-H inf, 1 A-H air, and 3 Ottoman inf. Wilhelm places the tiles in the reserves box on the CP player mat.

**4.5 Mobilize**
The CP mobilizes the German and A-H tiles. Wilhelm takes the tiles from his reserves and places them on the board; the 2 German tiles in Berlin and the 2 A-H tiles in Vienna. *Note that he can not mobilize the Ottoman tiles because the Ottoman Empire is neutral at this time.*

**4.6 Movement**
Wilhelm elects not to move any CP tiles.

**4.10 Declare War**
Because there are neutral tiles in Wilhelm's reserves (the three Ottoman tiles), the CP can, if Wilhelm chooses, declare war with the Ottoman Empire. He decides to do so and takes the 3 Ottoman tiles in his reserves and places them in Istanbul. CP control markers replace neutral markers in Istanbul, Armenia, and the Levant. Istanbul is worth 2 IP, so Wilhelm moves the CP marker on the IP track to 9. Wilhelm may redeploy the Ottoman tiles anywhere in the Ottoman Empire *(see 4.10.2)*, but elects to leave them in Istanbul.

There are no tiles in the CP reserves so Wilhelm ends his turn.

### Spring 1914 (EP)

**4.1.1 Add Neutral Tiles**
After checking the turn track, Marie sees there are no neutral tiles for the EP to add.

**4.2 Draw Tiles**
Marie checks the IP track and see she can draw 12 tiles from the Entente pouch. She draws 4 Russian inf, 1 Russian art, 1 Serbian inf 1 Serbian art, 1 French inf, 1 French air, 1 British inf, 1 British art, and 1 British air.

**4.5 Mobilize**
The EP mobilizes the 5 Russian tiles in Petrograd, the 2 Serbian tiles in Belgrade, the 2 French tiles in Paris, the 1 British infantry in Alexandria, and the 1 British airplane and 1 British artillery in London.

**4.6 Movement**
Marie moves:
1 Russian inf from Petrograd to Kiev Governorate.
1 Russian inf from Petrograd to Caucasus.
2 Russian inf, 1 Russian art from Petrograd to Poland.
1 French inf, 1 French air from Paris to Belgium
1 British art from London to Belgium.
1 British air from London to Paris.

*Note that during the Spring 1914 turn, neither player may move into any region containing an opponent's control marker because of the Peacetime Movement restrictions (see 6.1).*

There are no tiles in the EP reserves so Marie ends her turn.

# An Attrition of Souls

**Situation at end of turn 1**

## London
**2**
Great Britain
British Entry Region

## Berlin
**3**
German Empire
German Entry Region

Rhineland

**1**

## Kingdom of Belgium

## Paris
**2**
Republic of France
French Entry Region

## Vienna
**2**
Austro-Hungarian Empire
A-H Entry Region

Northern Italy

## Rome
**N** **2**
Kingdom of Italy
Italian Entry Region

## Washington D.C.
**N** **1**
U. S. A.
United States Entry Region

**N** **1**
Southern States

## Mexico City
**N** **1**
Mexico
Mexican Entry Region

## An Attrition of Souls
Game design by Scott Leibbrandt

IP
1
2
3
4
5
6
IP
8
9
10
11
IP
13
14
15
16
17+

Aerodrome
(Optional)
Entente

# An Attrition of Souls

Baltic

Petrograd
Russian Empire
Russian Entry Region

Moscow Governorate

Poland

Kiev Governorate

Ukraine

Caucasus

Kingdom of Hungary

Bucharest
Kingdom of Romania
Romanian Entry Region

Belgrade
Kingdom of Serbia
Serbian Entry Region

Sofia
Kingdom of Bulgaria
Bulgarian Entry Region

Istanbul
Ottoman Empire
Ottoman Entry Region

Armenia

Salonica
Kingdom of Greece
Greek Entry Region *

French and British may enter in Salonica

Alexandria
Sultanate of Egypt
British Entry Region

Levant

Game design by Scott Leibbrandt
Game Board by Bill Morgal
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## Turn

**At Start:**

Entente:
• Add Serbian tiles to pouch.
• Place 2 Serbian tiles in Belgrade.
• Add Russian tiles to pouch.
• Add French tiles to pouch.
• Add British tiles to pouch.

Central Powers:
• Add German tiles to pouch.
• Add A-H tiles to pouch.

### Spring 1914

**No Battles:** Movement into enemy controlled regions prohibited.

Central Powers:
• Add Ottoman tiles to pouch.

### Fall 1914

If Ottoman Empire is neutral, increase Central Powers EP by 3 for this turn.

Entente:
• Add Italian tiles to pouch.

### Spring 1915

Central Powers:
• Add Bulgarian tiles to pouch.

### Fall 1915

### Spring 1916

Entente:
• Add Greek tiles to pouch.
• Add Romanian tiles to pouch.

### Fall 1916

Entente:
• Add U.S. tiles to pouch.

Central Powers:
• Add Mexican tiles to pouch.

### Spring 1917

### Fall 1917

### Spring 1918

### Fall 1918

# An Attrition of Souls

## Fall 1914 (CP)

### 4.1.1 Add Neutral Tiles
Wilhelm checks the turn track and sees there are no neutral tiles to add this turn.

### 4.2 Draw Tiles
Wilhelm checks the IP track to see how many tiles he can draw from the pouch. The CP IP marker is at 9 so he draws nine tiles. He gets 2 German inf, 1 German art, 2 German air, 1 A-H inf, 2 Ottoman inf, and 1 Ottoman art. He places the tiles in his reserves.

### 4.5 Mobilize
Wilhelm mobilizes all the tiles in his reserves. He takes the tiles and places the 5 German tiles in Berlin, the 1 A-H tile in Vienna, and the 3 Ottoman tiles in Istanbul.

### 4.6 Movement
Wilhelm moves:
1 German inf from Berlin to Belgrade.
1 German inf from Berlin to Belgium.
2 German inf, 1 art, 2 air from Berlin to Poland.
1 A-H inf and 1 air from Vienna to Kiev Governorate.
1 A-H inf from Vienna to Belgium.
3 Ottoman inf from Istanbul to Caucasus
2 Ottoman inf and 1 art from Istanbul to Alexandria

### 4.7.1 Plan Mandatory Battles
The CP is required to battle in Belgium, Belgrade, Poland, Kiev Governorate, Alexandria, and the Caucasus because each of these regions is an enemy controlled foreign region with one or more of his tiles in it. Wilhelm places a battle marker in each of these regions. There are no optional battles.

### 4.8.2 Battle Resolution
Battle commences in each region. Wilhelm determines the order.

**Belgium:** Wilhelm rolls one die for his one German tile (and none for his A-H tile because only one nationality's tiles are counted to determine die rolls). The result is (6). Neither side suffers any hits.

**Belgrade:** Wilhelm rolls one die for the one German tile. The result is (5). Neither side suffers any hits.

**Poland:** Wilhelm rolls 5 dice for his 5 German tiles. The results are (1, 3, 3, 3, 5).

The EP matches her tiles to the dice rolled. The CP suffers 1 hit (scored by one of the two Russian inf). Wilhelm moves 1 German inf from Poland to the destroyed box on his player mat.

The CP matches his tiles to the dice rolled. The EP suffers 3 hits (scored by one of the two German inf, two scored by the two German air). Marie moves all 3 Russian tiles in Poland to her destroyed box.

Wilhelm can now conduct an advance. He places a CP control marker in Poland and advances his four remaining tiles into the adjacent Baltics region. Note Wilhelm could have advanced any of his tiles in Poland to the Baltics; he did not need to move all of them but he chose to do so.

**Kiev Governorate:** Wilhelm rolls 2 dice for his 2 AH tiles. The results are (1, 4). Both sides suffer 1 hit. The CP moves his 1 A-H inf to his destroyed box. The EP moves her 1 Russian inf to her destroyed box.

Wilhelm conducts an advance. He places a CP control marker in Kiev Governorate and then advances his 1 A-H air into the adjacent Ukraine region.

**Alexandria:** Wilhelm rolls 3 dice for his 3 Ottoman tiles. The results are (1, 1, 3). Both sides suffer 1 hit. The CP moves 1 Ottoman inf to his destroyed box. The EP moves her 1 British inf to her destroyed box.

**Caucasus:** Wilhelm rolls 3 dice for his 3 Ottoman tiles. The results are (2, 3, 4). Neither side suffers any hits.

### 4.9 Update Region Status
Regions containing both CP and EP tiles are contested. Control markers are removed and contested markers placed in Belgium, Belgrade, and the Caucasus.

Regions containing only CP units are now controlled by the CP. Wilhelm places CP control markers in the Baltics, Ukraine, and Alexandria.

The IP track is updated. The CP now have 12 IPs on the track (gaining Kiev Governorate, Ukraine, and Alexandria). The EP now have 7 IP on the track (with Belgium and Belgrade contested, and losing Kiev Governorate, Ukraine, and Alexandria).

Wilhelm ends his turn.

# An Attrition of Souls

#### 4.1.1 Add Neutral Tiles
Marie checks the turn track and adds the 8 neutral Italian tiles to her pouch.

#### 4.1.2 Return Destroyed Tiles to Pouch
Marie decides to return her 4 Russian tiles in the destroyed box to her pouch. She leaves her 1 British tile in her destroyed box. Note that Marie could have also returned the British tile if she wished. What Marie could not do was return 2 Russian tiles to the pouch and leave 2 in the destroyed box. If a nation's tiles are returned from the destroyed box to the pouch, **all** of the nation's tiles in the destroyed box must be returned.

#### 4.2 Draw Tiles
The EP has 7 IPs, so Marie draws seven tiles. She gets 4 Russian inf, 1 Russian art, 1 French art, and 1 French inf. She places them in her reserves.

#### 4.3 Russian Surrender
Since Marie is the EP, she has the option to have Russia surrender, but opts not to.

#### 4.4 Rail
Marie rails her 1 British air in Paris back to her reserves.

#### 4.5 Mobilization
The EP mobilizes the 5 Russian tiles in Petrograd the 2 French tiles in Paris

#### 4.6 Movement
Marie moves:
1 Russian inf from Petrograd to Baltics.
2 Russian inf, 1 Russian art from Petrograd to Ukraine.
1 French inf, 1 French art from Paris to Belgium.

#### 4.7.1 Plan Mandatory Battles
Even though there are regions containing both CP and EP tiles, none meet the conditions required for a mandatory battle.

#### 4.7.2 Plan Optional Battles
The EP *chooses* to battle in Belgium, Belgrade, Ukraine, and the Caucasus. She places battle markers in the regions.

#### 4.8.2 Battle Resolution
Battle commences in each region. Marie determines the order.

**Belgium:** Marie rolls 4 dice for her 4 French tiles (and none for her British tile). The results are (1,2,6,6). The EP suffers 1 hit, moving her 1 British art to her destroyed box. The CP suffers 2 hits, moving both his tiles in Belgium to his destroyed box.

The EP conducts an advance. Replacing the contested marker in Belgium with an EP control marker, Marie advances her 4 French tiles into the Rhineland.

**Belgrade:** Marie rolls four dice for her four Serbian tiles. The results are (1,2,3,5). Both sides suffer 1 hit. The EP moves 1 Serbian inf to her destroyed box. The CP moves his 1 German inf to his destroyed box.

The Entente player conducts an advance. Replacing the contested marker in Belgrade with an Entente Powers control marker, she advances her 3 remaining Serbian tiles into Hungary.

**Ukraine:** Marie rolls 3 dice for her 3 Russian tiles. The results are (2,4,5). The CP suffers 1 hit, moving his 1 A-H air to his destroyed box.

The EP conducts an advance. Replacing the CP control marker in Ukraine with an EP control marker. Marie advances 1 Russian inf into Kiev Governorate and 1 Russian inf and 1 Russian art into the Caucasus. Note that because of the order in which Marie cleverly chose to conduct her battles, and because the Ukraine battle was a success, the 2 Russian tiles that advanced into the Caucasus can participate in the Caucasus battle.

**Caucasus:** Marie rolls 3 dice for her 3 Russian tiles .The results are (3,5,6). Neither side suffers any hits

#### 4.9 Update Region Status

The Rhineland is now EP controlled, Hungary is now EP controlled, Kiev Governorate is now EP controlled, and the Baltics become contested. Markers are placed accordingly.

The IP track is updated. The EP now have 13 IP on the track (gaining Rhineland, Hungary, Ukraine, and Kiev Governorate, along with Belgium and Belgrade no longer being contested). The CP now have 8 IPs on the track (losing Rhineland, Hungary, Ukraine, and the Kiev Governorate).

**Situation at end of turn 2**

## London
Great Britain
British Entry Region

## Rhineland

## Berlin
German Empire
German Entry Region

## Kingdom of Belgium

## Vienna
Austro-Hungarian Empire
A-H Entry Region

## Paris
Republic of France
French Entry Region

## Northern Italy

## Rome
Kingdom of Italy
Italian Entry Region

## Washington D.C.
U. S. A.
United States Entry Region

## Southern States

## Mexico City
Mexico
Mexican Entry Region

An Attrition of Souls

Game design by Scott Leibbrandt

**Central Powers**

Aerodrome (Optional)

IP

1
2
3
4
5
6
7
IP
9
10
11
12
IP
14
15
16
17+

Aerodrome (Optional)

Entente

# An Attrition of Souls

## Petrograd
**1**
Russian Empire
Russian Entry Region

Moscow Governorate
**2**

Baltic

Poland

Kiev Governorate
**1**

Ukraine
**1**

Caucasus
CONTESTED

## Bucharest
**N**
**1**
Kingdom of Romania
Romanian Entry Region

Kingdom of Hungary
**1**

## Belgrade
**1**
Kingdom of Serbia
Serbian Entry Region

## Sofia
**N**
**1**
Kingdom of Bulgaria
Bulgarian Entry Region

## Istanbul
**2**
Ottoman Empire
Ottoman Entry Region

Armenia

## Salonica
Kingdom of Greece
Greek Entry Region *

French and British may enter in Salonica

## Alexandria
**1**
Sultanate of Egypt
British Entry Region

Levant

### Turn

**At Start:**

Entente:
• Add Serbian tiles to pouch.
• Place 2 Serbian tiles in Belgrade.
• Add Russian tiles to pouch.
• Add French tiles to pouch.
• Add British tiles to pouch.

Central Powers:
• Add German tiles to pouch.
• Add A-H tiles to pouch.

### Spring 1914

**No Battles:** Movement into enemy controlled regions prohibited.

Central Powers:
• Add Ottoman tiles to pouch.

### Fall 1914

If Ottoman Empire is neutral, increase Central Powers EP by 3 for this turn.

Entente:
• Add Italian tiles to pouch.

**TURN**

### Spring 1915

Central Powers:
• Add Bulgarian tiles to pouch.

### Fall 1915

### Spring 1916

Entente:
• Add Greek tiles to pouch.
• Add Romanian tiles to pouch.

### Fall 1916

Entente:
• Add U.S. tiles to pouch.

Central Powers:
• Add Mexican tiles to pouch.

### Spring 1917

### Fall 1917

### Spring 1918

### Fall 1918

## 4.10 Declare War

Salonica is a special case. If a British or French tile is in reserve during the declare war phase, the EP may declare war with Greece. Even if war is declared using a British or French tile, no Greek tiles are placed in the pouch until the Greek tiles are available.

Marie decides to have the EP declare war for Greece. She takes the one British tile in her reserves and places it in Salonica. An Entente Powers control marker replaces the neutral marker in Salonica. On future turns, both France and Britain can use Salonica as an entry region.

Marie ends her turn.

## Commentary on Example of Play

This game featured a rather unique and A-historical start to the war. The heavy Ottoman involvement so early on in the conflict left the Central Powers player short of much needed tiles on the European mainland. Leaving only screening forces in the west and south, the Central Powers pushed aggressively against the Russians in the east, while his Ottoman forces captured Alexandria, temporarily closing one front. Considering the difficult tile draw, the Central Powers probably achieved the best opening results that could have been hoped for.

The Entente response in the west and south was largely predictable. The French broke through the German screen on the Western Front, while the fully mobilized Serbian army roared to life and pushed into Hungary. In the East, the Entente player decided to recover lost Russian territory in the south of the nation at the expense of leaving Petrograd under threat by German forces in the Baltics.

1915 will be an interesting year for both sides. The Central Powers will need to focus on driving Russia out of the war, while stabilizing the situation on other fronts. The Entente must try to pressure the Central Powers in as many different regions as possible, and, in doing so, hopefully relieve pressure on the Russian capital.

Northern Italy

Rome
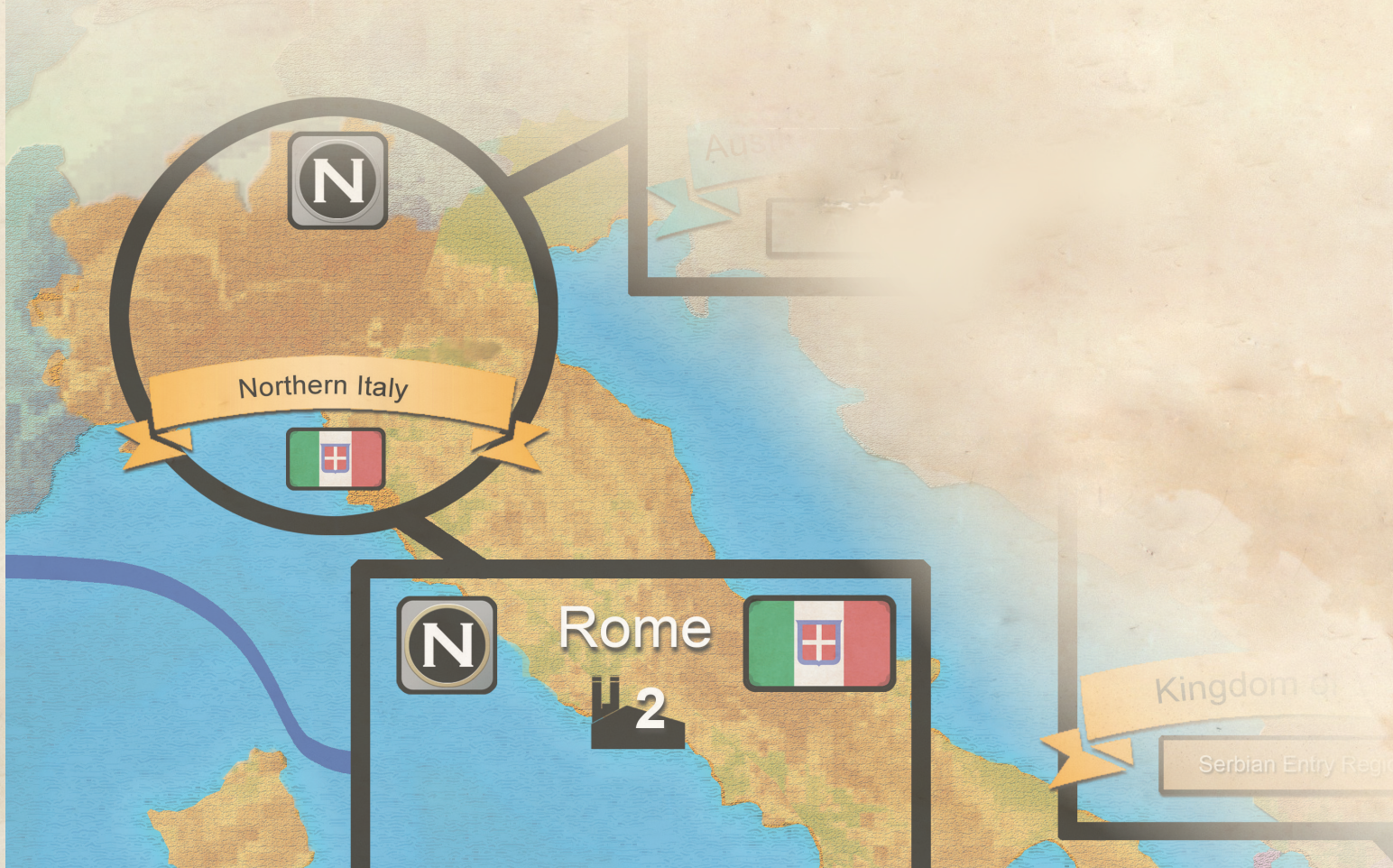
## 22.0 Designer Notes:

I always wanted to design a tile-placement wargame, a game where the only random luck element is what military assets players have access to each turn. This ambition has been on my "designer's bucket list" for over a decade now, and for almost a decade, I made very little progress toward this goal. The limitation holding me back was my own insistence that the tile draw be the only luck element. I believe it was Moltke who said, "No plan survives contact with the enemy" (heavily paraphrased). The birth of AAoS occurred the day I compromised my principles and added a dice-based combat system to my project. With that single change, everything else seemed to fall into place. From there, it was just a matter or balancing the design and finding it the right historical home.

To be clear, I am no expert on World War I, nor does this game claim to even step a toe into the realm of simulation. I do however know enough about The War to End All Wars to know it would be the perfecting setting for the mechanics I had created. While I may design mechanics first and add theme later, I never want my theme to feel slapped on. That is the sort of cardinal sin that gets one sent to designer perdition in the wargaming community! Thankfully, I feel completely absolved of any such transgression. Every turn of AAoS feels like a nail-biting war of attrition, as you hurl man and machine into the meat grinder with the hope of either achieving a decisive breakthrough, or forestalling the very same.

With theme and mechanics largely locked down, the last step was to purge my creation of any unnecessary weight. My goal as a designer has always been minimalism. I want to bring you, the player, a game rich in story and strategic depth, with the least learning curve, setup time, and time commitment necessary. I like to think I have achieved this. With AAoS, two experienced players should be able to recreate the Great War in less time than it takes to order and eat brunch. As for those tasty morsels that got cut from the original design, fret not! Most of them appear in the veritable buffet of optional rules that give AAoS many hours of replayability.

In closing, thanks for taking the time to read my spiel. Even more so, thank you for buying, learning, and playing AAoS! Even as a designer with a few games under his belt, I still find it humbling to think that fellow gamers are choosing to spend the time and energy to play my creation (unlike the playtesters I have chained up in the basement, who must play my designs in order get their daily ration of gruel). I hope you have as much fun playing AAoS as I had designing it!

Scott Leibbrandt

## An Attrition of Souls
### Turn Sequence

***The Central Powers player performs all steps followed by the Entente player.***

1) If you have 17 **industrial points** (IPs) or more, the game ends and you are the winner.

2) If there is a nation's flag (matching your tiles) for the current turn on the turn track, you must add all of those tiles to your pouch.

3) You may choose to return some, all, or none of the tiles in your **destroyed box** on your **player mat** back to your pouch. Tiles must be returned grouped by nationality.

4) Randomly draw a number of tiles from your pouch equal to your current IPs as shown on the IP track.  Place tiles in the **reserves box** on your **player mat**.

5) The **Entente** player may choose to have **Russia** surrender.

6) Rail desired tiles from **one** region to the **reserves box**.

7) **Mobilize** tiles from your **reserves box** by moving the desired tiles to their **capital** regions. You may not mobilize tiles belonging to a neutral nation.

8) **Move** any or all of your tiles on the board. Tiles must **start** in an allied capital region. If tiles are in a **contested**, allied capital, they may still move. However, they may not move directly from your **contested** capital into an enemy **controlled** region. Only the Entente may use naval paths (blue line connections).

9) Place **battle markers** in regions. The region(s) must contain your tiles together with enemy tiles and/or an enemy control marker. A **battle marker** must be placed in enemy **controlled** foreign regions and enemy **controlled** allied regions **if** every tile moved into the region this turn used a naval path for movement.

10) Conduct **battles** in any order you wish.

11) Update the control markers in each region if needed.

12) If you have neutral tile(s) in your reserves box, you may now **declare war** with the neutral nation.  Place the nation's tiles in its capital. These tiles may conduct movement if possible,  but they must remain within their nation this turn.

13) Any non-neutral tiles remaining in your reserves are placed in your **destroyed box**.

## An Attrition of Souls
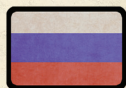
### Basic Game

#### 4.3 Russian Surrender

The Entente player may choose to have Russia surrender after drawing tiles for the turn.

Take these steps in order:

- Move any Russian tiles from your reserves to your destroyed pile.

- Draw an equal number of tiles from your pouch to replace the Russian tiles moved from your reserves to your destroyed pile. (If you draw any more Russian tiles, continue to repeat this process until you have drawn a number of non-Russian tiles equal to the number of Russian tiles originally discarded from your reserves).

- Remove all Russian tiles from regions on the board, placing them in your destroyed pile.

- Place neutral markers in friendly controlled Russian regions or contested Russian regions that now only contain Central Powers tiles. (Enemy controlled Russian regions remain under the Central Powers player's control. Regions still containing both Central Powers tiles and Non-Russian Entente tiles remain contested).

- Remove any of your control markers from Russian regions; these regions will no longer count towards your industrial value.

- Remove any contested markers from Russian regions that now contain a neutral marker and no Entente Powers tiles.

Any Central Powers' tiles in neutral Russian regions remain in those regions. They may only leave such regions through a rail action.

No Russian tiles may be added to the board for the remainder of the game (Russia cannot declare war again).

For future turns, continue to move any Russian tiles drawn from your pouch to your destroyed pile, replacing them with non-Russian tile draws.

## Optional Rules

### 9.5 Tanks – Special Ability

If you (as the attacker) use a tank to roll a die in battle, you may completely ignore 1 hit assigned by your defending opponent during this battle, destroying 1 fewer tile than the amount of hits your opponent scored.

### 10.6.1 Jagdkommandos Special Ability

If you are the defender in a battle involving your Jagdkommandos tile, you may completely ignore 1 hit assigned by your attacking opponent's infantry during this battle, destroying 1 less of your tiles than the amount of hits your opponent scored.

### 10.7.1 Stormtrooper Special Ability

If you are attacking in a battle containing 1 or more of your elite infantry tiles and 1 or more of your artillery tiles (of any nationality), after you have rolled all the dice, but before either side has assigned any hits, you may reroll 1 die of your choice.

### 10.8- 10.9 French and U.S Elite Inf.

The first time you mobilize the elite French or U.S infantry tile, you need only discard 1 regular infantry tile of that nationality from your reserves.

### 13.0 Variable Neutral Entry

At the start of the game, place all of your infantry, artillery, and airplane tiles in your pouch (ignoring instructions in rulebook section 3.2).

#### Declaring War

You may declare war following the same rules as in the basic game (see rulebook 4.10.1), except certain nations now require more than 1 tile in reserves in order to declare war (see below):

| Nation | Tiles Needed |
|---|---|
| Ottoman Empire | 1 |
| Italy | 1 |
| Greece | 1 |
| Bulgaria | 2 |
| Romania | 2 |
| Mexico | 2 |
| USA | 4 |
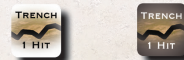
### 17.0 Trenches

At the end of your turn, during your Manage Reserves phase (4.11.1), you may add 1 trench marker to the board, if you have less than 4 trenches in play. A trench marker may only be added to a region containing a contested marker.

When conducting a battle, during your opponent's turn, if your opponent scores hits against you in a region containing your trench markers, first remove your trench markers instead of tiles. Each trench marker removed satisfies 1 hit.

### 18.0 Generals

On your turn during battle resolution (4.8.2), you may use 1 or more of your general markers. Only 1 general may be used per battle marker and a tile of the same nationality as the general must be in the battle.

After you have rolled the dice for a battle, you may change 1 die result to any result.

Removed the general you used from the game.

# An Attrition of Souls

## Credits

Game Design: Scott Leibbrandt

Graphics: Bill Morgal

Project Manager: Billy Thomas

Produced by: Compass Games, LLC.

Play Testing:
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Cover and Box Art: Dunn, Harvey Thomas. On the Wire. 1918



Aylward, William James. His Bunkie. 1918