

DEATH IN THE TRENCHES



**THE GREAT WAR,
1914-1918**



Compass Games
New Directions in Gaming

Serb terrorists murdered Archduke Franz Ferdinand, heir to the Austrian throne, on 28 June 1914. Austria declared war on Serbia; Russia sprang to Serbia's aid, and then Austria's ally Germany attacked Russia and invaded France through neutral Belgium, bringing Britain into the war against Germany and Austria. Soon the Turks, Australians, Canadians, Italians, Bulgarians, Romanians, and Americans were in it as well: they all called it The Great War.

From 1914 to 1918, European civilization systematically consumed itself without pity, decimating empires and clearing the world for domination by the United States, Soviet Russia, and Japan. By the time it was over, some 20,000,000 soldiers and civilians were dead, absolute monarchy was finished, European supremacy discredited, and the armed chivalry of the Victorian Era overthrown by mechanisms of mass death: a dark new age was born of tanks, air forces, lurking subs, poison gas, and genocide. Communism, Fascism, Islamic terrorism, America's global responsibility: all were legacies of The Great War. The "second" world war was but its epilogue and resolution; The Great War was the crucible that poured out the fiery world we live in today.

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1.0 COMPONENTS

Death in the Trenches ("DITT") is a simulation game of the Great War (World War One, 1914-1918). One player controls the Central Powers (CP), the other the Entente Powers (EP; "entente" is a fancy French word for a pact or agreement). With a little imagination, the game is also easy to play solitaire.

The game consists of the following components:

1 Rulebook (full color, 28 pages; you're reading it)

1 Events Book (full color, 20 pages)

1 Game Map (34"x22", full color; mounted)

2 Omnibus Markers Tracks (one Central Powers, one Entente Powers)

2 Special Events Cards (one Central Powers, one Entente Powers)

1 Battle Board

1 Attacker Battle Chart

1 Colonial Map

4 Counter Sheets (520 counters total, double-sided)

Several six-sided dice are included but players must supply their own additional dice. A calculator is also helpful.

The game includes one Omnibus Markers Track for each side. Note that unit deployment is NOT secret.

This is the Second Edition of "DITT" (**Death in the Trenches**). New features include all-new components and artwork by Jonathan Carnehl, including a mounted map. The game also features a completely overhauled and redesigned Battle system (that still preserves the magical "Overrolls" of the original) and

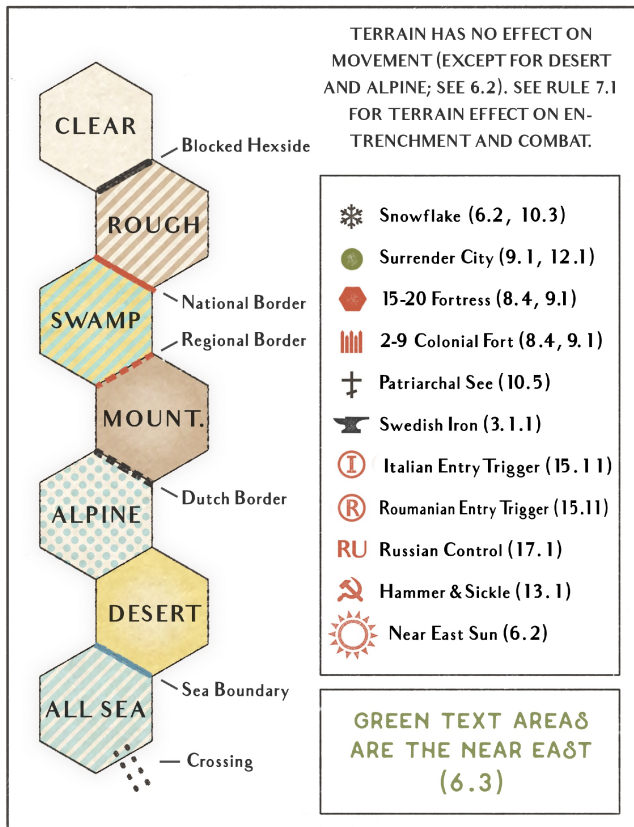
a new more realistic system of divisional Reinforcements. Years of errata and “house rules” have been integrated into the game system. A revised naval system, originally designed by Mike Welsh, has been made part of the game. Dutch entry, which many original players clamored for, is now an optional rule. Players of the original game should find the new game familiar but even more fun!

I.1 Map

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

[1.1.2] Spellings (“Servia,” “Roumania”) are taken from wartime sources. The scale is 80 miles to the hex.

[1.1.3] Map Clarifications: The Austro-Italian border should extend between Venice and Trieste. Ignore the “water” in hexes 3924/3925 for game purposes.



I.2 Counters (“Tiles”)

Square cardboard counters in the game are referred to as “Tiles”. Most Tiles represent Armies, each of which has a historical name. (Often “Armies” are named after corps or divisions; they are all “Armies” for game purposes.) Armies are marked with Battle factor numbers called “Firepower and Fortitude,” e.g. 3-

5. They are identified by national colors, flags and oval “bumper stickers” (1.3).

There are three types of “Army” in the game: Minor Forces (★), Small Power Armies (□), and Great Power Armies (⊕).



All Army units have identical artwork on the back of the Tile, except the back is distinguished by a “slash” across the unit. This signifies that the Army has been “flipped”, which indicates the Army is no longer able to move, and that it also cannot “Entrench” a Hex (7.1 Step 2).

An Army that cannot Entrench a Hex can still “be entrenched” by a different “unflipped” Army in that Hex; see 7.1 Step 2.

Generic black “Allocation” markers are used with Special Events (3.3).

I.3 Oval “Bumper Stickers”

Each Army unit has a “Nationality Abbreviation” found in its “oval bumper sticker.” These “bumper stickers” are the only official indication of a unit’s nationality and take precedence over Tile colors, flag designs, and unit names.

These oval stickers have been used since about 1910 to identify a car’s nationality. They are the most widely recognized international abbreviations for countries. Normally they’re fairly obvious for English-speakers (e.g. “F” for France, “US” for United States). Often they are based on native languages: “D” for Germany, “E” for Spain, “ZA” for South Africa; sometimes they don’t make a lot of immediate sense (“CH” for Switzerland, which happens to be Latin!)

- AH — Austria-Hungary; AB — Arab Northern Army;
- ANZ — Australia and New Zealand; AR — Armenia; AS — Assyria; AZ — Azerbaijan;
- B — Belgium; BG — Bulgaria; BR — Brazil; BS — Baku Soviet; CA — Canada;
- CH — Switzerland; CN — China; CO — Cossacks; CZ — Czecho-Slovak;
- D — Germany (Deutschland); F — France; GB — Great Britain; GE — Georgia;
- GR — Greece; I — Italy; IN — India; JP — Japan; MR — Maronites;
- MT — Montenegro; NL — Netherlands; OT — Ottoman Turkey; P — Portugal;
- PE — Persia; PL — Poland; R — Roumania; RU — Russia; S — Sweden;
- SF — Finland (Suomi/Finland); SI — Senussi; SR — Servia; UA — Ukraine;
- US — United States of America; Z — Zionists; ZA — South Africa

I.4 Historical Unit I.D. Abbreviations on Tiles

- AAV — Armenian-American Volunteers; AB — Armée belge;
- AIF — Australian Imperial Force; ak — Arméekorps;
- ANZAC — Australia/New Zealand Army Corps; AR — Armenian Rifles;
- Bav — Bavarian; BC — Blue Coats; CA — Caucasus Army; Cav — Cavalry;

CEP – Corpo expedicionário português; Col – Colonial;
Dfor – “Dunsterforce”; EEF – Egypt Exp. Force; Exp – Expeditionary Force;
Fez – Fezzan Arabs; FG – Frontier Guards; FJ – Finnish Jägers; Gan – Ganja;
Gds – Guards; GD – Georgadze’s Army; Gdier – Grenadiers;
Geb – Mountain Troops; Gen – Gendarmes; GP – Garde Patriarchale;
Ham – Hamidiye (Kurdish Cavalry); IEF – Indian Expeditionary Force;
Jev – Jevanshir; JL – Jewish Legion; KAR – The King’s African Rifles;
Kav – Kavallerie; KLM – Royal Army; LE – French Foreign Legion; Leg – Legion;
MEF – Mediterranean Exp. Force; MTS – Mountaineers; ND – National Defense;
Nord – North; PG – People’s Guard; PN – Police of the North; Pol – Polish;
PrG – Prussian Guards; Riy – Riyah Arabs; Ruth – Ruthenian;
SC – Southern Command; SD – “Savage” Division;
SG – “Swedish” (actually Persian!) Gendarmerie;
SMEF – Sassunsi Manuk’s Expeditionary Force; SP – Special Army;
SPR – South Persia Rifles; SR – Siberian Rifles; Sud – South; Süd – South;
Sx – Saxony; TA – Turkestan Army; TKJ – Tyrolean Kaiserjäger;
Trans – Transylvanian; Tri – Tripolitanian Arabs; TS – Tsulukidze’s Army;
USMC – United States Marine Corps; Woy – Woysch;
WPA – War Participation Army; Wü – Württemberg; x – Brigade;
xx – Division; xxx – Corps; xxxx – Army; ZS – Zaporozhian Sich

2.0 SEQUENCE OF PLAY

The time scale is three months per turn (except the first two turns, August and September 1914). **Each turn, the two players perform the sequence of play printed on the last page of this rulebook.**

A full play of the Sequence of Play concludes one turn. The cycle repeats until one player resigns, or Fall, 1918 has ended (see 16.0).

3.0 RANDOM EVENTS

In each Random Events Phase (2.1 and 2.6), one player (it doesn’t matter who) draws one of the Event Chits blindly out of a cup. Check the chit drawn against the Event Chit Chart for the current year, and perform each and every Event in the order listed. Each year uses different charts, to show the march of world events. Don’t put the chit back once it is drawn; by the end of each Fall turn, all the Chits for that year should have been drawn. See 20.0 in the Events Book.

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

3.1 Reinforcements

The first Event is always Reinforcement, which supplies a number of Divisions (“Divs”) to any country listed. **For instance, in the 1914 Chit 1, the reinforcements begin with “F19, GB17”, and so on. This means France receives 19 Divs, and Great Britain receives 17.** Divs received in this fashion are immediately assigned to the country’s “Reserves” (5.4). Alternatively, Divs received as

Reinforcements may instead be attached straight to Armies on the map capable of receiving Divs. To receive a Div in this manner, the Army must be in supply (9.0), and could also be subject to “Impaired Communications” (6.7).

The country abbreviations used in Reinforcements are the same found on the country’s Bumper Sticker (1.3). As a reminder, these are:

F = France
GB = Great Britain
I = Italy
RU = Russia (Note: “RU” is Russia; “R” is Roumania!)
AH = Austria-Hungary
D = Germany
OT = Ottoman Turkey
GR.SR.CH = Greece, Serbia, and Switzerland (identical reinforcements)
S.B.R. = Sweden, Bulgaria*, and Roumania (identical reinforcements)

* The “B” Reinforcements should be “BG” (Bulgaria), not Belgian (which isn’t a “Small Power”). Sorry for the typo.

The “S.B.R.” and “GR.SR.CH” abbreviations indicate that each of the countries listed, if it is **in the war and no longer neutral**, gets the given number of Divs as reinforcements. These do not change throughout the war; Sweden, Bulgaria and Roumania always get 3 Divs each Reinforcement Event, while Greece, Serbia and Switzerland always get 2 Divs each Reinforcement Event.

If a country is ever unable to receive a Reinforcement (because its Armies are all full, and its Reserve marker at maximum), ignore the Reinforcement.

3.1.1 German Iron Imports: Hex 3919 contains the Swedish iron mines of Gällivare, which were vital to the German economy (in both World Wars). If Hex 3919 is under CP control, or under neutral Swedish control, the iron is assumed to be available to Germany. If Hex 3919 is under Entente control (for whatever reason), **subtract -10 from any German Reinforcement Event.**

3.1.2 Dutch Free Trade: Hex 3409 contains a “Dutch Free Trade” marker that indicates that the Netherlands is neutral, and as such, is trading freely with Germany. (Massive amounts of imports entered Germany despite the Allied blockade, shipped through neutral Holland with fake manifests showing their ultimate destination was Holland and not Germany.) If the Netherlands ever ceases to be neutral (15.7), this marker is flipped to its “Dutch Blockade” side and you must **subtract -10 from any German Reinforcement Event.** (The “Dutch Blockade” side of the “Dutch Free Trade” marker is blank (either write-in DB, or flip Dutch Free Trade side upside down to denote).

3.1.1, 3.1.2 Addition: These subtractions to German Reinforcements are reduced to -5 Divisions if either:

- A. Italy is neutral or Surrendered.
- B. The CP has Naval Supremacy in the North Sea.

If both apply, there is no subtraction to German reinforcements.

3.1.3 US Reinforcements: Once the USA enters the war, US Reinforcements (Divs) arrive automatically based on the US Reinforcements Chart (located on the south map edge). Each turn the US is in the war, consult the US Reinforcements Chart, and add that many Divs to US Reserves in **each** Random Events Phase.

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

The US Reinforcements for DoW + 3 (and thereafter) is 10 Divs each Random Events phase.

3.1.4 Reduced Russian Reinforcements: If Kerensky or Trotsky (13.1) is the ruler of Russia, Russia continues to receive Reinforcements. But these Reinforcements can be reduced by the status of the Russian Government; see 13.1.

3.2 Morale Events

Any Event preceded by a heart (♥) is a “Morale Event.” Roll a die and add (or remove) that number of Divs from the listed country. (♥-D would mean “roll a die and remove that many German Divs.”) The owner decides which Divs are added or removed; they may be added to/removed from Armies on map or Reserves. (A negative such Event has no effect if no Divs remain to be removed.)

3.3 Tactical Operation Events

Any Event preceded by a fleche (►) is a “Tactical Operation.” The designated Player points at a Stack belonging to the other player, and rolls one die (or more than one, if the Event calls for it). The other player must eliminate that number of Divs in the targeted Stack.

3.2, 3.3 (Clarification): Only Divs can be added or removed via these Random Events (ignore if no relevant Divs exist).

3.4 Special Events

Any dot-in-a-box (☐) Event is a “Special Event.” In this case, put an Allocation Tile in the corresponding Special Events box on the appropriate off-map card. (Some call for more than one Allocation.) Having an Allocation in the box allows you to perform the action described in the box. Once you’ve performed it, remove the Allocation.



The number of Allocation tiles is not a fixed number. In the unlikely event you run out of Allocation tiles, you can use spare counters from inferior WWI games.

On the Special Events Card, each Special Event contains an explanation and may also contain a symbol. Those symbols refer back to the rules below, which apply in every instance that such a symbol appears on a Special Event:

❖ = This symbol indicates that play of this Event by an attacking player will neutralize any defending Trenches in Battle (7.1 Step 2), and in Retreat (7.3). Treat **all** defending units as “unentrenched” for the duration of that battle.

● = Indicates a Battle Allocation, which can be applied to a Battle by the attacker (or the defender, depending on the instructions on the Events Sheet). Any such Allocations being applied to the Battle must be applied during preparation for the Battle (7.1 Step 5). Any number of Special Events may be played in a single Battle, subject to these restrictions:

Any Special Event that is phrased “Great Power Attack” **must** have that Great Power be the “Spearhead” in the combat. Otherwise, the presence of a listed Great Power unit (in a “Front Stack”) is sufficient.

To qualify for a Special event, you must have an overland Supply line (9.0). If attacking, the Spearhead must be able to trace Supply from the “launch hex”, to a different hex that is a Supply Source, but without using Sea Supply. If defending, at least one unit in the “Front Stack” must be able to trace Supply to a different hex that is a Supply Source, again without using Sea Supply.

There are **Limits to the Firepower** that can be added to a Battle. Similar to the description in Air Supremacy (8.1), the net total number of “additions” (things that are +x or -x) cannot exceed the base Firepower of the stack (the strength can only be doubled). Base Firepower considers only units (and their attached Divs) – this does include the “Red Baron”, the “doubling” of “Peaceful Penetration”, and the “halving” of OOS attacks. Everything else, such as Events, Air Supremacy, Shore Bombardment (the +x’s) cannot exceed that base value (any excess is just wasted).

☼ = This symbol refers to only one Event, the EP “Plehve” Event. It can be played immediately before dice are rolled, if Russian armies are defending in a Battle. The effect of the Event is to allow the Russians to retreat without suffering damage, but all retreating Russians must flip. The attacking CP stack captures the hex being retreated from, but it too must flip. All other Allocations spent on this Battle (by either side) are ‘wasted’ because of the strategic retreat.

✘ = A player can play this type of Allocation only during his **very first** Pulse of a Turn. When the EP plays the “Pan-Turanian Army” Allocation, the EP must deploy the “Pan-Turanian Army” marker on the map, with the effect listed on the Events Card. Remove that marker at the end of the turn. Likewise, when the CP plays the “Place of Execution” Allocation, the CP deploys the “Place of Execution” marker on any EP-controlled French Fort, with the effect listed on the Events Card. Remove that marker at the end of the turn. When such an Event is played, that ends the phasing player’s Pulse; it is now the other Player’s Pulse (this does not count as a Pass – Rule 2.4.4).

□ = A player can play this type of Allocation only **at the start** of his own Pulse. It causes a corresponding **marker** to be placed on the map in some easily remembered place. The marker remains for the rest of the game with whatever effect is described (unless removed by some subsequent Event). Once the Allocation is played, the phasing player continues with his normal Pulse.

▼ = Signifies an Allocation that can be played at the **start** of its side's **Pulse**, with an immediate one-time effect. Once the Allocation is played, the phasing player continues with his normal Pulse.

3.5 Other Events

All other events are preceded by a box (■). These Events will explain what the player is supposed to do when they occur.

Note: Some Events that occur during the 2nd Events Phase (2.6) may turn out to be “useless” from a player’s point of view. This is just the luck of the draw!

Random Events with **two** boxes (■■) only deal with the Netherlands, and should be **ignored** unless you are using Optional Rule 15.7a. The Netherlands is neutral and its neutrality cannot be changed or violated in the game unless you are using that optional rule!

4.0 GREAT POWERS, SMALL POWERS, AND MINOR FORCES (MF)

Death in the Trenches has three types of Army. In descending levels of size, these are: Great Powers, Small Powers, and Minor Forces (MF).



Great Power
("Medal")



Small Power
("Square")



Minor Force Unit
("Star")

4.1 Great Powers (☞)

The eight Great Powers (Austria-Hungary, France, Germany, Great Britain, Italy, Ottoman Turkey, Russia, and the United States) have “Great Power Armies”. The standard rules for Battle (7.0) and unit construction (5.3) are built around these Great Power Armies. A Great Power Army always has its own corresponding off-map “Div Max” marker on the Omnibus Markers Track, to show exactly how many “Divs” (Divisional-sized units) are assigned to that Great Power Army (5.1). Only Great Power Armies, all marked with the “medal” icon (☞), have assigned Divs and corresponding Div Max markers.

4.2 Small Powers (□)

Countries whose Armies are marked with squares (□) are “Small Powers.” These are medium-sized countries (specifically: Bulgaria, Greece, Roumania, Serbia, Sweden, and Switzerland). Small Powers have special rules for Battle and for unit construction. They are bigger and more sophisticated than Minor Forces, but are too small and their military capacities too limited to be called Great Powers.

The entire Battle strength of a Small Power Army is given on the Tile; it never has a corresponding Div Max marker. The **last** number on a Small Power unit (its “Fortitude”) represents the number of historical divisions contained within that unit, although its divisions are inherent to the unit and can’t be detached from the unit itself or in any way reassigned to another Army.

Note that each Small Power also has its own Reserves marker (like a Great Power), which contains the country’s own Divs in Reserves. These Divs are not “attached” to a Small Power Army, but when a Small Power Army takes losses in Divs, it deducts its own Divs from its own Reserves — see 7.1, Step 10 c.

4.3 Minor Forces (MF; ★)

An Army marked with a star (★) is a “Minor Force” (MF). A Minor Force is the army of a very small country (e.g. Montenegro or Belgium), or else the Minor Force represents some élite unit of a Great Power (e.g. Germany’s Bavarians, the US Marines, the French Foreign Legion, and the Italian “Arditi”). Minor Forces have special rules for unit construction (5.3). MF units operate exactly like Small Power Armies (4.2), but can only draw on “Patron” Reserves to take losses.

Example: The Germans have a Bavarian Great Power Army (6 xxxx, marked with a blue-and-white checkered Bavarian flag and a strength of 3-12); as a Great Power Army it is marked with a ☞ “medal” icon and it has its corresponding “Div Max” marker on the CP Omnibus Markers Track. But the Germans also have a smaller Bavarian Minor Force unit, the Bavarian Corps (xxx), which also has a Bavarian flag but a printed strength of 18-18 and a white ☆ “star” icon to show that it is a Minor Force (MF) unit.

Patrons: Every MF unit is assigned to a “Patron”, and the star on the MF unit is colored as a reminder of that Patron. Think of the Patron as the Great Power that pays that country’s military bills. The MF units in the game are as follows:

MF Units belonging to Great Powers:

Germany — 18-18 Bavarian, 4-4 Württemberg, 12-8 Prussian Guards, 8-8 Saxons, 18-6 18th Army, 4-4 Askari, 4-7 Kavallerie, 5-2 Alpenkorps (“Alpen”), 15-3 Paris Gun, 3-1 Lettow-Vorbeck.

Austria-Hungary — 4-4 Polish, 5-3 Czech, 2-1 Slovak, 5-5 Honved, 3-2 Ruthenian, 2-1 Slovene, 6-2 TKJ (Tyrolean Kaiserjäger), 3-3 Croat, 3-2 Transylvanian, 6-6 Landwehr, 5-3 Geb (Gebirgsjäger mountain troops).

Great Britain — 3-1 Dunsterforce, 2-3 Cavalry, 8-7 Canadian, 1-1 Rhodesian, 4-2 Gurkhas, 5-4 Irish Army.

Russian — 8-6 Guards, 5-6 Cavalry, 6-5 Grenadiers, 6-5 SR (Siberian Rifles).

French — 6-4 LÉ (Foreign Legion), 3-5 Cavalry, 7-8 Colonial.

Turkish — 3-2 Gendarmes, 2-1 I FG (Frontier Guards), 2-1 2 FG (Frontier Guards), 4-3 I Hamidiye, 4-3 2 Hamidiye.

Italian — 1-2 Cavalry, 5-3 Alpini, 5-2 Arditi.

American — 3-3 92/93 Division, 4-2 USMC (Marines).

“Patroned” MF Units belonging to Minor Countries:

British Patroned — Japanese 4-2, Belgian 9-9, Indian 6-5 “IND”, Indian 6-5 “IEF D”, South African 3-2, Chinese 2-1, Portuguese 2-2 “CEP”, Maronite Christian 2-1 “GP”, Persian 2-1 “South Persia Rifles”, four 2-2 Arab (“AB”) units, 3-2 Brazilian, Anzac 7-5, AIF (Australian Expeditionary Force) 8-6, Montenegro 6-4, KAR (King’s African Rifles) 2-1, Baku Soviet 2-1.

Russian Patroned — Five Armenian 2-1 units, Czech 5-4 Legion, Don 6-7 Cossacks, Terek 4-5 Cossacks, Kuban 3-4 Cossacks, 2-1 Assyrians.

German Patroned — Three Senussi (SI) 4-2 units, three Georgian 4-3 units, three Azerbaijani 3-2 units, Persian 2-1 “SG”, two Ukrainian (UA) units.

The Zionist 2-2 Legion unit can be German- or British-Patroned depending on a random event. The two Finnish armies (1F) and (2F) start the game Patroned by Russia but may later switch to either British or German patronage. The Dutch Army only appears if the Netherlands joins the war under optional rule 15.7a, and then is Patroned either by Britain or by Germany depending on whose side it enters the war. **The Polish 7-8 Legion unit is not “Patroned”**; depending on a random Event it can be CP (treat as Austrian MF) or EP (treat as French MF).

A MF unit which is destroyed in Battle (7.1 Step 10) must be placed in the correct Holding Box at the bottom of the Omnibus Markers Track, for the Patron or side it belongs to. MF units which are Obliterated in Battle (7.2) go to their side’s Obliterated Units Box. In that case, the player will simply have to remember who the unit’s Patron is. (For instance if the Zionist unit is pro-German, its Patron will be Germany if the Zionist unit ends up in the Obliterated Box.)

5.0 ARMY LOGISTICS

5.1 “Divs” (Divisions)

The basic unit of force in the game is the “division,” abbreviated “Div”. Divs are the backbone of the game — whenever there is a limitation or requirement,

“Divs” only refer to divisions attached to GP armies (any exceptions should be clearly noted). Units are built by “spending” Divs in Reserve. Losses and gains from Events affect only “Great Power” Divs. Game limits and requirements reference GP Divs (with some “Minor Force” exceptions that are noted).

The exact size of a Div in the game is a mathematical abstraction, but conceptually you can think of a Div as equaling approximately this many men: AH 20,000; USA 19,000; Russia 18,000; Italy 17,000; France 16,000; Turkey 15,000; Britain 14,000; Germany 11,000.

Those numbers are not trivial! The Battle and logistical systems in Death in the Trenches are driven by Wes Erni’s finely tuned mathematical calculations. For game purposes, for instance, an Austro-Hungarian Division is nearly twice the size of a German Division. This means that an Austro-Hungarian Division has a Battle advantage over a German Division, if only on account of its enormous size. The effect in the game can seem bizarre at first glance — Austrian units actually perform better on attack than Germans do! This is only because they are so much larger. The flip side of this, however, is that Austrians are much harder to replace, because their casualty rates are so much higher. While this may feel like the Austrians are hard-to-replace ‘elite’ units while Germans are below-average ‘grunts’, the per capita effect is exactly the opposite. Just be aware that this entire system is extremely counterintuitive and takes some time getting used to.

A Great Power Army (⚔) has a face value printed on the Tile, showing its Firepower and Fortitude (7.0). Unlike all other types of Army, a Great Power Army can also have Divs from Reserves ‘attached’ to it, enabling the Army to control and direct those Divs. The number of Divs attached to a specific Great Power Army is shown using that Army’s unique corresponding “Div Max” unit, placed on the Omnibus Markers Track.



Example: The German I XXXX (“First Army”) unit on the map has a strength of 3-12. If that Army’s corresponding Div Max marker on the Omnibus Markers Track is in the 3 box, then the German First Army unit on the map holds also holds three component Divs.

When Divs are “attached to” or taken from an Army, only the Div Max marker on the Omnibus Track is moved up, or down; the Tile on the map itself is not affected. If all Divs in an Army are transferred out or destroyed, the Army Tile remains on the map and can still function without any Divs attached to it. The Army itself has an organic, inalienable strength of “Firepower and Fortitude” printed on the Tile (1.2).

The number of Divs that can be attached to each Army is limited by that Army’s nationality. These “Divisional Limits” are marked in color on the side’s Omnibus Markers Track.

Example: A German Army can contain up to 25 Divs, while an Austro-Hungarian Army can only contain up to 15 Divs. This is a way of showing how much larger the Austro-Hungarian formations are; they just contain a lot more men.

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

Armies not present at the start of the game must be built (5.3), and if they are destroyed in Battle (7.1 Step 10) they can be rebuilt (5.3). Divs can only utilize their Firepower when attached to an Army, but they can serve many valuable functions when in Reserve (6.4).

Old Hands Note: If you’ve played the earlier version of this game, this rule is very different from the original. The game no longer includes the “Army Max” system that limited, but also reinforced, the overall size of your army.

Each Great Power (4.1) and Small Power (4.3) gets one Reserve marker **each**, for its **entire country**, placed on the Omnibus Markers Track. Divs not attached to front-line Armies but stationed instead at posts far behind the front, are said to be in “Reserve” and are counted by this Reserve marker on the Omnibus Track. Minor Force units (4.2) have no Reserves or Divs of their own.

5.2 Stacking

There is no limit to the number of friendly Armies (of any type) that can be in a hex. The total number of men in the hex is effectively limited by the number of Divs that can be attached to those Armies (5.1).

Stacking in Battle is an entirely different kettle of fish – see 7.1.

Roumanian and Senussi Armies (only) have “down arrows” to indicate that they **cannot** stack (be in the same hex) with other Armies **of their own nationality**.

The Roumanians can’t stack because their generals sucked at strategy. The Senussi can’t stack because the desert terrain they lived in was incapable of supporting or feeding that many men at a time.

5.3 Building Armies

Any Army Tile (Great Power, Small Power, or Minor Force) in its Holding Box at the bottom of the Omnibus Markers Track sheet may be ‘built’ or ‘rebuilt’ during the Logistics Phase (2.2, step 1) and then placed on the map. Note that for game purposes, “building” and “rebuilding” units are the same thing.

An Army being “built” can be placed in any supplied, friendly-controlled hex that a unit of that nationality is otherwise allowed to be in, including a friendly-supplied hex of occupied enemy territory (may be subject to “Impaired Commu-

nications”, 6.7). For construction of new units on the Colonial Map, see 11.2.

To build an Army (☞ or ☐) Tile, you must spend (delete) Divs from Reserves (5.4). The Divs spent to build a Great Power Army (☞) must correspond to the nationality of the Army being purchased. (In other words, if you’re building an Austro-Hungarian Army, you must spend Austro-Hungarian Divs to build that army). Newly-built Great Power Armies get no Divs (their Div Max Tiles are placed at “zero”), but Divs can be transferred to them.

If you are building a Small Power Army (☐), the Divs spent on building it must come from the Small Power’s own Reserves (5.4), or from **British** Reserves (if the Small Power is EP) or **German** Reserves (if the Small Power is CP). Any combination of the two, if on the same side, is fine. (To build a 6-5 Serbian Army costs 6 Divs; you can spend all 6 from Serbian Reserves, or from British Reserves, or spend 2 Serbian Divs and 4 British Divs, any combo that adds up to 6.)

If building a Minor Force (★ MF) unit, the star on the MF unit indicates the Great Power “Patron” whose Divs must be spent to build that unit (4.2). A white star always means the country’s **own** Divs are spent to build that unit. A star of any other color means that Minor Force’s Patrons (4.2) must spend the Divs to build the Minor Force. (Think of it as “military aid” sent to the small country.)

The cost (in relevant Divs) to build any Army from the Holding Box is equal to the **largest strength number** on that Tile. Deduct that number of Divs from Reserves, and deploy the unit thus built on the map. A newly-built Army must be placed in supply (9.0), in friendly-held territory (see 5.5 and 10.0).

Example: Britain decides to build the XXI Corps (“XXI xxx”) from the EP Holding Box. The Tile has a printed strength of 5-9, so it costs 9 Divs (the largest strength number on the Tile). Eliminate 9 Divs from British Reserves and place the XXI Corps unit on a legal hex; then place its Div Max in the “zero” box on the EP Omnibus Markers Track to show it has no Divs attached to it yet.


An Army may only be built in a hex adjacent to an enemy Army if the hex where you’re building it already contains a friendly, supplied Army.

Example: The Germans are adjacent to Paris, and there are French Armies in Paris. It’s the CP Logistics Phase. On the previous Turn, a French attack wiped out every French and German unit in hex 3306, which is adjacent to Paris. Can the Germans build a new unit in the now vacant hex 3306? No! There would have to be a supplied CP unit in the hex.

Armies may also be built from the **Obliterated Armies Box**. The cost (in relevant Divs) to build any Army from the Obliterated Armies Box is equal to the **combined** strength numbers on that Tile.

Example: You’re Russia. The Russian 6th Army is in the Holding Box, and the Terek Cossacks unit (the brown star indicates Russian patronage) is in the Obliterated Armies Box. You want to build them both. First, the Russian 6th Army

is a 3-7, so the largest number is “7”. Deduct 7 Divs from Reserves, and then place the newly-revived Russian 6th Army Tile in a friendly-controlled supplied hex. Next, you want to rebuild the Terek Cossacks from the Obliterated Box. Its strength numbers are 4-5, and since this is an Obliterated unit, you need to add those numbers to get “9.” Deduct 9 Russian Divs from Reserves, and place the rebuilt Terek Cossacks in any legal hex.



A  Army built in the Logistics Phase can have Divs attached to it, using the Army’s unique corresponding Div Max marker on the Omnibus Markers Track. Divs are immediately attached to it from Reserves, or from existing Armies of the same nationality within three hexes of the new Army.

Your country starts with specific Armies and a certain number of Divs. You get Reinforcement Divs in each Random Event. Other Armies will start the game in the Holding Box, ready to be ‘bought’.

Finally, there are Armies in the “Units Out Of Play Box”; these cannot be built, and do not enter the game, unless Random Events make them available to be built.

5.4 Reserves

Every Great Power, and every Small Power, has **one** Reserves (“RES”) marker on its Omnibus Markers Track. This is used to keep track of all Divs belonging to that country which are not assigned to an Army (5.1), either because the player chooses to keep them in Reserves, or, in the case of Small Powers, because a Small Power cannot assign its Reserves to its own Armies (a Small Power has no “Div Max” Tiles for its Armies).

No Great Power can have more than 70 Divs in Reserves. The Omnibus Markers Track shows this limit by having no box higher than 70. No Small Power can have more than 30 Divs in Reserves (as marked on each Omnibus Markers Track). Divs are placed in Reserves when they are received as Reinforcements (3.1), when they are received as the result of some Special Event (such as a  Morale Event: 3.2) or when they transfer into Reserves during Strategic Redeployment (6.4). Divs can be taken out of Reserves when transferred out during Strategic Redeployment (2.2, Step 4), expended to build Armies (5.2), lost as a result of a Special Event (such as a  Morale Event: 3.1), or destroyed in Battle (7.1, Step 10).

5.5 Control of a Hex

If a country is in play (i.e. not neutral), every one of its hexes is “controlled” by one side or the other (EP or CP). If the hex was never controlled by its enemy, it always belongs the side or country that controlled it in the opening set-up. If the hex changes hands during play, then the hex is “controlled” by whichever side’s Armies last entered that hex. (Exception: Arabs and Senussi, 14.1). Sometimes hex control may not be obvious (never entered hexes “behind lines”, etc.), something like unused Allocation markers or those ubiquitous “small gaming cubes” can be used to denote status. And you don’t get control of a hex merely

by putting it out-of-supply.

6.0 MOVEMENT

6.1 Ground Movement Procedure



Once an Army has moved, **flip** it to its “slash” side to indicate that it cannot be moved again this turn.

Be aware that “flipping” an Army also prevents that Army from Entrenching (7.1 Step 2). “Flipping” is absolutely key to Death in the Trenches, and guarding your hexes with a force of unflipped — and thus entrenched — units is vital to your overall strategy! In the simplest possible language: Units that move, flip.

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

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

Old Hands Note: There are no Zones of Control (“ZOCs”) in this game. If you don’t know what that means, don’t worry about it.

Armies that move into a hex containing enemy Armies must immediately stop moving, flip, and engage in Battle (7.0). Battle does not occur from hex to adjacent hex, but only within a contested hex. That said, the attackers are only “entering” the battle hex — “Out of Supply” armies (9.4) cannot draw Supply from the battle hex, the attack may be adversely affected if initiated via a “Crossing Arrow” (7.1, Step 2), and attackers that Retreat (7.3), must return to the hex the attack was “launched” from.

An Army may only cross an all-sea hexside at a Crossing. A move across a Crossing (e.g. 1813 to 1714) is an ordinary land move. However, a move across a Crossing is only allowed when the naval strategic situation allows it; see 8.3 and the Table on the last page of the Events Book.

An Army may never cross a blocked hexside. An Army can only cross a National Boundary if it is at war — whether this means crossing into the friendly territory of an allied country, or crossing into hostile territory by invading an enemy.

An army cannot launch an attack from a hex containing a flipped friendly army. But an army can start or move through such a hex prior to launching an attack later in the Pulse.

Exception: Germans may attack from such hexes in Germany, Belgium, France, and Switzerland on turn I only, due to meticulous pre-war planning (17.5).

Armies on the move may otherwise pass through hexes containing friendly armies without penalty. They may also pick up additional unflipped Armies en route, but the stack as a whole can only move two (or three) hexes, based on where the first Army started. A moving Army may not “drop off” its component Divs, but a moving Stack may “drop off” unit Tiles in hexes it enters and then leaves; those Tiles must flip immediately and can’t move for the rest of the Turn while flipped.

During his pulse a player may, instead of moving a unit on the map, transfer Divs into one Army already on the map. Divs can be transferred from another unflipped army of the same nationality within three hexes (marching) of the army being transferred into. All such armies must be in Supply. The army sending reinforcements remains unflipped, but the army being reinforced must flip (if not already flipped) as a condition of being reinforced. (If you want to reinforce an Army without flipping it, you must do that earlier in the Turn — 2.2 Step 3.) Reinforcing an Army like this is **not** a “pass” (2.4.4) for movement purposes, even though no actual movement takes place.

Divs can also be transferred from Reserves into a Supplied Army (which must now be flipped) — this action does act like a “Pass” (either ending the Pulse Phase, or giving your opponent that ability).

6.2 Weather, Desert and Alpine

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

- In Summer turns (marked with “suns” on the Turn Track), no Army may move or fight in, or into, Turkish Arabia, North Persia, South Persia, Mesopotamia, Hedjaz, Aden, Egypt or Libya. Armies may still move in or out by SR (6.4). Those restricted countries are also marked with “suns” on the map as a reminder.

- In Winter turns (marked ❄ on the Turn Track), no Army may **attack** into any of the “snowflake” hexes marked with ❄ (located in and around northern Italy). No CP “Reichsbahn” Allocations may be played in Winter. All other movement is unaffected. Air Supremacy (8.1) Firepower is halved.

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

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

- Senussi and Arab Armies treat Desert terrain hexes as clear, for all purposes.
- If the CP plays the “German Engineers” marker on hex 0812, that hex is Clear for CP forces only.

- If the EP plays the “Sinai Pipeline” marker on hex 0812, that hex becomes Clear for EP forces only. Remove the “German Engineers” marker, and retreat any CP units in the hex to 0813.

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

However, if the “Italy Crisis” marker (10.3) is in Italy, any Austrian Army may enter and/or trace supply through Südtirol. And if Italy occupies any hex in Austria-Hungary, any Italian Armies may enter and/or trace supply through Südtirol (although they’d call it “il Trentino”).



Winter weather “closes” all Alpine hexes — see “Weather” above.

6.3 Near East (“NE”) Restrictions

The “NE” includes Ottoman Turkey, Georgia, Azerbaijan, Armenia, Turkish Arabia, the Hedjaz, Aden, the Arabian Desert, Mesopotamia, Persia, and Egypt. These countries are all named in a special **exotic green font**, to make their distinct status more obvious.

The two hexes of European Turkey (1812 and 1813) are part of the NE. The CP player may, at any time after Turkey enters the war, declare those two hexes to be outside the NE. (Place the two “Euro Turk” markers on the map, in those two hexes, as a reminder.) This is usually done to allow unlimited German forces to garrison Constantinople and Gallipoli. If the CP does this, there is no immediate negative effect, but future Random Events will reflect Turkish political reaction to this type of German “colonial” penetration during the war. Once the CP declares those two hexes “European” (placing the Euro Turk markers), they are stuck with that decision for the rest of the game.

If the EP gains Sea Supremacy in both the Black and Mediterranean Seas after Turkey entered the war, the CP player must declare those two hexes to be outside the NE (if that hadn’t been done previously).

Only Minor Force units marked with a green dot (●) may enter the NE. Units dependent on NE Supply Sources have “Impaired Communications” (6.7).

6.3.1 Near East Commitments

One French and **one** German Army may enter the NE. The number of Divs that can be attached to each Army is random. Roll a die once per country per game to decide how many Divs (from 1 to 6) may enter the NE. The roll is made right before entry; any surplus Divs are transferred to Reserves. Place the appropriate “NE Commit” marker in the appropriate box of that side’s Omnibus Markers Track as a reminder.

Example: France decides to send forces to the Near East, and the EP player rolls a die. The result is 3. Place the “France NE Commit” marker in the “4” box on the EP Omnibus Markers Track as reminder that France may never send more than 4 Divs (or their equivalent) to the Near East Theater.

Similarly, any number of Russian Armies may enter the NE, but no more than 20 Divs may be attached to the NE theatre (total). If the CP has Naval Supremacy in the Black Sea, this limit is reduced to 15. If the EP has Supremacy in the Black Sea, the limit is raised to 25. If a CP Naval Victory in the Black Sea results in Russia having more Divs than the current NE limit allows, the excess must be immediately eliminated (EP player choice). Place the “Russian NE Commit” marker in the appropriate box of the EP Omnibus Markers Track as a reminder of the number of Divs that Russia can send to the NE. **No Russian or Russian-Patroned MF units, including Cossacks and Finns, may ever enter the NE.** (Exception: The Assyrian Army is Russian-Patroned and lives in the NE; see 4.2.)

Any number of British Armies can enter the NE, but only a maximum of 18 Divs may be assigned to the NE theater (total). If the CP has Naval Supremacy in the Med, this limit is reduced to 13. If the EP has Supremacy in the Med, the limit is raised to 23. If a CP Naval Victory in the Mediterranean Sea results in Britain having more Divs than the current NE limit allows, the excess must be immediately eliminated (EP player choice). Place the “British NE Commit” marker on the EP Omnibus Markers Track to indicate the number of Divs (not Armies) Britain can send to the NE. Indian and ANZAC forces may always enter the NE and do not count against British NE theater limits.

6.4 Strategic Redeployment (SR)

Divs can be ‘transported’ long distances by putting them in Reserves one turn, and then deploying them out of Reserves the next turn. This is called “Strategic Redeployment” (SR).

SR of Minor Forces works on similar principles, except that the physical Tile moves in and out of the Minor Forces Reserve Box on the map. To SR a Minor Force, the Minor Force Army must be in supply. Simply remove it from the map during the Logistics Phase (see 2.2, step 3) and place it in the Reserve Box.

During the Logistics Phase of a subsequent turn, the Army in the Reserve Box can be deployed on the map in any eligible, friendly-controlled hex—just like creating a new Army, but at no cost (see 2.2, step 4). They may be subject to “Impaired Communications” (6.7).

Flipped units can use Strategic Redeployment (retaining their flipped status).

As a logistical convenience, it’s OK to use the Minor Forces Reserve Box to transfer Great Power () Armies. For instance, you can pick up the Russian 6th Army from Finland, put it in the Reserve Box, and next turn deploy it in Poland. They are out of play for a whole Turn, because of how the Sequence of Play is designed.

Armies in the Reserve Box can stay there as long as they want, floating ‘in hyperspace’. But they can only move out at the appropriate time (2.2 step 4).

6.5 EP Amphibious Invasions

Only Great Power Armies can make an Amphibious Invasion (one British, one French). Up to 12 British and 10 French Divs may conduct Amphibious Invasions, if a Beach Head marker is available. Armies invading into the Near East (6.3) must obey all NE restrictions before attacking. (CP can’t amphibiously invade.)

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

The French fleet must be present (in the Sea bordering the Invasion hex) in order to use French divisions, a British Fleet to use British divisions.

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



Place the Beach Head marker in the target hex, and the attacking units in the corresponding off-map box (bottom left corner of map). If enemy units are present in the hex, place them in the box as well. The two sides are “cohabitating” in the same hex. Each stack obeys normal Entrenchment rules (7.1 Step 2) but ignores terrain. The invaders trace Sea Supply (9.3).

The player who owns the hex in which the Beach Head marker is located may freely move units in or out of the hex by normal movement or SR. The invading player may move units in or out by SR only, as long as he has a friendly unit in the box. If the EP attacks the Beach Head hex from an adjacent hex, normal combat rules apply (including terrain) — if the CP loses such a battle, the Beach Head marker is removed (the EP gains full control of the hex).

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

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

If the EP “commits the fleet”, roll two dice for the naval battle; the die roll is

modified:

+1 if no CP fleet is present

+1 if the EP has Sea Supremacy

The defender wins on a 2-5, and the attacker wins on a 10-12. (Any other roll means the engagement was indecisive and nothing happens.) If the attacker wins, he gets +20 to his Offensive Firepower in the initial Battle. If the EP “Commits the Fleet” and loses, with the die roll being greater than the number of EP Fleets present, the Sea marker is moved one box in the CP favor. Regardless of Sea marker movement, place invading armies in their respective Holding boxes, their Divs are placed in Reserves, the Beach Head is destroyed, and the EP chooses one Fleet in that Sea to remove.


If the invaders are ever destroyed (or evacuate), the Beach Head marker is also destroyed and defenders in the hex return to the map. If there are no defenders in the Beach Head at the end of a defending player’s pulse, remove the marker permanently; move the invaders onto the map. The invaders control the hex. After the initial invasion, if a CP Beach Head defender is ever Obliterated, the Beach Head marker is instantly removed, and the EP controls the hex.

If hex 1216 is the target of an Amphibious Invasion while the Armenian P.C. (14.2) is available, the EP can “recruit” that Armenian the instant the EP have sole possession of the hex. If they do so, remove the Beach Head marker (the EP fully control the hex). In this case, the CP does not get a “pulse to react.”

6.6 General Withdrawal

As an alternative to moving, a Player may during his Pulse declare a “General Withdrawal” and remove any number of **supplied** units, in any number of hexes, all at the same time, to his Holding Boxes. Any Divs attached to the removed Armies are added to that Power’s Reserves (up to 70; any excess is lost). This might be done to avoid encirclement (units already encircled are out of supply, and can’t escape!), or provide Reserves in an emergency. Such a move **does** count as a “pass” for purposes of rule 2.4.4.

6.7 Impaired Communication Effects

Units that “Deploy” (5.3) or “SR” (6.4) must “flip” when their destination hex is subject to “Impaired Communications”. Any  Army in such a hex that receives Divs as Reinforcements (3.1) or by SR (Logistics phase, step 3) is also flipped. Divs received during the Logistics phase, step 2 (Army-to-Army, within 3 hexes) are never subject to Impaired Communications.

6.7.1 Impaired Communication Conditions

Russian Rail Gauge: CP units in a “Russian region” hex, including Finland, Baltic Provinces, Poland, White Russia, Ukraine, Georgia, Azerbaijan and (all of) Armenia.

Sea Supply: Any hex that uses Sea Supply.


Near East: Any hex whose chosen Supply Source is a NE Surrender City (Turkey, Britain) or NE Fort (Russia).

Colonial Map: Any EP unit in a Colonial area

United States: Any US unit, anywhere.

7.0 BATTLE

In **DEATH IN THE TRENCHES**, Battle between opposing armies takes place “within” the Hex. The Attacking player moves **one** stack of his own units into a Hex occupied by a Defending player, and initiates Battle. There is no such thing as “multi-hex combat”, although the same effect is achieved by having different attacking stacks pound on the same defending Hex over the course of several pulses during a single Turn.

In the game, every Army has its own inherent strength (Firepower and Fortitude) printed on the Tile (e.g. “3-6”, pronounced “3-Fire and 6-Fort”). In addition, Divs may be attached to Great Power  Armies (as shown with each Army’s unique off-map Div Max marker). Each Div attached to the Army has a Battle strength equal to I-I; it adds +1 to Firepower and provides one extra point of Fortitude with which to endure losses.

If the British “MEF” Army (face value: 5-9) contains ten Divs, its total strength is effectively 15-19.

In each Battle each side simultaneously fires at the other trying to “score hits.”

WESCOM (the Warfare Equivalency System and Combat Operations Model) was created by Wes Erni, for the game **Absolute Victory** (designed in the 1990s but not published until 2016 by Compass Games; the first edition of **Death in the Trenches** was actually published first). It has been used in several other games. The principle behind WESCOM is to engage a player’s personality in the Battle system, so that a player’s own level of aggression, or timidity, is vividly expressed in the way that player approaches each individual battle. The key to the WESCOM system is the infamous “Overroll”, where the player rolls as many dice as he wants to, trying to achieve a die roll as high as possible but without going over a limit; if you go over the limit, you achieve nothing! In this way, the aggressive player constantly risks disaster. While critics who don’t understand the system complain (“What do you mean I rolled all those dice and did no damage?!”), thoughtful players of these games enjoy the emotional roller-coaster that the system forces them to ride.

Firepower is essentially an index of **offensive power**, and takes into account morale, equipment, low-level commanders, and national temperament.

Fortitude is essentially an index of **defensive strength**, and takes into account morale, equipment, low-level commanders, and national temperament. In **DEATH IN THE TRENCHES**, Fortitude ratings are a little hard to decipher as they have been abstracted to show vast disparities in unit sizes. But the effect is to make every Division worth “one” on attack and defense, which enormously

simplifies Battle mechanics for the player compared with the First Edition.

Note that while Firepower seems like an “offensive” quality and Fortitude seems like a “defensive” quality, **both** ratings are used by **both** sides in a battle, because Battle is simultaneous. While most games have a simplistic “I attack you all along the front, then you attack me all along the front” system, WESCOM accurately represents the intricate ballet of forces on the battlefield.

7.1 Battle Procedure

This is the heart and soul of the game! Start by familiarizing yourself with the sequence of Battle Procedure found on the “Battle Board” card. Don’t be put off by the apparent complexity. Those are your rules; when you actually play the game, Battle Procedure will become second nature to you and you usually won’t even need to refer to the rulebook.

Here in the Rulebook **additional** details and clarifications are given for each step. The text below explains and clarifies the text given on the Battle Board card; it does not repeat it, except where necessary.

The player whose pulse it is (2.4) may choose to use the pulse in order to conduct **one** attack. To do this, the player (the “Attacking Player” or “Attacker” whose pulse it is) chooses from **one** hex a group of Armies to conduct the attack.



The units can move and pick up other units as they move; movement of Armies into an enemy-occupied hex to start a Battle is normal movement (6.0), except that the stack entering an enemy-occupied hex **must flip** and cease moving in order to fight. **Place the Battle Marker in the Battle Hex as a reminder.**

● **Step I. Over The Top:** The group of units that actually enters an enemy-occupied hex to conduct the attack must form a **Front Stack**. While the number of Armies that can be in a hex, or that can move into a hex, is otherwise unlimited, there is a limit to the number of Armies which can participate in a battle. This limit is known as a **Front Stack**. The composition of the Front Stack is limited by the Terrain (1.1) of the hex being attacked. Only units that are actually attacking, i.e. that actually plan to participate in the battle itself, may enter the battle hex and form the Front Stack!

In any Hex that is **not Mountain**, the maximum Front Stack is **two** Great Power ☺ Armies (i.e. not a Minor Force ★ or a Small Power Army □), or **one** Great Power ☺ Army plus **any number** of smaller (Minor Force ★ or Small Power □) units. These limits apply both to the Attacker, and to the Defender (see Step 2 below), or to any number of smaller units.

In any **Mountain** Hex, the maximum Front Stack is **one** Great Power ☺ Army, **or any number** of smaller (Minor Force ★ or Small Power □) units. These limits apply both to the Attacker, and to the Defender.

The one “**Alpine**” hex (2807) is treated as Mountain, with the proviso that only special Alpine units (▲) can enter it (6.2).

When the **Attacker** forms a Front Stack, only units which plan to engage in actual “attacking” form part of the Stack (and go in the “Attacking Forces” box on the Battle Board). **These are the only Attacking player units allowed to enter the Battle hex!**

After the Attacker’s Front Stack enters the hex where the battle is going to take place, place the “Battle Hex” marker in that hex to note that this is the location of the Battle. Then, take all units in the hex (Attacker and Defender) and move them to the “Battle Board”, placing all the Attacker units in the “Attacking Forces” box, and all the Defender units in the “Defending Forces” box.

● **Step 2. Defender Response:** As noted in the previous step, all Defender units have been moved to the “Defending Force” box on the Battle Board. The **Defender** in the battle must now form a Front Stack; the rules for doing so are identical to the Attacker’s rules in Step 1. The Defender picks out the units for his Front Stack and keeps them in the “Defending Force” box; units not chosen for the Front Stack are placed in the “Behind the Lines” box. The defender must commit at least one unit to the “Front Stack”.

The Russians are defending a swamp hex in some God-forsaken corner of White Russia. In the hex they have two ☺ Armies, and two MF ★ Armies (a Finnish Jäger and a Cossack). All four units have been moved to the Defending Forces box, but now it’s time to form a Front Stack. Since it’s a “not Mountain” hex, the EP player chooses to assign his two ☺ Armies to the defense (to entrench the hex), and leaves them in the Defending Forces box. He moves his two MF (★) units “Behind the Lines”. **They will play no part in the battle.**

Trenches: The Defender now calculates the “Trench Level” of the Battle Hex, and places the matching **black “Trench Level” Tile** in the “Defender Trench Level” box on the Battle Board. For all game purposes, the Defender’s Armies in a battle are in one of three Trench statuses:

- ★ NO Trench
- ★ Level 1 Trench (“partially entrenched”)
- ★ Level 2 Trench (“fully entrenched”).

If the attack must be made via a Crossing Arrow the defenders are treated as

“one level better Trenches” (Level 2 Trench can’t be improved) for the combat roll (only). Thus, defenders will always be at “Level 1 Trench” regardless of the turn, any Special Event, the size or condition of the defenders. When it comes to Retreat (7.3) though, defending behind a Crossing Arrow conveys no special advantage.

Trenches affect Battle (7.1) and retreat (7.3).

No CP unit is ever considered entrenched before Game-Turn 3 (Fall, 1914). No EP unit is entrenched before Game-Turn 4 (Winter, 1915). No Russian unit is entrenched before Game-Turn 7 (Fall, 1915), except for Russian units in Russian Forts, which can entrench normally (like other EP units) starting on Turn 4.

A Special Event marked with ❖ (e.g. “Stosstruppen”) **negates trenches**. An Army attacking with such an Allocation **cancels** the Defender’s trenches. If such a Special Event is played, change the Defender Trench Level marker to the “NO Trenches” marker and discard the Allocation.

A **Clear Hex** contains Level 2 Trenches if the Defender Forces Box contains two face-up Great Power 🏰 Armies.

A **Clear Hex** contains Level 1 Trenches if the Defender Forces Box contains one face-up Great Power 🏰 Army.

A **Non-Clear Hex** (Rough, Swamp, Mountain, or Alpine) contains Level 2 Trenches if the Defender Forces Box contains at least one face-up Great Power 🏰 Army.

A **Non-Clear Hex** (Rough, Swamp, Mountain, or Alpine) contains Level 1 Trenches if **any** face-up unit is in the Defender Forces Box.

The Russians in the above example placed their two 🏰 Armies in the Defender Forces Box, and the hex they’re defending is a Swamp (so it’s “Non-Clear”). The Russians are face-up, and all it takes is one such unit to Entrench the hex, so place the “Level 2 Trenches” marker in the Defender Trench Level box. The Germans will have to deal with a fully entrenched Russian position when the battle begins.

A Minor Force ★ or Small Power □ Army does not have the manpower or the skilled engineers to entrench a clear hex, while a “flipped” Great Power 🏰 Army has not been in the hex long enough to dig trenches. However, if some other Army can “entrench” the hex, those units can take positions behind the trenches the other units have built. This is how Great War battles were actually fought.

● **Step 3. Spearhead/Target Sector:** Here the Attacking player chooses **one** Attacking unit as the “Spearhead” (the unit actually “leading the charge” into the teeth of the enemy’s defense) and moves it into the “Spearhead” box. Next, the **Attacking** player chooses **one** **Defending** unit from the “Defending Forces” box as the “Target Sector” (the presumed vulnerable point in the

defender’s line) and moves it to the “Target Sector” box.

This step introduces the idea of the Spearhead, and of the Target Sector. They are critical to simulating a Great War battle properly. The Spearhead is the part of your (attacking) force that will ‘lead the charge’ and take the most casualties. The Target Sector is the exact position or “weak spot” in the (defending) enemy’s line that you will concentrate your attack against. All of this is new to the game, if you’ve played the First Edition.

The Spearhead unit determines which nationality’s Battle Box is employed by the Attacking side in the battle (further explained in Step 9, below).

The Spearhead and Target Sector units take losses first (Step 10, below).

● **Step 4. Firepower:** Each player totals up his own Firepower at this point, using the “Firepower/Hits Display” boxes.

Attacker Firepower is calculated by totaling up all Firepower numbers (the first number on each Tile; i.e. on a 4-12 Tile, the Firepower is 4) from both the Spearhead unit and any other Attacker units in the Attacking Forces box. In addition, any Divs (5.1) assigned to any Attacking Armies are also added to the total, each Div being worth “1” on Firepower.

Example: The Austro-Hungarian 3rd Army is mounting an attack against the Italians. Stacked with it are a number of Austro-Hungarian Minor Force (MF) units. The 3rd Army has its inherent Firepower of 2, listed on the Tile; it also has 15 Divs assigned to it (its maximum allotment, as shown on the Omnibus Markers Track), for a total strength of 17. But the stack contains an additional 22 Firepower: The 6-Fire “TKJ” (Tyrolean Kaiserjäger), the 6-Fire Austrian Landwehr, the 4-Fire Polish Corps, the 3-Fire Ruthenian Corps, and the 3-Fire Croatian Corps. These five MF units, plus the 3rd Army, have a combined Firepower of 39.

Defender Firepower is calculated the same way, by totaling up all Firepower numbers (the first number, not the second number!) on the Defending side, including both the Target Sector and the Defending Forces. **Do not include units “Behind the Lines”**. Also, any Divs (5.1) assigned to any Defending Armies (**do not include units “Behind the Lines”**) are also added to the total, each Div being worth “1” on Firepower.

Example: The Italians are defending with two Armies and no Minor Force (MF) units. The Italian XIV Corps has its inherent Firepower of 4, and 17 assigned Divisions for a total Firepower of 21. The Italian XII Corps also has an inherent Firepower of 4, but only two Divs assigned to it, for a total Firepower of 27.

Each side counts up its total Firepower, and records it on the Firepower/Hits Display using its own “Fire” markers. In the rare case that Firepower exceeds 99, make note of this on a piece of paper.

Example: The CP has 27 Firepower in this battle. Put the “CP Fire x10” marker in the “2” box on the Firepower/Hits Display, and put the “CP Fire x1” marker in the “7” box. If you can keep track of all this in your head, go for it.

● **Step 5. Allocations:** Allocations (3.3) are added to the battle, mostly to increase the Firepower totals arrived at in the previous step; any such modifications are applied on the Firepower/Hits Display. The Attacker can use a “❖” Allocation to neutralize the Defender’s Trenches; if the Attacker does so, change the Trench Level from Step 2 to “No Trenches”.

Example: The CP Austro-Hungarians (37 Firepower) are attacking an Italian stack (27 Firepower). The CP plays one “Kaisertreu” ● Special Event, which adds +10 Firepower to the CP total, so adjust the CP Firepower display to 47. The Italians have no Special Events to counter this with, so they remain at 27. If there were Germans on the CP side, and the CP had a “Von Below” ❖ Allocation to spend, the CP could have negated the Italians’ trenches – but this time the Austrians are facing their foes alone.

● **Step 6. Dice Selection:** Each player chooses the number of dice he wants to roll. Keep in mind that the number of dice rolled will be compared (steps 8 and 9) to the Firepower of the side rolling the dice. It’s a good idea for each player to write down the number of dice he plans to roll. You’re committed to rolling the number of dice you select at this stage.




Secrets of WESCOM: You choose how many dice you want to roll. Compare your total roll with your own Firepower total, as shown on the Firepower/Hits Display. If you roll equal to or lower than your Firepower, you may succeed; if your roll exceeds your Firepower, you achieve nothing! As a general rule of advice, try dividing your Firepower by 4 to calculate the number of dice you “should” roll. If you’re aggressive, or desperate, or just feel lucky, roll more dice! If you’re cautious, or if failure would cripple your war effort or expose you to a massive counterattack on your opponent’s next pulse, roll fewer dice! Just like real war, the WESCOM system dares you to be bold, but it also punishes the reckless.

● **Step 7. Dice Rolled:** Roll your dice.

● **Step 8. Defender Hits:** You’re just looking at the Defender’s die roll for now. Add up the total number rolled, including all the dice. If the total die roll is less than or equal to the Defender’s Firepower (calculated above in Step 4), the Defender scores that exact number of hits against the Attacker. Keep that total in your head, then flip over the “Fire” markers (from Step 4) to their “Hit” sides, and move them to show the total on the Firepower/Hits Display.

If the total die roll was greater than the Defender’s Firepower, however, you have suffered the infamous **Overroll!** This results in ZERO Hits (the attacker could still take damage from any “Backfire” results). Mark this on the Firepower/Hits Display by putting both the x1 Hits and the x10 Hits markers in the “zero” box.

Example (continued): The defending Italians have 27 Firepower, and the EP chose

to roll seven dice. The roll is . The total is 22. Since 22 is lower than the Defender’s Firepower (27), the roll is a success and the Italians will score 22 hits on the invading Austrians. If both the ’s had been ’s, the total die roll would have been 28 and it would have been an Overroll! Take the EP “Fire” markers on the Firepower/Hits Display and flip them to their “Hits” side, and mark it that 22 Hits have been scored by the EP side.

What does the Overroll represent? It represents the sort of tragically bungled military effort for which the Great War was so infamous. In the words of Garfink, who commented on Board Game Geek about the original edition: “You pick the number of dice your want to throw and the risk you want to take. If you overthrow your target number, its like you just sent your men over-the-top to get mowed down! Its absolutely brilliant! Very World War I.”

● **Step 9. Attacker Hits:** Now the Attacker compares his own total die roll to his own Attacker Firepower (calculated above in Step 4), checking for an Overroll. If he has Overrolled, he scores ZERO hits, and (as in Step 8) marks this on the Firepower/Hits Display by putting both the X1 Hits and the X10 Hits markers in the “zero” box.

If no Overroll occurs, then each one of the Attacker’s dice may be removed, or its effects modified, by the **terrain** of the hex into which he is attacking, as well as by the presence of Defender **Trenches** in the Battle.

Example: The CP player has a Firepower of 33 in a battle. He rolls 8 dice, resulting in: . The total is 31, it looks like a fantastic roll; a roll of 33 would have been an Overroll but you missed it by two!

Now consult the red Attacker Battle Chart, and find the one tan box that corresponds to the nationality of the **Spearhead Army**.

If the Spearhead is a “Patroned” Minor Force (4.3, belonging to Minor Countries) the “Bulgaria” Battle Chart is used (not the Patron’s Chart).

Example: If the Spearhead is Turkish, you’d look exclusively at the “Ottoman Turkey” tan box, and you’ll see the numbers “1, 3, and 4” with various notes next to those numbers.

The Attacker now takes all his dice and compares each die rolled to the numbers found in that tan Battle Box. Each die rolled will correspond to one possible result in the Battle box. If the number rolled **is** in the box, then you may have scored some hits! Here are the possible results:

Hit Result: If the number in the Battle Box says “Always Hits”, the die simply scores that number of hits and is placed face up in the “Hit Result” blue box.

EXAMPLE: This is a comprehensive example of a full Attack. It won’t entirely make sense until you’ve read the rules below, but it is important to understand the principles right away by seeing it in action.

The attacking Turks have a Firepower of 20. The Defender is Level 2 Entrenched, in a Mountain hex. The Turks roll . Using the Ottoman Turkey tan Battle box, these rolls are read as follows:

- = Hit! (The battle isn't in swamp or rough.) Place the die in the blue "Hit Result" box.
- = Miss! (The number "2" doesn't appear in the tan box.) Place the die in the blue "Miss Result" box.
- = Bloodbath in Mountain! (See below for its effects; suffice it to say this is a horrible result and you will add +4 Hits both to the Attacker and the Defender.) Place the die in the blue "Bloodbath Result" box.
- = Each one of these is a Miss! (The number "5" doesn't appear in the tan box.) Place both dice in the blue "Miss Result" box.

In addition, if the text next to the number is **not relevant**, this is always a clean Hit, and the die scores that number of hits and is placed in the "Hit Result" blue box. This will depend on the terrain type of the hex being attacked.

The French are attacking into a Rough Hex, and roll a . The Battle Box says "3 Misses in Swamp". But the battle is in rough, not swamp, so the text is not relevant and so the counts as a hit.

Backfire Result: If the number in the Battle Box indicates "Backfires in Rough", then a Backfire result occurs if the Battle is in a Rough hex. If the Battle is not in a Rough hex, the die counts as a Hit Result instead. In the event of a Backfire, place the die in the "Backfire Result" blue box.

The effect is to add the die roll to the number of Hits the Defender inflicted **on the Attacker!** Modify the number of Hits marked on the Firepower/Hits Display to reflect the new total.

For instance, a Roumanian unit attacking the Austrians in a Rough hex rolls a . Because of the Backfire, those 2 hits damage the attacking Roumanians, not the defending Austrians. Increase the CP (Austrian) hit total by +2.

Bloodbath Result: If the number in the Battle Box indicates "Bloodbath in Mountain", then a Bloodbath Result occurs if the Battle is in a Mountain hex; place the die in the "Bloodbath Result". The effect is similar to a Backfire, except in a Bloodbath, the die inflicts its number of Hits on **both the Attacker and the Defender**. Increase the number of Hits marked on the Firepower/Hits Display to reflect the new total, **for both sides**. (If the battle wasn't in a Mountain hex, the die roll is a clean hit; put the Attacker die in the "Hit Result" box.)

For instance, if the Italians are attacking into Austrian-controlled Trieste (2508), a Mountain hex, and they roll a as part of their attack, both the defending Austrian stack and the attacking Italian stack suffer 6 Hits from that one die. Place the die in the blue "Bloodbath Result" box, and remember to add the result to **both sides'** hit totals (Step 10).

Miss Result: If the number rolled is **not** in the box, the roll "misses", and the die is placed in the "Miss Result" blue box at the top of the chart.

EXAMPLE: In this battle we're using the Germany Battle box. The first two dice are . The Battle box notes that a roll of 2 "misses in Swamp", and is a "Bloodbath in Mountain". The battle is taking place in a Swamp hex, so the two dice miss — move the dice up to the "Miss Result" blue box at the top of the chart. The next rolls are . The result here is "Trench Effect," but the Russians aren't entrenched so these dice hit. Move them both to the "Hit Result" box. Now comes the heartbreak: You rolled but look at the box — the Germans don't hit on fives! Those are all misses. Move those three dice to the "Miss Result" box. Finally you look at your one . There's a six in the Battle box, so that die hits and you move it to the "Hit Result" box.

Now take stock of where the dice are. There's nothing in Bloodbath (thank God), or in Backfire for that matter. But the Miss Result box has a total of 19, all wasted. The Hit Result has for a total of 12 lousy hits on the Russians.

Trench Effect: The last type of result is the "Trench Effect." This one is tricky so pay attention. Consult the "Trench Level" box on the Unit Position Display that you marked above in Step 2.

- If the Defending Hex is "NO Trench", any "Trench Effect" die roll is simply treated as a normal Hit (and the die is placed in the "Hit Result" box).
- ① If the Defending Hex is "Trench Level 1", a "Trench Effect" die roll is treated as a "Miss Result" (and the die is placed in the "Miss" blue box).
- ② If the Defending Hex is "Trench Level 2", a "Trench Effect" die roll is treated as a "Backfire Result" (and the die is placed in the "Backfire" blue box).

If these results modify the existing Hit total marked on the Firepower/Hits Display, make the appropriate changes to that Display immediately.

● **Step 10. Inflict Damage:** An Army, whether attacking or defending, may suffer a certain number of "hits" in Battle. Losses are always measured in **the number of Divs destroyed**; each **one** Hit destroys **one** Div (or its equivalent).

When Battle is over, the owning player must destroy a certain number of Divs, to equal (or exceed) the number of hits against him indicated on the Firepower/Hits Display.

Attacker Losses must come first from the Spearhead. Once the Spearhead unit is completely eliminated, losses can come from any other unit in the Attacking Forces box (Attacker's choice). Continue to inflict losses on units, one by one, as long as there are losses left to be inflicted.

Defender Losses must come first from the Target Sector. Once the Target Sector unit is completely eliminated, losses can come from any other unit(s) in

the Defending Forces box (Defender's choice). Continue to inflict losses on units, one by one, as long as there are losses left to be inflicted. Defenders "Behind the Lines" never take damage, but they may be forced to retreat and flip (7.3) depending on the outcome of the Battle.

All losses must be taken from a single Army (of any type, see below). If that Army is destroyed (see below), remaining losses must be taken from one other Army. Continue this until all losses have been accounted for. You may not spread losses around between Armies; an Army selected to take losses must take as many losses as it possibly can (which may include the Army's complete destruction) before losses can be inflicted on the next Army.

EXAMPLE: There are three German Armies in a stack, each with a Fortitude of 12; each of those Armies has 10 attached Divs. The Germans elect to commit two armies (max allowed) to the Front Stack (the other Army is "Behind the Lines"). The Germans suffer 49 hits. The first German Army to take losses has combined Fortitude of 22 (12 'organic', printed on the Tile, and the 10 attached Divs). So that Army takes 22 losses — all its Divs are eliminated and the Army is moved to its Holding Box on the CP Omnibus Markers Track. This leaves 27 Hits; the next German Army, also with a combined Fortitude of 22, suffers more loss than it can absorb — all of its Divs are eliminated and the Army is moved to the Obliterated Units box. The last German Army, not involved in the battle, suffers no loss but must retreat.

OBLITERATION NOTE: Whenever the **last remaining unit** in a stack takes more losses than it can absorb, that unit is always **obliterated** (placed in its side's Obliterated Armies box on the Omnibus Markers Track). All its attached Divs, if any, are lost (see 7.2).

Damage can be suffered in any of these ways:

Great Power Armies ⚔ **must** first **(A)** suffer losses from their own attached Divs (each Div lost reduces the Army's own corresponding Div Max marker on the Omnibus Markers Track by -1). If this is exhausted (there are zero Divs left attached to that Army), then you **must** see how many hits are left:

(B) If that number of hits **exceeds** the Fortitude of the Army (e.g. on a 3-12 Army, the Fortitude is "12"), that Army is **destroyed** (placed in its own Holding Box on the Omnibus Markers Track).

(C) If the number of hits left **does not exceed** the Fortitude of the Army, then you may attempt to suffer that number of hits by deducting Divs from the Great Power's **Reserves** (reduce the Power's own Reserves marker on the Omnibus Markers Track). Or, the player has the **option** instead of destroying the Army instead (as in Step B above).

If a defending Army loses all its Divs and is destroyed while also being Out of Supply (9.0), the Army is placed in its side's Obliterated Box; see Rule 7.2.

Once **one** Army is destroyed, the owning Player selects **another** Army to take losses. If there are still any losses outstanding, he repeats the previous steps until all losses are accounted for. If there are no losses outstanding, or if there are no remaining Armies on that side, proceed to Step II below.

Small Power Armies □ have no attached Divs. They can only take as many hits as their Fortitude. If the number of hits exceeds their Fortitude, the Army is eliminated (put in its side's Small Power Holding Box) and the remaining Hits must be inflicted on a different Army. As in Step C above, it can take its losses from its own Reserves.

Minor Forces (★ MFs) can take hits from its **Patron's** Reserves, or by being eliminated. If the latter, this satisfies the unit's Fortitude total in Divs; place the MF unit in its **Patron's** Holding Box on the Omnibus Track (4.2).

● **Step II. Trench Integrity:** If the Unit Position Display has a "NO Trench" marker, skip this section and move straight to Step 12. (Or, if there are no Defending units remaining, also skip straight to Step 12.) Otherwise: The Battle hex must now be checked to see if the Defender's trench system has survived the assault. If the hex is Clear, and there is still a face-up ⚔ Army in the Defender Forces or Target Sector box, the hex is Entrenched. If the hex is not Clear, then a face-up ⚔, or □ or ★ will Entrench the non-Clear hex. If the hex is still Entrenched by any of these units then **the trench line has held!** Retain any "Trench Level" marker in the Defender Trench Level box on the Battle Board.

Note that the "level" of entrenchment is irrelevant at this point; the issue is whether the hex is entrenched at all, or not entrenched at all. Entrenchment "levels" only affect Attacker Hits (Step 9, above).

If no surviving Defender is capable of Entrenching the hex, it means **the trench line has been breached!** Place the "NO Trench" marker in the Defender Trench Level box. Whether or not the Hex is still Entrenched affects Step 12.

● **Step 12. Result: Who Won the Battle?** Consult the instructions on the Battle Board. If no units on either side survived, the Defender holds the hex (and can move other units into the hex from other hexes on his next pulse).

EXAMPLE: A 25 division German Army (its inherent Fortitude is 12, plus 25 for its attached Divs, for a total of 37-Fort) defends alongside the elite Austro-Hungarian Tyrolean Kaiserjäger (TKJ) unit (2-Fort) and the Saxons (8-Fort). The Entente chooses the TKJ as the Target Sector and inflicts 41 (wow!) hits. The TKJ is quickly destroyed (absorbing 2 hits).

The German player selects the Saxons as the next target, they are also destroyed (absorbing 8 more hits). This leaves 31 EP hits remaining, so the German Army must be targeted; it loses all 25 of its Divs. This leaves 6 EP hits uninflicted, against the 12-Fort German Army. The CP player must deduct 6 Divs from the German Reserves, or destroy the Army (place it in the Holding Box).

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Note: If the Entente somehow inflicted 53 hits, the Target unit would be destroyed, the “next” unit chosen would be destroyed, and the final German Army would have been Obliterated.

If any entrenched Defending unit (“Front Stack”) survives the battle, the defending stack **never** retreats! The only way to capture a Hex occupied by entrenched defenders is to completely eliminate every entrenched defending unit. Defending units “behind the lines” don’t count in the battle and don’t prevent or avoid retreat!

Irrespective of hits, if one side is eliminated, the other side won.

● **Step 13. Aftermath:** Once the Battle is over, all surviving units are moved off the Battle Board back to the map. The winner controls the hex, and the loser retreats (7.3). The pulse is now over, and the Defending Player’s pulse begins now.



7.2 Obliteration

Any Army Tile eliminated while out of supply (9.4), or unable to retreat (7.3), or the “last defending unit” (see 7.1, Step 10, above), loses all of its Divs and is placed in the Obliterated Armies Box.

Units in the Obliterated box can be rebuilt, but at enormous cost (5.3).

7.3 Retreats

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

When the defender loses the battle, all Armies on that side in the hex must retreat one hex. All retreating Armies must also **flip**. Multiple retreating Armies may retreat into different friendly-controlled hexes, but a single retreating Army can’t break itself up into its component Divs.

If an Army can’t retreat (surrounded, pinned against the sea, etc.) it is Obliterated (7.2) and is placed in its side’s Obliterated Armies box. Likewise, any out of supply Army that is forced to retreat is also Obliterated.

When the attacker loses the battle, his surviving units must all retreat to the hex the attack was launched from. When the attacker wins, any (or all) attacking units may retreat to the “launch hex”.

7.4 Siege

For the use of Forts generally, see Rule 8.4.

Each side has a Siege marker, which it can use only once per game. A defending

Fort destroyed in Battle may elect not to surrender but to become “besieged” instead. In this case, all damage to the Fort is ignored. Place a Siege marker on the Fort; attacking units remain in the hex (on top of the Siege marker).

Defending units may retreat from a hex but leave the Fort behind to be Besieged. Units themselves are never Besieged; only the Fort itself!

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

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

If the Fort’s own side attacks the Siege hex, the Fort’s Firepower cannot participate (Forts never attack). If the attack results in no Besieging units remaining, the Fort is “relieved” (and fully functional). If the Besieging units end the turn Out-of-Supply, they die before the Fort does, thus breaking the siege.

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

8.0 SPECIAL WEAPONS AND TACTICS

8.1 Air Supremacy

Beginning in 1914, one side will get Air Supremacy as the result of Random Events once a year. Place the Air Power Marker in the relevant Air Supremacy Box on the map, to indicate which side has it.

AIR & NAVAL SUP	
AIR "RFC" +2 (EP)	AIR "FO SCO AIR POWER +4 (CP)

Air benefits never apply in the Near East (6.3) or in colonies, and apply only to Battles including **both** German (CP) and British, French or US Armies (EP). So a German attack versus Italians would not include Air benefits.

As noted in each Air Supremacy box, the side with Air Supremacy gets free Firepower on each Battle, up to the number given, but never more than that side’s “ground” Firepower in the Battle. **Air Supremacy Firepower is halved during Winter turns.**

Example: A German Army (3 Firepower, with four attached Divs, = total Firepower of 7) is attacking, and Germany has Air Supremacy in the “D-Type Fighters” box, giving them +8 Firepower in each Battle. But since the attacking Germans have a grand total of 7-Fire, only +7 can be added to the stack’s Firepower, for a final total of 14.

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8.1.1 The Red Baron

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



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

8.2 Fleet Moves

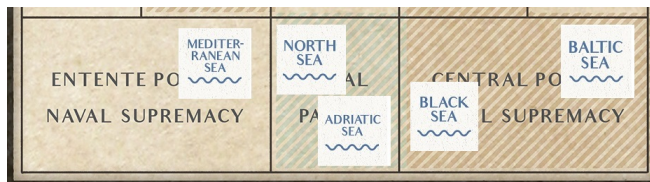
In **Death in the Trenches**, naval warfare is extremely abstract (this is, essentially, a ground war game). Fleet units on the map represent the presence of large naval forces; markers on the Sea Control Chart (back cover of rulebook) show which side has “Supremacy” in each given Sea, or whether the Sea there is in a condition of “Parity” where both sides are evenly matched. A change of status only occurs through naval combat, not by simply moving Fleets around.

During the First Random Events Phase, each player has the option to “transfer” one or more of his Fleets from any one Sea to another (across blue Sea Boundaries); these moves are done on the main map and do not affect the Naval Supremacy Chart. These moves are subject to the following restrictions:

- CP in the North Sea can go to the Baltic or back if they own 3311 (the Kiel Canal) or if Copenhagen (3412) is CP-controlled. EP can only transfer if Copenhagen (3412) is EP-controlled.
- EP can transfer North Sea-Mediterranean at will. CP cannot make this transfer (there are no friendly coaling stations).
- EP can always transfer Mediterranean-Adriatic and vice versa. CP can only go Adriatic-Mediterranean if they have control in the Adriatic.
- EP can only go Mediterranean-Black Sea if all four hexes of the Bosphorus/Dardanelles Crossings (1712, 1812, 1813, 1714) are EP-controlled. CP may only transfer Black Sea-Mediterranean if those four hexes are EP-controlled **and** the Black Sea is CP-Supremacy.
- No Fleet units can enter the Persian Gulf, Red Sea, or Gulf of Aden.

8.3 Naval Supremacy (chart on original rules back page)

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



The game starts with the Sea marker of the North Sea and the Baltic Sea in the “Parity” box of the Naval Supremacy Chart, the Black Sea and Mediterranean Sea starts as EP Supremacy and the Adriatic Sea starts as CP Supremacy. Sea status changes the instant these neutral nations go to war:

Ottoman Turkey: shift (1 level) the Black Sea in the CP favor. shift (1 level) the Mediterranean Sea in the CP favor.

Italy: shift (1) the Adriatic Sea in the EP favor

Sweden: shift (1) the Baltic Sea in the favor of the side now allied to Sweden.

A marker in the “Parity” box of the Naval Supremacy Chart shows that the opposing naval forces are of roughly equal influence and neither naval force can dominate the seas alone.

Both sides’ land Armies may always use Crossings (6.1) unless specified otherwise on the Sea Control Chart (back cover).

Political Effects on Naval Supremacy:

If Turkey surrenders, all CP Fleets in the Black Sea disappear and control automatically reverts to the EP. The same holds true in reverse. If the Russians surrender, all EP Fleets in the Baltic are lost, as well as control. If



Austria-Hungary leaves the war, all CP Adriatic Fleets are lost and the EP gets Supremacy. If the Italians leave the war, the opposite happens. If both go (e.g. the “Sixtus Affair” Random Event), all Fleets in that sea disappear, EP has control (since where would the CP base?).

Naval Warfare: Every turn during the Naval Supremacy Phase, the EP may “sortie” in any one sea (only), and challenge the CP to a naval battle. (This being war, all challenges are automatically accepted.) If the EP does not challenge, or if the challenge results in the Sea marker location being maintained, the CP may then challenge the EP in one sea. It doesn’t have to be the same sea. A challenge may only be made if the “challenging” player has at least one Fleet in that sea; the other side does not need a Fleet to accept the challenge.

When a challenge is made, roll two dice; the die roll is modified:

DEATH IN THE TRENCHES

THE GREAT WAR, 1914-1918

The Challenging Fleet gets a +1 to the naval battle if there is no defending Fleet.

The German High Seas Fleet (only) has the ability to “re-roll” naval combat. In 1914 it may choose to re-roll either one die, or, both dice of the battle — thereafter (1915+), the CP can only choose to re-roll both dice. The results of any re-roll are final. If the CP ever gets Naval Supremacy in the North Sea, the High Seas Fleet can no longer re-roll combat (ever). Additionally, the first time (only) the CP gains Sea Supremacy in the North Sea, the EP loses the French fleet (or a British fleet, if the French fleet has already been lost). If the High Seas Fleet is “sunk”, the CP thereafter does Naval Challenges at a disadvantage (below), and the Germans lose 2 VP at the end of the game.

Once the USA is at war and/or the High Seas Fleet is “sunk”, add +1 to all die rolls for EP Naval Supremacy Challenges and subtract -1 from all CP Naval Supremacy Challenges.

On a roll of 11 or 12, the challenger scores a decisive naval victory, and the Sea Marker for that one sea is moved one box in his favor (leftward for an EP victory, rightward for a CP victory). The defeated player does not lose a Fleet.

If the roll was 2, 3, or 4, however, the challenger suffers a crushing naval defeat. If the die roll is greater than the number of Challenging Fleets, move the Sea marker one box in the other direction. Regardless of Sea marker movement, the challenger loses one Fleet (in that Sea). **Example: Three Fleets (one French, two British) Challenge in the Mediterranean Sea (marker in the Parity box), and a Turkish Fleet is also present. If a 2 or 3 is rolled, the EP simply removes one Fleet (presumably choosing a British Fleet). If a 4 was rolled, the Mediterranean Sea marker moves to the "CP Supremacy" box (in addition to losing a Fleet).**

Any other result means that the naval battle was indecisive, and the situation continues unchanged.

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

The instant the EP gains Sea Supremacy in both the Black Sea, and the Mediterranean Sea, while Turkey is at war, the “Euro Turk” markers are placed on the map (6.3)

8.4 Fortifications (“Forts”)

Permanent fortifications (“Forts”) are marked on the map. Each Fort symbol functions as a static Minor Force (4.3) with a Battle strength of 15-20. As a MF, the Fort blocks all enemy movement and supply in the hex it occupies (unless besieged).

Exception: There are “Colonial Forts” with a Battle strength of 2-9. They are all marked with “Colonial Fort” symbols: the one British Fort in Aden (0119), the French Fort in Tunis (2102), and the two Italian Forts in Libya (1702 and 1405).

Forts (see 7.4) never attack, and never retreat. **Armies on top of intact, friendly Forts never retreat.** Forts themselves are always in supply and always serve as supply sources for their own Armies (9.1). A Fort itself is never entrenched, though the Armies in its hex may be entrenched (8.5).



FORT (15-20)



COLONIAL FORT (2-9)

Friendly Armies in a Fort hex take losses before the Fort does. The attacker only takes control of the hex if the Fort itself is destroyed (**takes more than 20 hits, or 9 in the case of colonial forts**). If the Fort takes lesser damage, the number of Hits must be deducted from the Reserves of the Fort’s owning power (Britain, in the case of the Belgian Forts) — or else the Fort is destroyed. If a Fort hex is lost to the enemy, place a “Destroyed Fort” marker on it.

If a destroyed Fort is ever recaptured by its original owning player, it can be “rebuilt” at the end of the turn (2.5, Step 3). To “rebuild” the Fort, spend (delete) the number of home country Divs equal to the Fort’s Fortitude (**so a 15-20 Fort costs 20 Divs to rebuild**). Remove the “Destroyed Fort” marker from a rebuilt Fort. Forts can be destroyed and rebuilt any number of times.

8.5 French Army Mutiny

The French Army may “mutiny” as the result of the “Nivelle” Special Event. If this occurs, place the “French Army Mutiny 0-8” marker in France as a reminder. While the marker is there, treat **all** French ⚔ Armies as 0-8 for the rest of the game. Also, when the Mutiny occurs, those Armies can never be rebuilt if Obliterated; future French Surrender Checks roll one less dice (Rule 12.1). These effects only hurt French ⚔ Armies; they don’t affect Divs themselves, or MF units).

Example: The French 3rd Army (4-8) has 6 attached Divs. Its Firepower would be 10 (4+6) before the Mutiny, and 6 after the Mutiny.

Exception: French Armies stacked with US ⚔ Armies will fight with their normal, printed strength because the Americans provide a significant morale boost to the French troops.

8.6 Poison Gas

Random Events (3.0) will give players “Gas” Allocations, which can be spent during any

GAS EFFECTIVENESS (8.7)		US R
EP GAS	CP GAS	
+20	+25	DOV
+15	+20	DOV
+10	+15	DOV
+5	+10	DOV
	+5	ON E/TURN

Battle to give additional Firepower to its side (7.1 Step 5). Each time a side uses one Gas Allocation, the side must reduce the effectiveness rating of its poison gas. Consult the Gas Effectiveness Display at the bottom of the map. Gas Effectiveness can never go below +5. Gas can only be used in an attack, and then only if an Allocation is available to be used for it.

Effectiveness decreases each time you use Gas, because the other side develops gas masks and various other countermeasures.

Example: The EP's Gas Effectiveness level is +10. The next time the EP uses poison gas in an attack, expend the Gas Allocation to add +10 Firepower to the EP in the Battle; but you must also reduce the EP Gas Level down to +5, so the next time you use Gas, it will have less of an effect.

8.7 The Hindenburg Line

The Hindenburg Line (its actual name was "Siegfriedstellung") was a vast complex of concrete, steel, and barbed wire fortifications erected by the Germans in occupied France, some distance behind the German lines. German forces then retreated into this prepared position, giving them additional defensive power. But the retreat allowed the Entente to liberate some French villages, revealing how awful French civilians had been treated; this had a negative effect against Germany in the court of world public opinion.

Put the Hindenburg Line marker anywhere in France; its presence indicates that all German-occupied Entrenched hexes in France are upgraded to 'super trench' status, which turns all EP "☐" attack results against entrenched units in France into Backfire results (7.1 Step 9).

Example: The Hindenburg Line is operational and a British/French stack in France attacks entrenched German positions in hex 3205 (a clear hex). A British Army is the Spearhead, so the dice are rolled on the British line of the Attacker Battle Chart. The EP roll ten dice: ☐☐☐☐☐☐☐☐☐☐. The one "☐" result normally counts as "misses in Swamp, backfires in Rough", but the defending hex is neither Swamp nor Rough; it is clear (but entrenched). Ordinarily this die would count as 2 hits against the Germans; but because of the Hindenburg Line it counts as a backfire: 2 hits against the attacking EP stack!

8.8 German Siege Gun



The 1918 Chit 2 "PARIS GUN" Random Event will create the German Siege Gun Unit in any German-controlled hex adjacent to a Fort in France (player's choice if multiple options). It functions as a normal MF unit for all purposes, except that it can only attack Forts in France. It has no Firepower in any other Battle.

9.0 SUPPLY

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

9.1 Supply Sources

If a country has forts or surrender cities, then any friendly-controlled home-country Fort or surrender city counts as a supply source for any Armies of that nationality. Colonial Forts (e.g. 1405) count as home-country Forts for Supply purposes. If the country has no forts or surrender cities, then its own units trace supply from any friendly-controlled, home country hex. US Armies trace supply from any EP-controlled French or British supply source.

A Great Power ☘ Army in a Supply Source hex must trace its own supply to a **different** Supply Source hex. (Exception: Sea Supply, 9.3.)

9.2 Supply Lines

To be in supply, each Army or friendly hex must be able to trace a supply route through an unbroken chain (no matter how devious) of friendly-controlled land hexes (5.5) to a friendly-controlled Supply Source. A supply line may not cross an all-sea hexside except at a Crossing (and then only if allowed by the local naval situation — 8.3). Supply may not be traced into or through blocked hexsides, or Desert hexes (except, for the latter, by Arabs and Senussi).

9.3 Sea Supply

British, French and US units (and all units treated as such) may trace Sea Supply. When doing so, any coastal hex serves as a Supply Source (9.1), if adjacent to a sea where the EP has Naval Supremacy or Parity.

EXAMPLE: The French "Orient" Army is in Salonika (hex 1910). The EP has Parity in the Mediterranean, therefore, hex 1910 is a Supply Source.

The EP always has Naval Supremacy for supply purposes in the Red Sea and the Persian Gulf (and in the sea adjacent to Aden, hex 0119).

The CP (all units) trace Sea Supply in any Sea where they have Naval Supremacy.

Armies requiring Sea Supply are always subject to "Impaired Communications" (6.7).

9.4 Out of Supply Effects

Supply state is judged at the moment of combat. Out of Supply units are free to move and attack, but their total Firepower is halved (both attacking and defending, round up), and they cannot use any Battle Allocations. If **all** engaged

units are Out-of-Supply, first determine how many Hits that side receives (and who wins the battle), and then **double** that number and resolve damage accordingly.

Out-of-supply Armies (of all kinds) forced to retreat (7.3) in Battle, and Armies (of all kinds) that are out of supply at the end of the Pulse Phase, are moved to the Obliterated Armies Box, and all their attached Divs are eliminated. (It's a really bad idea to lose an Army this way; see 7.2.)

10.0 NATIONAL RESTRICTIONS

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

10.1 Russo-Allied Rivalry

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

Allied Armies may not trace supply or move into or through any country controlled by Russia or in which there are Russian Armies or Russian-controlled hexes. After Russian collapse (13.2), territory separated from “Russia proper” no longer counts as “Russian.”

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

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

Russo-Allied Rivalry means that Russian units and Russian-controlled hexes are not “friendly” to the Allies, and vice-versa. Note that this forces the EP player to make choices. *For instance: Is Turkey proper in the Russian or the Western Allied sphere of influence? Historically it was placed in the Western Allied sphere — thus allowing the British to invade Gallipoli (which would be off-limits to the British if there were Russian troops in Western Turkey).*

10.2 British, French, Americans

British, French, and US Armies may deploy or go anywhere on the map, subject to supply, Near East, and Russo-Allied Rivalry limits. Only British, French and US Armies may use the Crossings between Britain and France. However, if the CP has Naval Supremacy in the North Sea (8.3), German Armies may also use these Crossings.

The British “Dunsterforce” (Dfor) MF does not count against British limits in the

Near East, but may not leave the NE. It is always in supply. It may “walk on water” in the Caspian Sea: it treats all-sea hexes and hexsides as land, but must end its move in a coastal or all-land hex. If destroyed, it may be rebuilt on any EP-controlled hex in North Persia, South Persia, or Azerbaijan. (The actual “Dunsterforce” was not rebuilt, but elements of it joined similar groups on various adventures throughout the Near East.)

10.3 Italians and the Italian Theater




Italian Armies may only enter Italy, Austria-Hungary, Libya, Egypt, Greece, Bulgaria, Macedonia, Albania, Serbia, Montenegro, and Switzerland.

The moment any one Italian Surrender City is entered, however briefly, by the CP, place the Italy Crisis Marker on the map in or near Italy where it will be noticed (see 10.6).

Non-Austrian CP Armies, and non-Italian EP Armies, may not enter or trace supply through a “snowflake” hex unless the Italy Crisis Marker (10.6) is on the map.

German units can always invade Switzerland (during non-Winter turns).

10.4 Minor Countries

For game purposes a “Minor Country” is any country that is not a Great Power (i.e. not Great Britain, France, Germany, Austria-Hungary, Russia, Italy, the USA, or Ottoman Turkey — the countries with  Armies). A Minor Country may have no Armies, or its Armies will be entirely Small Power Armies () or Minor Force Armies (). See 4.0. They all start the game neutral (15.0) except for Belgium and Serbia (who both start the game EP).

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

10.5 Anomalous Minor Countries

- ALBANIA: See 15.4.
- ARAB NORTHERN ARMY: See 14.1.
- ARMENIANS: See 14.2.
- ASSYRIANS may enter any country in the NE (6.3). They are always in supply, and may stack with any EP Armies. If destroyed, they may be rebuilt on their Patriarchal See (hex 1020) if it is EP-controlled. Russia is their Patron (4.2).
- BELGIUM: The Belgian Army is always in supply but may only enter hexes in Europe (including 3406, 3307 and 3207) that contain Belgian territory.
- GREEKS can enter Greece, Macedonia, Albania, Serbia, Bulgaria and “Ottoman Turkey” (in Asia or Europe). They can never stack with Turks (if Greece is CP).
- MARONITES may enter Turkish Arabia only. They are always in supply, and

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

- MONTENEGRO: Its Army may only enter Serbia and Montenegro.
- NETHERLANDS: See 15.7 and 15.7a.
- PERSIA: For historical reasons, Persia in the game is divided into Russian-controlled North Persia and British-controlled South Persia. The “SG” unit in North Persia is a CP guerilla Army. It is always in supply, but can’t leave North Persia. If destroyed, it may be rebuilt on any CP Army in North Persia. The South Persian “SPR” is an EP Army. It is always in supply, but can’t leave South Persia. If destroyed, it may be rebuilt on any EP Army in South Persia.
- SENUSSI: See 14.1.
- SERBIA: Serb units may not enter Austria-Hungary until after the Great Retreat occurs (see 12.1).

10.6 Central Powers

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

Austro-Hungarian Armies may go anywhere except for Germany, France, Belgium, or the NE. They may deploy on any CP-controlled hex connected to an Austro-Hungarian Supply Source by an unbroken line of CP-controlled hexes. If there is an Italy Crisis Marker (10.3) on the map, Austro-Hungarian Armies may freely enter Germany, France and Belgium.

Turkish Armies can go anywhere. When tracing supply from Surrender Cities other than Constantinople (1813), they are always subject to “Impaired Communications” (6.7).

10.7 “Marianne”

The blue “Marianne” Tile with a woman’s portrait represents the French Government. It starts in Paris, but can be moved to Toulouse (and back) by SR. **If it is in Toulouse, France’s Reinforcements are reduced by -50%** (round down to the nearest whole number). ‘Marianne’ has no combat strength of her own. If “Marianne” is captured by CP units conquering her hex, France surrenders (12.2) and the “Marianne” unit is permanently removed.



11.0 COLONIAL WARFARE

11.1 Colonial Boxes and Areas

Colonial fighting in Asia, the Pacific, and especially Africa made the Great War a “World War.” Colonial warfare takes place on the Colonial Campaign Maps. All named areas on each map, and the eight named boxes, function exactly like hexes for all game purposes (exceptions are given below). At any time, any box

or area **without a CP unit in it** is considered a British-controlled colony. Colonial areas have the same terrain types as the main map (although “swamp” on the Colonial Map represents more “jungle” than “swamp”). In the box areas the terrain is in back (so Samoa is “mountain” and Kiautschau is “rough”).

Boxes in the same **row** (only) are adjacent: Gold Coast is adjacent to Togoland, but not to Tonga. (Movement from Gold Coast to Tonga would require SR.)



India is a colony found on the main map. Armies may enter or leave North India by land through hex 0424. CP Armies in India must trace supply through this hex. EP units may move into or out of India by SR (6.4). Note that the “mountain” areas to the north of India are off-limits to all units.

EP units (only) may use SR to move “by sea” (6.4) as long as the colonial area is adjacent to a sea; on the Colonial Map all such areas have ‘water’ terrain in them. EP Armies (only) may move by land from Transvaal to Blantyre and vice-versa. EP Armies (only) may also move by SR from the Colonial Map to friendly-controlled coastal hexes on the main Map.



CP Armies (apart from ones in the opening setup) may never enter the Colonial Maps or SR to/from them, unless some Random Event allows it.

11.2 Units in Colonial Service

The EP may create British Armies in any British (GB) colony and assign or SR Divs to them. The EP may likewise create French Armies in any French (F) colony in the Kamerun Map and assign or SR Divs to them. On the Colonial Map, French Armies may only enter the Kamerun map, and the Gold Coast and Togoland boxes. All EP units on the Colonial map are subject to “Impaired Communications” (6.7).

Static German colonial forces incapable of mobile operations are represented by Schutztruppen Markers. Each Schutztruppen Marker works just like a static Minor Force; but their strengths are printed on the map. (Example: Each German Schutztruppen Marker on the Kamerun map is a 3-2 MF unit.)

When a Schutztruppen Marker is defeated in battle, remove it; it can't be rebuilt. Schutztruppen cannot retreat; if forced to retreat they are lost. German Reserves can be expended to "cover" partial damage, but cannot prevent Schutztruppen destruction if the "lose the battle". German "Askari" and "Lettow-Vorbeck" Armies can move and attack like normal Armies. If destroyed, they can be rebuilt in East Africa (5.3), paid for by expending German Divs. Schutztruppen units may stack with each other.

Armies in the colonies are **always in supply** (except perhaps for CP units in India; see rule 11.1), and are **never entrenched**.

11.3 The Boer Revolt

If the "Boer Revolt" occurs, retreat any EP Armies in the Transvaal to Cape Colony or Blantyre, and place the "Boer" CP Army in the Transvaal. Roll two dice for the Battle strength (Firepower and Fortitude) of the Boer forces represented by the marker. (If the roll is 8, the Boer Army has a Battle strength of 8-8.) Place the "Boer Value X-X" marker in the appropriate box (e.g. "8") of the CP Omnibus Markers Track as a reminder. The Boer Army can move and attack like a regular army but can't leave the Südwest-Afrika map; it cannot be rebuilt if destroyed. **EP units cannot attack Germans in Südwest-Afrika as long as the Boer Revolt Army is on the map.**

Note: We failed to include the Boer Army counter in the game (use anything convenient as a stand-in). An additional limitation to Boer mobility is they can never enter (move or retreat) into an area containing a Schutztruppen.

12.0 SURRENDER

12.1 Surrender Checks

A country only surrenders during Surrender Checks (2.5), and then only when all the conditions for its surrender have been met. Ordinarily, this means that **all Surrender Cities in its territory are occupied by supplied enemy Armies during Surrender Checks**. Various random events may force players to check for surrender at other times.

Austria-Hungary surrenders when any **five** "key cities" are controlled simultaneously by supplied EP Armies. For this rule, a "key city" is: Any Austrian Fort or Surrender City; Constantinople (1813); Belgrade (2311); and Sophia (2011). If the Emperor Franz Joseph is dead, the marker in Vienna is counted as Vienna having 'fallen' for purpose of this rule; in this case only four other "key cities" need actually be EP controlled to force Austrian surrender. If the United States is in the war on the EP side, Prague is also considered to have 'fallen' for purpose of this rule.

France has three Surrender Cities. When each French Surrender City hex falls for the **first** time to CP forces, roll dice equal to the number of "active" (not neutral, not Surrendered) EP Great Power nations during Surrender Checks. The

EP can roll **one** (only) additional die by removing (from Reserves) Divs equal to the Turn number. If the French Army has Mutinied (Rule 8.5), roll one fewer die. If the dice roll sums **10 or less**, France Surrenders. (Only roll if the city is CP-held during Surrender Checks; if a Surrender City was liberated and later recaptured, don't roll for it). France will also surrender when all three Surrender Cities are CP-held during Surrender Checks, or "Marianne" (Rule 10.7) is captured. **Note:** two of France's Cities are both in Paris; roll twice when Paris falls to the CP.

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

Great Britain will surrender when any **three** of its Surrender Cities are CP-controlled. **Note:** the three Surrender Cities in Egypt are **British** and must be defended at all costs!

Italy has three Surrender Cities. When each Italian Surrender City hex falls for the **first** time to CP forces, roll dice equal to the number of "active" (not neutral, not Surrendered) EP Great Power nations during Surrender Checks. The EP can roll **one** (only) additional die by removing (from Reserves) Divs equal to the Turn number. If the dice roll sums **10 or less**, Italy Surrenders. (Only roll if the city is CP-held during Surrender Checks; if a Surrender City was liberated and later recaptured, don't roll for it.) Italy will also surrender when all three Surrender Cities are CP-held during Surrender Checks.

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

Servia will **never** surrender now, but Servia's Reserves are reduced to zero and all Servian Armies are removed from the map; place two of them in the EP Holding Box. These may be rebuilt during the Recruitment Phase, and may deploy in, enter, and trace supply from, any EP-controlled hex in Greece, Bulgaria, Macedonia or Servia. These post-Retreat Servian Armies function like British-patroned units; Servia no longer receives its own Reinforcements. Servia does continue to function as "Servia" on the Attacker Battle Chart.

Ottoman Turkey surrenders when EP Armies control Constantinople (1813), **or** when EP Armies control Angora (1515) and all Surrender Cities in Turkish Arabia, Hedjaz, and Mesopotamia.

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

12.2 Surrender Effects

When a minor country (10.4) surrenders, it is out of the game. Its Armies and

markers are removed, its Forts destroyed. All its hexes become friendly to its former enemies and unfriendly to its allies. Its area may be entered and fought over by all remaining nations.

When a Great Power surrenders, its friendly-held territory remains so, but the country's military infrastructure collapses. The country receives no more Reinforcements (3.1) for the rest of the game. There is no other effect.

A Great Power may only surrender once per game. **When any Great Power (except Russia) surrenders, roll two dice and add the total to BOLSHEVIK REVOLUTION!**

12.3 “Reds” (Partisans)

When a Great Power (except Russia) surrenders, the victor places two “Reds” Armies (if Tiles are available) anywhere on its territory in empty hexes. These Communist partisans are assumed to be ‘more hostile’ to the surrendered country (and its capitalist allies) than to its enemies. So if the EP conquers Austria, Reds in Austria would be controlled by the EP; if the CP conquers Italy, Reds in Italy would be controlled by the CP. They are controlled by whoever placed them.

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

Reds cannot stack with non-Reds. They can move and attack, but can't cross national borders. They are never rebuilt if destroyed, but are always in supply.

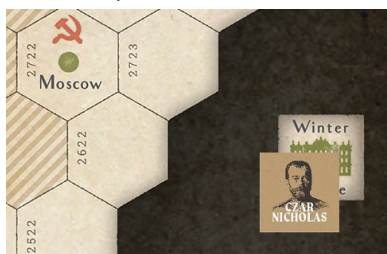
When a new “Reds” event occurs, the player who benefits from it can take the new “Reds” Armies from anywhere on the map if not otherwise available.

13.0 RUSSIA

13.1 Russian Government

The “Winter Palace” Box (historically in Petrograd/St. Petersburg, but the game puts it off the map east of Moscow) is occupied by the current head of the Russian government. For most of the game this will be Czar Nicholas II, but depending on the course of political events Nicholas can be replaced by Czar Michael, Kerensky, Lenin, or even Trotsky. When the Russian leader is replaced, remove his Tile and place the new Leader's Tile in the Winter Palace box.

The Winter Palace box is a metaphor. (Actually, it's a synecdoche!) It is not affected by physical control of Petrograd (3220). Foreign occupation of Petrograd does not allow the CP player to ‘arrest’ the Czar.



Nicholas II: At the start of the game, Nicholas is the Czar of All the Russias. He has no special role in the game, apart from various Events which affect Russia while he is Czar; the special rules come in when he is replaced by Events.

Michael II: Events may make Michael II (Nicholas' brother) the new Czar. Other Events (see 19.0) may be affected by his presence.

Kerensky: Events may make Alexander Kerensky (and his Provisional Government) the supreme power in Russia. In addition to any Events (19.0) which may specifically occur when he is in charge, Russian Reinforcements are restricted to half the printed amount (see 3.1.4).

Lenin: Lenin takes over Russia when Russia collapses (13.2). If Lenin is in power, it means Russia is permanently neutral (unless he is replaced by Trotsky).

Trotsky: If (and only if) Lenin is in power, certain Events may replace Lenin with Trotsky. If this happens, Russia returns to play as an EP nation, with all its Great Power Armies (♣) but **no** MF units. Russia also gets 50 Divs to divide among these Armies; place all the Armies in cities inside Russia proper and allocate their Divs at once. Place the “Trotsky” marker in the Russian Government Box; Russian Reinforcements are restricted to half the printed amount (see 3.1.4).

If Trotsky is in power, only “Russia proper” is now “home territory” for Russia. The CP can force Trotsky-controlled Russia to surrender in the normal manner.

13.2 Russian Collapse Conditions

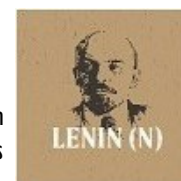
Russia collapses **only** if the Bolshevik Revolution breaks out. Events leading to the Revolution occur like Predisposed Neutrals (15.2); the Revolution marker advances or retreats based on Event Chits drawn. When the marker reaches 70, the Revolution occurs. Remove the marker; Russia collapses (13.3).

Do not roll for the Bolshevik Revolution if there are any supplied Russian Armies in Germany when an Event Chit is drawn that would otherwise cause a roll. (You still roll if the roll is the result of a player **decision**, e.g. a Bulgarian Separate Peace.)

During any Surrender Checks phase (2.5, step 4), the CP can roll 2D6 and compare against the number of Russian “Hammer and Sickle” Cities controlled. If the dice sum is greater than the number of HS cities CP controlled, nothing happens — otherwise the CP can **increase** any Political Marker (Bolshevik Revolution, or any one Entry marker) on the Omnibus Markers Track by the number rolled. This can be done even after Russia's Collapse.

13.3 Russian Collapse Effects

When Russia collapses, it means a Communist revolution has broken out in the country and Lenin's Bolsheviks



have seized power. Replace the current Russian ruler (in the “Winter Palace” box) with **Lenin**.

Finland, the Baltic Provinces, the Ukraine, Poland, White Russia, Georgia, Armenia, and Azerbaijan remain in play. Remove all Russian, Finnish and Cossack units from the map, and Destroy all Russian Forts. The rest of Russia (the part marked “Russia”) is out of play and no armies may enter it for the rest of the game, unless some Random Event dictates otherwise.

All Russian-controlled hexes outside “Russia” proper go over to CP control immediately, except for those that go independent (see Rule 13.4).

After Russian collapse, the CP must establish and maintain a garrison of **at least 75 Divs** in Poland, the Ukraine, White Russia, and/or Baltic Provinces, or forfeit the game. At least **45 of these Divs** must be German. These armies may move and fight normally (inside the restricted territory). All other units in “Russia” are placed in the Reserves of their respective countries.

The CP must have their 75-division garrison established at the end of each Logistics phase. Besides Divs, the Germans can also add Ukraine MF’s, and Finnish MF’s (each worth 5 Divs) to the garrison value. Finland is added to the “garrison-capable” areas if CP wins the Finnish Civil War.

When Russia collapses remove all BRUSILOV, PLEHVE and YUDENICH Allocations, and move the Baltic Sea marker to CP Supremacy. Move the Black Sea marker to CP Supremacy, unless Turkey has surrendered, in which case the Black Sea marker remains where it is. Remove all Russian Fleet units from the game permanently.

Russia’s one tiny MF unit in the Near East — the Nestorian Christians — is treated as a British-Patroned MF after Russia collapses.

13.4 Transcaucasia

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

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

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

Armenia, when created by Russian Collapse, is an EP minor ally (14.2) that consists of any EP-controlled hexes of Armenia. Its army is any existing Armenian

Armies on the map; in addition, the EP may deploy all remaining Armenian Armies (no matter where they are currently) on any unmassacred, unflipped, EP-controlled Armenian P.C. markers. If one or more Armenian units deploy there, flip the P.C. marker.

14.0 ARABS AND ARMENIANS

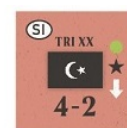
14.1 Arabs and Senussi

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

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



Arab Unit



Senussi Unit

Arab Armies may enter any hex in the Hedjaz, Turkish Arabia, Aden and the Arabian Desert. If destroyed, they can be rebuilt (by Britain — 5.3) in the Arabian Desert. Senussi Armies may enter any hex in Libya, Tunisia, or Egypt. If destroyed, they can be rebuilt (by Germany — 5.3) on any Desert hex in Libya.

Arab and Senussi Armies are always in Supply, but can only control enemy Supply Source hexes (Colonial Forts, Surrender Cities) and the hex they physically occupy (“barren” hexes revert the original owner when they leave). Arab and Senussi Armies never stack with other (foreign) Armies. Senussi Armies also can’t stack with other Senussi; see 5.2.

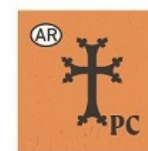
The Senussi initially are placed in Libya. They may not attack Italian units, or enter Egypt or Tunisia, until Italy joins the EP.

14.2 Armenians

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



Armenian Army Unit



Armenian Population Center Marker

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

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

Once the “Armenian Massacre” **Marker** is placed on the map, the CP player rolls one die per turn (2.5, step 2) for **each** Armenian P.C. marker he controls (flipped or unflipped). On a 6, remove the marker (the locals have been killed).

The first great genocide of the 20th century was carried out by the Turks against the Armenians — and against other Christians in the Ottoman Empire like the Greeks and the Assyrians — between 1915 and 1923. It is estimated that 1.5 million Armenians, at least 700,000 Greeks, and some 250,000 Assyrians were systematically exterminated by Muslim Turks and Kurds. This genocide had been preceded by other Turkish campaigns of mass murder as early as 1894. This genocide was specifically carried out in the name of Islam: “Turkey could only be revitalized if it rid itself of its non-Muslim elements,” warned Turkish nationalist spokesman Ziya Gökalp in 1914. When Nazi leaders were plotting their many genocides carried out during World War II (1939-1945), Hitler famously remarked: “Who, after all, speaks today of the annihilation of the Armenians?” Today, the government of Turkey denies the fact of these Turkish genocides, and takes no responsibility for them — even arresting journalists who dare to draw attention to Turkish savagery and barbarism in that period.

15.0 NEUTRAL COUNTRIES

15.1 General Rules

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

Neutral countries may receive Reinforcements. If a Random Event deploys a Minor Force (★) for a Neutral country, it is placed in the Minor Forces Reserve Box on the map to await deployment when the country joins the war. If a Random Event would deploy Divs in a Neutral Country, any such Div reinforcements are **ignored** so long as the country is neutral. Neutral countries cannot otherwise build, deploy, or move Armies until they are at war. (**Exception:** The EP player deploys, moves, and controls **all** neutral **Italian** forces in Italian territory, including Divs, exactly as if **Italy** were at war.)

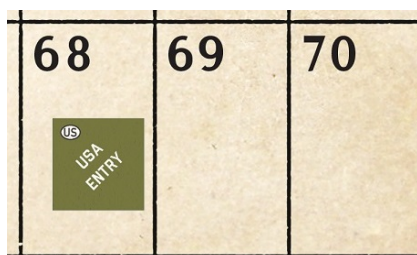
When a neutral Small Power or Ottoman Turkey enters the war, set their Reserves to the Turn Number. **Example: if Bulgaria enters the War in Summer 1915, it starts with 6 Reserves.**

15.2 Predisposed Neutrals: Three neutrals (USA, Italy, Roumania) begin the game “predisposed” to the EP side, while two (Turkey and Bulgaria) are

“predisposed” to the CP.

Each has an Entry Marker on the Omnibus Track (16.5). When directed by a Random Event, roll a die for the country, moving its Entry Marker up by the amount rolled. In addition, certain game developments (13.2 Surrender Phase “Hammer and Sickle Cities” and 15.2 Pulse Phase “Invading Neutrals”) can increase Entry numbers. When an Entry Marker reaches **70**, remove the marker; the country enters the war at once on the side to which is it predisposed.

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



controlled when Roumania joins, Roumania joins the CP (and if so, ignore **all** future random events referring to Roumania). If Constantinople (1813) or Gallipoli (1812) is EP-controlled when Bulgaria joins, Bulgaria joins the EP (and if so, ignore **all** future random events referring to Bulgaria.) **See Rule 15.13 on this Roumanian/Bulgarian “reversal”.**

15.3 Invading Neutrals

At the start of his own Pulse during the Pulse Phase, a player may declare war on a neutral country. This activates that country as an ally of the other side. If a Small Power is invaded, increase their Reserves: Switzerland +5, Bulgaria +4, Roumania +3, Greece +2, Sweden +1. This is in addition to reserves received from 15.1 (the Turn Number).

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

15.4 Albania

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

15.5 Independent Finland

If Russia has collapsed and the Finnish Civil War event occurs, each side rolls a die and adds the total Firepower (first strength number on each Battle unit, plus 1 for each Div assigned) it has in Finland. (Finnish units inside Finland do not count.) The higher total wins the Civil War. Finland becomes a minor ally of the winner (treat them as German or British MFs depending on the winner); deploy

Finland's two MF units anywhere in Finland; they belong to whichever side Finland belongs to. They are always in supply, but can never leave Finland.

If the CP wins the Finnish Civil War, those Finnish units (worth 5 Divs each) can be added to the CP Russia garrison (units in Finland now "count").

15.6 Greece and "Macedonia"

The lawless region marked as "Macedonia" on our map (hex 1910, etc.) can be invaded and occupied by EP and CP forces without necessarily violating Greek neutrality, and occupying Macedonia does not bother the Americans at all (15.3). The **first** time any foreign unit invades Macedonia, roll a die. On a 1, Greece joins the invading side; on a 6, Greece joins the non-invading side. (Otherwise Greece stays neutral.) All hexes of Macedonia become friendly to the side that first occupies a hex in Macedonia.

15.7 Netherlands Neutrality (Standard Rule)

Holland is "walled off" and out of play. The CP smuggled goods through "neutral" Holland, and the EP wasn't going to invade it given all the fuss over Belgium. **There are Special Events (■■■) relating to the Netherlands (3.4); ignore those Events unless you are using Optional Rule 15.7a.**

Be aware that the hexside between hexes 3308 and 3309 represents the Dutch province of Maastricht, and it cannot be crossed so long as the Netherlands is neutral territory.

In the standard game, the Dutch Free Trade marker remains in hex 3408 for the entire game and is never flipped.

15.7a Netherlands at War (Optional Rule)

Many players of the first edition of **Death in the Trenches** wanted to make it possible for the Netherlands to join the war. Here you are. Proost!

The Netherlands is now treated like an ordinary neutral country with a few special rules. Random Events affecting the Netherlands now have their full effect (contra rule 15.7). Its "dotted line" borders are treated as impassable hexsides until a player declares war on the Netherlands (or a Special Event brings it into the war). Once the Netherlands is at war, all Dutch hexsides (including the Maastricht salient, 3308/3309, which really annoyed the Germans) are treated as ordinary hexsides for all purposes.

The presence of the "Dutch Free Trade" marker (15.7) is not permanent if rule 15.7a is in effect. Any event or move that brings the Netherlands into the war flips the Free Trade tile to its "Dutch Embargo" side, which hurts Germany's reinforcement ability (see 3.1.2).

Invasion of the Netherlands: If the CP player chooses to violate Dutch neutrality,

roll 3 dice to increase US Entry (15.3), 3 dice to increase Italian Entry, 3 dice to increase Roumanian Entry, and 3 dice to **reduce** Bulgarian Entry and 3 dice to **reduce** Turkish Entry. (Countries that already joined a side are not rolled for.)

Likewise, if the EP player chooses to violate Dutch neutrality, do the preceding operations in reverse (rolling 3 dice to reduce US, Italian, and Roumanian Entry, and 3 dice to increase Bulgarian and Turkish Entry).

German Influence in The Hague: If a Random Event would bring the Netherlands into the war on the CP side, Germany may attempt to prevent this from happening (in order to preserve the "Dutch Free Trade" marker). The CP player may choose to roll 3d6, and then pay the resulting number of German Divs (deducted from German Armies and Reserves) to keep the Netherlands neutral. If the "price" is too high, the CP player may always refuse to pay it and allow the Netherlands to join the CP, which flips the Free Trade marker to its Embargo side.

15.8 North and South Persia

North Persia is Russian-controlled territory. The German-patroned "SG" Persian Army (Swedish Gendarmes: its officers were pro-German Swedes) is a CP Army (see 10.5). It is always in supply. It can never leave North Persia. Germany can rebuild it (10.5).

South Persia is British-controlled territory. The British-patroned "SPR" Persian Army is an EP Army (see 10.5). It is always in supply. It can never leave South Persia. Britain can rebuild it (10.5).

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

15.9 Switzerland

Only the CP may attack the Swiss. If Italy is neutral when Switzerland is invaded, Italy joins the EP, and the Italy Crisis Marker is immediately placed on the map in or near Italy where it will be noticed (see 10.3 and 10.6).

15.10 The United States

The USA cannot be attacked; it joins the EP only by being a "predisposed neutral." When the USA joins, all three of its Great Power (🇺🇸) Armies are placed in the Holding Box (now they can be built). Also place the "US Reserves" marker in the "0" box on the Markers Track, and move the "US Entry" chit to the Turn-Record Track, in the Turn box on which the USA entered the war.

US Armies in Europe deploy on any EP-controlled hex in France or Britain. For rules on US Reinforcements, see 3.1.3. US Armies are always subject to "Impaired Communications" (6.7). On DoW +3, The US Fleet can be deployed. Once the US has entered the war on the EP side, Prague is considered to have "fallen" for purposes of Austrian Surrender (12.1).

15.II Opportunistic Entry

Roumania and Italy have “Opportunistic Entry” hexes in Austria-Hungary (marked with symbols). If hex 2512 is occupied by EP units, Italy (if neutral) joins the EP at once. If hex 2314 is occupied by EP units, Roumania (if neutral) joins the EP at once. These countries are jumping on the EP bandwagon if it looks like Austria-Hungary is collapsing.

15.I2 Bulgarian Separate Peace

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

A neutralized ‘Greater Bulgaria’ includes hexes 2009 and 2010; place a “Bulgarian Peace” marker in each hex as a reminder. Remove all Bulgarian units and retreat any other CP or EP units in ‘Greater Bulgaria’ to the nearest friendly supplied hexes (owner’s choice). CP may trace supply through ‘Greater Bulgaria’ but can’t SR or move through it.

If Bulgaria is ‘neutralized’, roll three dice to increase BOLSHEVIK REVOLUTION, and roll three dice to reduce US ENTRY. Remove all Servian units from the game permanently. A ‘neutralized’ Bulgaria may never be attacked.

15.I3 Roumanian/Bulgarian “Reversal”

The rules are written with the assumption that Roumania will eventually join the EP, while Bulgaria will eventually join the CP. However, there are certain rare but unpredictable events that may “reverse” one (or both) countries – pushing Roumania into the CP and/or Bulgaria into the EP.

If this happens, ignore any and all Random Events (3.0) referring to the country. If Roumania is CP, ignore all Roumania Events; if Bulgaria is EP, ignore all Bulgaria Events. Note: Reinforcements are still received for Roumania and Bulgaria even if they’re on the ‘wrong’ side.

(See Events Book for Rules Sections 16.0-20.0.)

Firepower Limit Optional Rules (3.4):

In the green box of Rule 3.4, there are “Limits to the Firepower” that can be added to Combats by Special Events. Some players find these limits too restrictive. The following is offered as an optional alteration.

Optional rule 1: Increased Battle Allocations. Combatants are no longer limited to “doubling” the base Firepower.

Optional rule 2: Restricted Battle Allocations. Combatants are restricted to only one application of a given Battle Allocation per battle (e.g. no more than

one “Krupp”).

Option #1 by itself can lead to a very chaotic game. Option #2 by itself can lead to a less dynamic game. Both these Options together might be interesting, but that is an “eyeball judgement”, not one derived from playtesting.

SEQUENCE OF PLAY (2.0)

Each Turn, the two players perform the following sequence of steps (described in detail in the referenced rules):

2.1 First Random Events Phase

1. Draw one chit to determine what Random Events occur (see 3.0).
2. Divs are now added to Reserves/Armies by the Events just drawn (3.1).
3. The EP player may now transfer Fleets from Sea to Sea (8.2).
4. The CP player may now transfer Fleets from Sea to Sea (8.2).
5. Players may now challenge Naval Supremacy (see 8.3).

2.2 CP Logistics Phase

1. Each CP unit in a CP Units Holding Box may be built, or rebuilt, by the CP Player (5.3). You may leave units in the Holding Box if you choose. Armies built at this time may also be reinforced by attaching Divs from Reserves (as in step #3 below).
2. CP may transfer Divs from one unflipped Army to another unflipped Army of the same nationality within 3 hexes (marching distance).
3. CP may transfer Divs from Reserves, to unflipped Armies (Rule 6.4). This includes the transfer of Minor Forces (4.3) from the Minor Forces Reserve Box to the map.
4. CP may now transfer Divs from unflipped Armies, to Reserves (Rule 6.4). This includes the transfer of Minor Forces (4.3) from the map to the Minor Forces Reserve Box.

2.3 EP Logistics Phase

The EP player repeats the preceding steps (2.2), using his own Armies and Divs. Both Players can do this simultaneously if they trust one another.

2.4 Pulse Phase (see 6.0 and 7.0)

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

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

[2.4.3] During a Pulse, the player who is moving (“the phasing player”) moves

one stack of units as explained in Rule 6.0. If this results in the moving stack entering an enemy-controlled Hex occupied by enemy units, the Battle occurs, as explained in Rule 7.0.

Certain Special Events (3.4) are done during, or instead of, movement.

[2.4.4] A player may also “pass” a during his Pulse, and hand the right to move to his opponent. If both players “pass” consecutively, the Pulse Phase ends. **(So be careful — don’t give the other Player a chance to end the Turn unless you’re prepared to live with the consequences!)**

2.5 Unflipment Phase

1. All Armies on the map which were flipped, now “unflip” and return to printed-side-up.
2. Spend Divs to Repair forts (8.4).
3. Roll for Armenian Massacres (14.2).
4. Surrender Checks (12.0); check Russian “Hammer and Sickle” cities (13.2).

2.6 Second Random Events Phase

1. Draw again for Events, as in 2.1 (every turn).
2. Divs are now added to Reserves/Armies by the Events just drawn (3.1).
3. Put **all** Event Chits back into the cup for use during the next year (**Fall turns only**: see rule 3.0).

This concludes one turn. The cycle repeats until one player resigns, or Fall, 1918 has ended (see 16.0).

Game Errata:

On the **Sea Control Chart**, The Parity boxes for the Baltic, Black, and Mediterranean Seas should include, “CP can use Crossings” (as well as the EP).

The following Errata apply to the Events book.

Victory Points:

Germany loses 2 VP if the High Seas Fleet is destroyed.

Also Replace “2 VP for no EP units in...” with:

1 VP — No EP unit the Baltic Provinces

1 VP — No EP unit in Poland

17.2.1 (Clarification) The likely “future ally” (side indicated on the right) sets up the neutral.

17.5 (Addition) Switzerland is added to the places that Germany can ignore flipped units to attack on Turn 1.

17.6 (Omission) Great Britain starts with 0 Reserves.

(Addition) All Italian units are flipped, these units may not move or be attacked on Turn 1. Like all other units, these Italian units “unflip” at the end of Turn 1.

Corrections to Random Events:

1914-1 Max Von Prittwitz (Clarification) Those German Forts are Destroyed only if they are in EP control at turn's end.

1914-3 Boer Revolt (Typo) The reference should be Rule 11.3 not 11.4.

1914-5 Banzai (Typo) “Wei-hai-wei” should be “Laoshan Bay”

1915-2 Serb Typhus (Clarification) Blocked hexsides do not block Typhus.

1915-3 Armenian Revolt/Armenian Massacre: To clarify this Event (and all subsequent identical Events): If Ottoman Turkey is neutral when the Event is drawn, there is no effect (the Event doesn’t happen at that time). If Ottoman Turkey is in the Central Powers when the Event is drawn, the Event occurs. When the Event tells you to “Roll for US Entry”, this means roll it now if Turkey is CP; this is a one-and-done die roll. Do NOT roll again each time a Massacre roll kills an Armenian PC unit!

1915-8 Wilhelm Wassmuss (Clarification) All the good things that happen for the CP here...require rolling that “**6-3**”.

Ionian Vision (Clarification) Whatever the die roll, all the “bad stuff” happens just from the attempt.

1916-3 Malaria (Omission) units in Macedonia are also affected.

Armenia again (Clarification) — See the clarification above under 15-3.

1917-2 Expeditionary Force (Clarification) This is a one-time opportunity — this army can only be rebuilt (in France) if the Bolshevik Revolution is still 60 or under, but it is not removed until Collapse.

1917-8 Czech Legion (Clarification) this unit deploys like any other Russian unit.

Clarifications to Special Events Cards:

Brusilov (Omission) Only otherwise-Entrenched German armies are considered Entrenched when attacked with a Brusilov Allocation.

Nivelle (Omission) Nivelle can only be used **once** per turn (on attack — it never can be used on defense), and only **French** units can participate in the attack.

Paris Taxis (Clarification) Unflipped Armies “receiving” reinforcements from this Event do NOT flip.

Allenby (Omission) The “Allenby” Special Event receives **six** Allocations.

Arz Von Straussenberg (Omission) The German “Alpen” MF can also now enter “Snowflake” hexes.

Hoffmann (Amplification) The stack “unflipped” does not have to be the stack activated that Pulse.

Operation Albion (Clarification) Only one German army (with up to 3 Divs) can land.

Reichsbahn (Clarification) The stack chosen can neither “drop-off” or “pick-up” units. Intermediary hexes travelled may be beyond the “2 hex limitation”, but the beginning and the end hex must be capable of moving 2 hexes to Germany or Austria (no water or blocked hexside, or EP Control intervening).

Von François (Clarification) The stack “unflipped” MUST be activated this Pulse, it is required to move one hex (only). If units from the stack are attacking, only those units that are actually attacking can be unflipped. The effect of this Event is to ensure that you can’t use it just to “entrench” a stack; the stack must be used to move and/or attack.

Von Walter (clarification) Playing this Allocation cancels **all** Tank Allocations played in this battle.

Correction to the Battle Board:

Battle Board step 5) ALLOCATIONS: refers to (3.3) in the first sentence — it should be (3.4).

The Sea Control Chart is on the back page of the original rulebook.