

-PRODUCTION

Players produce units and supplies for the countries they control during Duration games. The player expends Resource Points to enable the factories in a country to produce Production Points. Production Points are then used by the producing country to produce units and supplies of the same nationality.

When the production rules are used, players do not use the reinforcement schedules. Instead of receiving reinforcement by the schedules, players will be responsible for the production of their own reinforcements.

-NATIONAL WAR ECONOMY

Every nation that contains factories is considered to have a war economy, even nations that are neutral (Switzerland for example). Factories produce supplies and units. In order to produce, factories must be supplied by resources. Resources are produced by Resource centers.

-RESOURCE CENTERS

There are three types of Resource Centers directly related to production. These are Iron, Coal, and Sp Mtl (special metals). Each Resource Center produces 1 Resource Point of its type during the Resource Phase of the Production Segment.

There are some Resource Centers that produce multiple Resource Points. Such Resource Centers have a “x2” or similar text on the Resource Center icon on the map. The multiple is the number of Resource Points of that type that the Resource Center produces.

A Resource Center does not produce a Resource Point for the controlling player if it is in an enemy Zone of Control.

A Resource Point is controlled by the player who controls the Resource Center that produced it. A player controls a Resource Center if he had a Land Combat Unit in its hex last.

Resource Points may be moved an infinite distance along active rail lines between the producing Resource Center and the using Factory during the Resource Phase. If there is no active rail line between a Resource Center and a Factory that can use its Resource Point, the Resource Point cannot be used (see rules on Resource Point Stockpiling and Merchant Shipping of Resource Points)

Resource Points transported along Rail Lines do not count against Rail Capacity, nor do they restrict the use of single track Rail Lines.

In some cases, a Resource Center may not be on a rail line. In these cases, the nearest hex containing a rail line to the Resource Center is considered to be the Resource Center’s railhead. To use Resource Points produced by such Resource Centers, a player will need to control BOTH the Resource Center AND this rail line containing hex.

-RESOURCE POINT IMPORTATION

Any Iron, Coal or Sp Mtl Resource Points may be imported from occupied territories.

Neutral countries may only export Resource Points that they do not need for their own cities and factories (for example: Sweden has 15 Iron Resource Centers and 2 factories. It could therefore export 13 Iron Resource Points).

The Central Powers player has the first choice in importing from a neutral country. Only if he cannot transport them to his factories, or if he does not need them, can the Entente player import them.

Resource Points are imported by moving them along neutral and friendly Rail Lines and/or through merchant shipping channels (in this case "friendly" denotes those belonging to the importing player).

The Western Entente (Great Britain, France, Italy, and smaller countries with at least a level 3 port accessible to the Atlantic Ocean or North or Mediterranean Seas) can import Resource Points through the use of merchant shipping channels. A total of **XXX** can be imported from the Americas across the Atlantic to Great Britain, France, or Belgium. A total of **YYY** can be imported from the Americas into the Mediterranean, and a total of **ZZZ** can be imported to the Mediterranean from Great Britain/France.

There is no benefit to the Entente of importing less than these totals, yet importing more is done at an extreme penalty to the availability of shipping for unit and supply transport, and the sustainment of units operating out of their home country across sea lines of communication **(see rules SSS)**

-RESOURCE POINT STOCKPILES

Nations may save Resource Points for later use. In fact, many nations have a strategic reserve of resource points at the start of many scenarios.

-FACTORIES

Resource Points are transported to the factory that will expend them. A factory must expend 1 Iron, 1 Coal, and ½ Sp Mtl Resource Points during the Economic Segment on order to produce Production Points.

If a player has a deficit of Resource Points, he may decide which factories are supplied and which are not. A factory that is not supplied with the required Resource Points during an economic segment produces NO Production Points that month.

If a country possesses more than one factory, those factories must form a Factory Network to be able to produce Production Points. All of the factories in a country that are connected to each other by active Rail Lines form the country's Factory Network. Factories cut off from the Factory Network of their country do not produce anything.

Each Factory produces one of three kinds of production points. The types are: Weaponry, Supply, and Naval. Factories can only use their production points to produce what is allowed by their type of production points.

Weaponry production points are only used to produce or rebuild Infantry, Cavalry, Marine, Shock, Mountain, Armor, Artillery, Engineer, Headquarter, and Fortress units.

Supply type production points are only used to produce Supply Points.

Naval factories are used to produce naval assets. These naval assets are mostly abstracted during the game. Players must supply these factories FIRST, but get no units or supplies as a result.

A functional factory (one that is connected to its national factory network and expends the required amount of resource points for the month) produces a number of Production Points equal to its production level. A factory's production level may be raised or lowered due to enemy occupation, economic stability, or demoralization. Players keep track of each factory's production level on the national war economy tracks.

Factories last occupied by the enemy produce nothing. Should such a factory later be occupied by friendly units, and be reconnected to its country's Factory Network, it could again produce Production Points. Such a factory would have a permanent production level of 1.

Players total the number of Production Points of each type produced by the Factory Networks of the countries they control during the production phase. Players may use the Production Points to produce new or rebuilt units and supplies, save them till the next Economic Segment, or use some and save the rest.

Production Points produced by a country's Factory Network are used to build units and supplies of that nationality. There are some exceptions, see the rules for export of war materials.

Weaponry type Production Points may be used to build new units or to rebuild units from the Dead Pile. The cost in Weaponry Production Points to build or rebuild a unit is found on the **Production Costs Chart**. When a unit in the Dead Pile is rebuilt, it is removed from the Dead Pile.

Supply type Production Points may only be used to build Supply Points. It always costs 3 Supply Production Points to build 5 Supply Points.

Weapon and Supply production points may be saved from month to month.

*** BELGIUM**

If Belgium belongs to the Entente, it may have RPL units produced by France and or Great Britain, in addition to units that it produces with its own factories.

Even if Belgium is fully occupied by the Central Powers, the Entente still has the equivalent of 1 Belgian personnel center available for manpower once per Quarter (January, April, July, and October).

RPL units produced in France or Great Britain are made with Belgian personnel points. They arrive in the French or British factory that produced them. They would then need to move to the location of the Belgian HQ for use.

If lost, a Belgian HQ can be rebuilt from Belgian RPL units. It would need to be reconstituted as close as possible to Belgium.

The Belgian Army must operate as close as possible to Belgian territory. This does not necessarily mean all in the same hex, but player's must be reasonable in their use of the Belgian Army according to the spirit of this rule (for example, the Belgian Army cannot redeploy to the Aegean).

*** SERBIA**

If Serbia belongs to the Entente, it may have RPL units produced by France and or Great Britain, in addition to units that it produces with its own factories. This normally requires a viable line of communication between the factories producing the RPL units and the personnel center(s) providing the personnel points used in production. This line of communication must be along a combination of rail lines and sea lines through operating and friendly ports. Note that at the outset of war, Serbia is surrounded by Neutral and or Enemy countries. It does not have a port. Hence, Serbia could normally not have France or Great Britain produce RPL units for it unless it gained access to a port (such as Salonika).

If all Serbian personnel centers are occupied by the Central Powers, the Entente still receives the equivalent of 1 Serbian personnel center available for manpower once per Quarter (January, April, July, and October). If this is the situation, France or Great Britain can produce Serbian RPL units without having a line of communication to a Serbian City.

RPL units produced in France or Great Britain are made with Serbian personnel points. They arrive in the French or British factory that produced them. They would then need to move to the location of a Serbian HQ for use.

If lost, a Serbian HQ can be rebuilt from Serbian RPL units. It would need to be reconstituted as close as possible to Serbia.

The Serbian Army must operate as close as possible to Serbian territory. This does not necessarily mean all in the same hex, but player's must be reasonable in their use of the Serbian Army according to the spirit of this rule (for example, the Serbian Army cannot redeploy to Mesopotamia).

Ottoman Empire

If the Ottoman Empire belongs to the Central Powers, it may have RPL units produced by Germany, in addition to units that it produces with its own factories.

RPL units produced in Germany are made with Ottoman personnel points. They normally arrive in the German factory that produced them. They would then need to move to the location of an Ottoman HQ for use.

If there is no rail link between Germany and the Ottoman Empire through territory controlled by the Central Powers, there is still an option for the production of Ottoman RPL and supply points by Germany. If Romania is neutral, the equipment and supplies of up to two full Ottoman RPL units and ten Ottoman supply points may be transported through Romania (and on through an either neutral or Central Power allied Bulgaria) to Istanbul. RPL units and supplies thus transported appear directly in Istanbul. They do not use rail movement assets.

* **BULGARIA**

If Bulgaria belongs to the Central Powers, it may have RPL units produced by Germany, in addition to units that it produces with its own factories.

RPL units produced in Germany are made with Bulgarian personnel points. They normally arrive in the German factory that produced them. They would then need to move to the location of a Bulgarian HQ for use.

* **ROMANIA**

Romania may have RPL units produced by Russia, in addition to units that it produces with its own factories.

RPL units produced in Russia are made with Romanian personnel points. They arrive in rail hexes in Russia that are adjacent to Romania.

- **PRODUCTION DELAY**

Units and Supply Points do not appear immediately when they are built. They must spend a certain amount of time in production.

The amount of time spent in production for a particular type of unit is found on the **Production Costs Chart** (for example: a new Infantry Division spends 6 months in production, a rebuilt Infantry Division takes 3 months). Players place new/rebuilt units and produced supply points on the production track. They are placed on the space corresponding to the date they are finished with production/rebuild (example, it is March 1915, the German player produces a new infantry division. It is placed on the production track on September 1915).

Units and supplies scheduled to appear in a given month are placed on the map during the Reinforcement Phase of the Economic Segment. Units are placed on the map in the same hex as a factory that could have helped produce it (for example: a German Infantry unit could appear in any hex occupied by a German Weaponry type factory). Should a unit be unable to be placed in the same hex as the proper type factory (due to the factory being enemy controlled or no longer belonging to the Factory Network), it is destroyed instead.

Units may be placed on a factory of the appropriate type even if that factory produced no production points that month (due to lack of resources).

-PRODUCTION RESTRICTIONS

Special Units (those having a higher full strength than those of a nation's regular forces) cannot be constructed until such time that their production would bring them into play at a time equal to or later than their first appearance as reinforcements in scenario games

Great Britain

- Indian
- Australian
- Canadian
- New Zealand
- Irish
- South African
- Royal Naval
- Tank Units (? Then 12-4)

France

- Senegalese
- Moroccan/Algerian
- Colonial
- Mountain
- Polish
- Tank Units (6-3 then 9-4)

German

- AlpenKorps
- Mountain
- Marine

Italian

- Bersagliari
- Mountain
- Alpine
- Arditi
- Czech

Austro – Hungarian

- Mountain

Russian

Polish

Czech

- FOODSTUFFS

Critical to the long term viability of any nation is its ability to feed its population. In the game this is represented by the expenditure of Food Resource points for the cities and urban hexsides of each nation.

Each Food Resource Centers produce a Food Resource Point each month, unless it is in an enemy zone of control. In this case the Food Resource Center produces nothing.

Food Resource Points are moved from the Resource Centers to the using personnel centers and urban hexsides in the same manner as other resource points are moved from their sources to factories (see rules xx to yy)

Food Resource Points are consumed in their nation of production first. Only excess can be exported to another country. This is true even in the case of occupied territories. In these cases, the population of the occupied territory must be supplied by its indigenous Food Resource Centers before the occupying power can use the extra Resource Points. For example: the Central player controls 6 personnel cities, 3 urban hexsides and 15 Food Resource Centers inside WW I Russia. He could only import 3 Food Resource Points that month from occupied Russia.

A nation has Food needs in proportion to the number of cities and urban hexsides it controls within its national boundaries. (note: cities occupied by the enemy no longer need to be fed by the resources of the friendly player) Each city that is also a personnel center (black map symbol of city center) requires a single Food Resource Point each month. Each urban hexside requires two Food Resource Points each month. City Centers connected to an urban hexside are not counted (the urban hexside is). Suburban hexsides and Cities that are not personnel centers (grey background symbols on the map) do not require Food Resource Points.

Players keep track of a country's Food Resource Point needs (totals of personnel center cities plus two times the number of urban hexsides controlled by the player) and availability on the country's war economy track.

A country receives 1 Demoralization Point per month for every unmet Food Resource point need. There is no need to supply Food Resource Points from a country to occupied territories.

Food Resource points cannot be saved from turn to turn. There are no food resource point stockpiles.

- MANPOWER

Cities and Urban hexsides produce manpower points. These are used in combination with factory's production points to create units.

Cities that are personnel centers produce one manpower point per month. Urban hexsides produce two manpower points per month. Cities that are not personnel centers do not produce manpower points.

Countries generally begin a scenario with a pool of manpower points. This pool is increased by monthly manpower point production, it is reduced by expending manpower points to create combat or naval units. Manpower points may be accumulated indefinitely.

- DEMORALIZATION EFFECTS

- SHAKEN MORALE

- ECONOMIC COLLAPSE

- RAIL LINE CONSTRUCTION

The rail network on the map shows the rail lines at the start of hostilities in 1914. It is possible, although costly and expensive, to build additional rail lines.

Wartime rail construction can only occur across suburban, clear, broken, desert, and forest hexsides. Construction is done by engineer units. To construct a rail line, an engineer unit must remain in the hex into which a rail line will be extended for a time period of 3 times the construction factor turns in the hex. Construction factors are: clear=1, broken or desert=2, suburban and woods=4 (so the time for an engineer to construct a rail line in a woods hex is $3 \times 4 = 12$ turns).

Rail lines can only be extended by construction one hex at a time.

At the start of construction, 5 supply points are expended. These are lost if the construction is interrupted, and construction must begin again.

Sometimes a river bridge is required (so that a newly constructed rail line can connect to a rail line on the other side of a river). Construction of the bridge must be completed before a rail line can be built on the other side of the river. Bridges across major rivers cannot be constructed in this game.

Bridge construction is completed at the rate and cost that a rail line could be built across the hexside if no river was present (so bridge construction effectively doubles the cost and time to construct an operational rail line across a hexside).

Progress of rail construction is shown by construction and rail line markers. Players need to note the turn construction begins so that they can accurately depict when construction is completed by the above rules.

Newly constructed rail lines are single track.

Players may use rail construction to convert a single track line to double track. This cost the same as above in terms of time and supply expenditure, but it may be done in multiple hexes along the line simultaneously.

Pre War Diplomacy

No player would commit the same monumental mistakes the Kaiser made. No one would opt to not renew the alliance with Russia. No one would build a near useless Battleship fleet and intimidate the British. No one would refuse British overtures for an alliance only to see their rapprochement with the French. For that matter, no one would give Aus Hun a "blank check". Given all of this, the pre-war diplomatic options are, in effect, minor adjustments to the game, or balanced alternatives to the historical.

- Belligerent Start Dates

There are now adjustable start dates for Later Belligerents (Ottomans, Italy, Bulgaria, Romania, Greece, USA). The actual dates of joining the hostilities for these nations are a result of a combination of the successes and failures of the two major sides, and luck (die rolling).

*** Ottoman Empire**

The Germans and Ottomans have a secret alliance at the commencement of hostilities. The Central Powers may attempt to activate this alliance during the political phase of any monthly special turn. The base chance of success is 20%, modified as follows:

Factors influencing entry

Positive – (+1% per personnel center captured by CP, +1% per Entente division equivalent surrendered), (+5% for capture of Belgrade), (+10% if Bulgaria belongs to Central Powers, +10% if Romania belongs to Central Powers)

Negative – (-2% per German division equivalent surrendered, -1% per AusHun division equivalent surrendered), (-5% if Greece belongs to Entente, -5% if Romania belongs to Entente, -10% if Great Britain belongs to Entente)

*** Italy**

Although the Italians belonged to the pre-war Central Powers, her obligation could only be triggered by aggression against that alliance. But most of all, Italy's true desire was for the return of the final areas still inside Austria-Hungary containing predominantly Italian speaking populations, the Tirol, and Trieste. This became an achievable objective due to German aggression at the start of the war, the failure of the Schlieffen plan, and the vulnerability of Austria Hungary as the war bogged down.

The Entente may attempt to bring Italy into their alliance during the political phase of any monthly special turn. The base chance of success is 0%, modified as follows:

Factors influencing entry

Positive – (+1% for every German and AusHun Personnel Center occupied by the Entente, +1% for every German or AusHun fort of originally 8sp or greater completely destroyed by the Entente, + 5% if Great Britain is an active Entente member, +3 % if Ottoman Empire is an active member of the Central Powers, +5% if year is 1916 or later).

Negative – (-5% if year is 1914, -10% if Germans occupy any hex of Paris, - 10% if Germany has not violated any country's neutrality [such as Belgium]).

*** Bulgaria**

Bulgaria has an intense hatred of Serbia as a result of the Second Balkan War. Their main objective is to get Macedonian territory from Serbia (and somewhat from Greece). This tilted Bulgaria toward the Central Powers camp. The historic Bulgarian enemy were the Turks of the Ottoman Empire. The Entente tried hard to bring Bulgaria into their alliance as well.

Both the Entente and the Central Powers may attempt to bring Bulgaria into their alliance during the political phase of any monthly special turn. The base chance of success is 0%, modified as follows ("towards CP" is a +% for CP, a -% for the Entente):

Factors influencing entry

Towards CP – (1% per French or Russian personnel center controlled by CP),(3% if Romania belongs to Entente) (25% if Belgrade occupied by Central Powers), (2% per German division equivalent operating in or within 2 hexes of Serbia)

Towards Entente – (5% if Ottoman Empire belongs to CP), (1% per German or AusHun personnel center controlled by Entente)

Bulgaria automatically joins the Central Powers at the start of the next turn after any Central Powers unit is adjacent to Nish (map 6-5 hex 2413)

*** Romania**

Romania has problems with all of her neighbors. She greatly desires AusHun territory (particularly Transylvania), but also desires Russian territory (Bessarabia) and has lingering problems with Bulgaria due to the Second Balkan War.

Both the Entente and the Central Powers may attempt to bring Romania into their alliance during the political phase of any monthly special turn. The base chance of success is 0%, modified as follows (“towards CP” is a +% for CP, a -% for the Entente):

Factors influencing entry

Towards CP – (1% per French or Russian personnel center controlled by CP), (10% if Russia suffers Shaken Morale), (5% if Bulgaria belongs to Entente, 5% if Ottoman Empire belongs to Entente)

Towards Entente – (5% if Bulgaria belongs to CP, 5% if Ottoman Empire belongs to CP), (+1% per German or AusHun personnel center controlled by Entente), (25% if AusHun suffers Shaken Morale, 33% if Germany suffers Shaken Morale)

*** Greece**

Greece had a treaty with Serbia that compelled them to come to Serbia’s aid if Serbia was attacked by Bulgaria. However, the Greek king adamantly wanted to remain out of the war, if not join the Central powers (However, given Greece’s debt to, and vulnerability to, the British navy, this was impossible). His Prime Minister was in the opposite camp, and the country was politically divided. It is therefore plausible that Greece could have joined either side. Greece can also be “slanted” towards one side while still neutral. The political situation in Greece, and its belligerent status/involvement, is one of the most complex situations in all of World War One.

If Bulgaria joins the Central Powers, the Entente can enter Greece north of the 1881 border, even if Greece is still neutral. Units may land at Thessolnika as if it were an Entente port. Entente units may then move freely within the part of Greece north of the 1881 border. Any Entente unit that enters other parts of Greece while Greece is still neutral is removed from play (it is interned).

The Entrenched Camp. The British insisted on the creation of a system of fortifications to protect Thessalonica. Until this “Entrenched Camp” is completed, only the British 10th Division can move/attack more than three hexes from Thessalonica. All other British units must remain within 3 hexes of Thessalonica, constructing trenches in the hexes identified below. The Entrenched Camp consists of hexes 1913, 2012, 2113, 2213, and 2114. The camp is built in accordance with Standard Rule 22. No British units can attack any Central Powers units further

than 3 hexes (inclusive) from Thessalonika until the camp is completed and properly garrisoned. These trenches are permanent as long as a garrison of five (5) Strength Points in any combination of hexes comprising the camp is maintained. No trench markers are removed from the Entrenched Camp under Standard Rules 22-8 or 22-11. Once all hexes in the camp have trench markers, British units may freely move further from Thessalonika.

Although Entente units (French and British) may be operating in Northern Greece, Greece will still be considered a neutral country by the Central Powers, unless it joins the Entente outright. Central Powers units may not cross the Greek border if Greece is neutral. They may, however, attack Entente units across the border. If Romania joins the Entente, Central Powers units may immediately cross into Northern Greece.

Greek Army. Greek units cannot attack or move until they enter the war. They will counterattack if attacked. Entente units ignore all Greek ZOCs, but Central Powers units must pay appropriate ZOC movement costs at all times. The first time a Central Powers unit enters a particular Greek unit's ZOC, it must stop. At the beginning of the next Central Power Movement Phase, the Central Power player rolls one die for each Greek occupied hex in a Central Power's ZOC. On a roll of 1, at least 2 Central Powers infantry or cavalry strength points must stay in contact with that unit (within the Greek unit's ZOC). The Greek unit is removed after one month. On a roll of 2-6, the Greek unit is immediately removed.

The Entente may attempt to bring Greece into their alliance during the political phase of any monthly special turn. The base chance of success is 0%, modified as follows:

Factors influencing entry

Negative – (-1% per French personnel center controlled by CP, -1% per 2 Russian personnel centers controlled by CP), (-5% if Bulgaria belongs to Entente, -5% if Ottoman Empire belongs to Entente) (-10% if CP units control Thessalonika)

Towards Entente – (+10% if Bulgaria belongs to CP, +2% if Ottoman Empire belongs to CP), (+1% per German or AusHun personnel center controlled by Entente), (+5% if AusHun suffers Shaken Morale, +10% if Germany suffers Shaken Morale) (+5% if CP units in Northern Greece)

Twenty months after first moving units into Thessalonika, and if the Entente still controls that port, and if the above factors make Greek War Entry possible (that is greater than 0%), the Entente may force Greece into the war by moving a total of 12 Strength Points to occupy Athens. The units involved in occupying Athens must start from the Entente occupied part of Greece or Macedonia and move into Old Greece. Once Athens is occupied, Greece enters the war as part of the Entente. Greek regular units cannot move or attack until released per the Reinforcement Schedule. Convert the following 1-4 Inf XXs to 2-4 Inf XXs if still on the map: I, II, III, IV, V, VII, IX, XIII, XIV. Remove the following 1-4 Inf XXs if still on the map: VI, VIII, X, XI, XII. Remove the following XXX HQs if still on the map: B, C, D, E

* **United States**

The United States had a strong desire to remain neutral. However, she viewed unrestricted submarine warfare as evil, and a violation of her neutrality. As a result, US belligerency is influenced almost wholly by German submarine warfare. (see rules for causation of Unrestricted Submarine Warfare, and influence on US war entry below).

- POLITICAL RESTRICTION ON MILITARY POWER PROJECTION (ala Brits in Palestine)

- NAVAL WAR

While the naval aspects of World War One are fascinating, they had very limited interaction with the ground campaigns that are the focus of the Der Weltkrieg game system. This is because of the balance between naval forces during the war, the limited occurrence of naval combat, and the desire of countries with smaller naval forces to retain the threat of their “fleet in being” by not taking serious risks.

As a result, major restrictions are in place regarding the use of naval force projection in various areas during the game.

The strategic map shows coastlines, ports, and sea areas. Each hex on the strategic map corresponds to a megahex on the regular game maps. Ports of level 3 and higher are shown by name.

The following details the restrictions on naval capabilities in each sea area for both sides.

Baltic Sea

The German player can transport units/supplies by sea and can sustain units through ports, but cannot conduct amphibious operations (Note: The German landings on Baltic Islands are not represented in the game).

The Entente player cannot transport units/supplies by sea, cannot sustain units through ports, and cannot conduct amphibious operations.

North Sea (areas to the East of the Straights of Dover)

The German player cannot transport units/supplies by sea, cannot sustain units through ports, and cannot conduct amphibious operations.

The Entente player can transport units/supplies by sea, can sustain units through ports, but cannot conduct amphibious operations.

English Channel (areas to the West of the Straights of Dover)

The German player cannot transport units/supplies by sea, cannot sustain units through ports, and cannot conduct amphibious operations.

The Entente player can transport units/supplies by sea, can sustain units through ports, and can conduct amphibious operations.

Adriatic (any areas North of Albania)

The Central Powers player cannot transport units/supplies by sea, cannot sustain units through ports, and cannot conduct amphibious operations.

The Entente player cannot transport units/supplies by sea, cannot sustain units through ports, and cannot conduct amphibious operations.

Mediterranean (Includes Aegean, and Albanian and Greek coasts of lower Adriatic)

The Central Powers player cannot transport units/supplies by sea, cannot sustain units through ports, and cannot conduct amphibious operations.

The Entente player can transport units/supplies by sea, can sustain units through ports, and can conduct amphibious operations.

Persian Gulf

The Central Powers player cannot transport units/supplies by sea, cannot sustain units through ports, and cannot conduct amphibious operations.

The Entente player can transport units/supplies by sea, can sustain units through ports, and can conduct amphibious operations.

Black Sea

The Ottoman Empire (only) can move 3 Strength Points and/or Supply Points by sea between any two Ottoman ports each month. Only Ottoman reinforcements, replacements and/or Supply Points arriving per the Reinforcement Chart can be transported by sea. No other sea transport is allowed.

Russia can transport units/supplies by sea, can sustain units through ports, and can conduct limited amphibious operations. The Russian player may begin to attempt amphibious assaults starting in the February 1916 Special Monthly Turn. The Russian player can attempt three amphibious assaults for the remainder of the game. (see rules xxx)

Turkish Straights

The Central Powers player can transport units/supplies by sea, cannot sustain units through ports, and cannot conduct amphibious operations.

The Entente player can transport units/supplies by sea, can sustain units through ports, and can conduct amphibious operations ONLY if he controls an operational port within this area.

- MERCHANT SHIPPING

Merchant shipping in the game handles three mechanisms:

1. Importation of Raw Materials and Food Stuffs (Resource Points) across the seas for a national economy.
2. Transportation of Combat Units and Supply Points by Sea.
3. The supply and provisioning of Combat Units with food/materials outside of munitions.

Import/Export of Resource Points

The Entente Player may import up to **XXX** Resource points to Great Britain/France from the Americas without penalty. This is all handled off map.

The Entente Player may import **YYY** Resource points from the Americas to Italy without penalty. This is also handled entirely off map.

The Entente Player may import **ZZZ** Resource points from Great Britain to Italy without penalty. This is also handled entirely off map.

The Central Powers player may import any Swedish Resource points to Germany without penalty.

Importation above these levels is made by reducing the amount of shipping available to handle the transport of units/supplies, and the provisioning of units operating overseas.

PORTS

Ports are shown on the map with the port symbol. Note that not all cities on coastlines are necessarily ports, and that some ports exist upriver away from the coastline.

For a port that is on a river or estuary to be able to operate, both sides of each hexside that connect the port's hex to the open ocean must be free of enemy combat units.

Each port has a number printed on the map next to the port symbol. This is the port's level at the start of the war. This represents the amount of throughput the port can handle.

Level one and two ports may only handle the loading and unloading of land units and supply points.

Only level three and higher ports can handle the throughput of Resource Points.

The difference between port levels is rather extreme. A level three port can handle twice what a level two port can. A level four port can handle twice what a level three port can. A level five port can handle three times what a level four port can.

A Level 1 port can unload 2 strength points or 2 supply points per turn. (it can load/unload in any combination, but the MAX throughput is 2. Example - Basra operating at max throughput can load 2 strength points of a division onto transports. It would take 3 full turns to upload a 6 strength point division onto transports at this rate. Nothing could unload at Basra while this is going on. All capacity being used in uploading the division).

A Level 2 port can unload 6 strength points or supply points per turn.

A Level 3 port can unload 18 strength points or supply points per turn. This is also this level port's max effort. It could not do this AND handle the throughput of Resource Points. [[need to add what the throughput of a Resource Point does to reduce the sup/str point throughput capacity of a port]]

Non – Infantry units can take longer to load or unload. Cavalry takes 6 times per SP. Artillery takes 3 times per SP, HQ takes 6 times per SP, Armor takes same time as infantry strength points.

For shipping times:

[[see strategic (named Naval Transport Display) for transit distances. Shipping moving at 10 megahexes per turn]] Transport time Basra to Suez is 6 turns (not including time to upload, nor time to unload).

When a port changes hands (occupied by the previously non-operating side), it is immediately downgraded 3 levels (but never below a minimum level of 0, completely inoperative).

Port Damage is shown through the use of Port Damage Markers (-1, -2, -3, Inop)

Ports may be damaged intentionally by engineers. Every turn an engineer spends the entire movement phase at a port, it may roll a single die. If the die roll is greater than the current operating level of the port, it is reduced by one level.

It takes 3 full turns for an inoperative port to return to operation as a level one port. A port is repaired by an engineer unit at the rate of 2sp of loading/unloading ability per 3 full turns. At this rate, an inoperative port returns to level 2 capacity after 9 full turns, returns to level 3 capacity after 27 turns, returns to level 4 capacity after 54 turns, and returns to level 5 capacity after 162 turns.

Also, for a port to return to operation, it must have a valid lane to the open sea. This lane is a chain of connected sea and partial sea hexes that is controlled by the player who controls the port. (Note that for the port in hex 3911 on Map 7-6 to be in operation for the Entente, the Entente would also have to control hexes 3811, 3812, and 3713, OR a similar route through, for example, 3912, 3812, 3813, and 3714)

Transport of Units and Supply Points

Naval transport points allow players to transport land units and supply points between friendly operated ports in allowable sea zones.

Naval transport is conducted during the friendly naval movement phase of a player turn.

To begin Naval transport, a unit or supply point must start the naval movement phase in the port it will embark from. It cannot start the phase entrained.

The unit or supply points are loaded from the port onto available Naval transport points up to a limit of the port's throughput capacity.

Sometimes, a unit (or the desired quantity of supply points) cannot be loaded onto Naval Transport within a naval movement phase. In this case, an "embarkation" counter is placed atop the unit. Directly underneath the embarked counter, the player places a number marker showing the number of strength points of that unit currently embarked.

Units and supply points that begin an impulse fully loaded on the naval transport map may move up to 10 hexes on that map during a single naval movement phase.

In traversing short distances across the water, units may, under certain circumstances, load, move across the sea, and unload all during the same naval movement phase.

To make this "short distance" naval move all in the course of a single naval transport phase, the unit doing so cannot use more than one half of the port capacity of either the embarkation or debarkation ports, and both ports must be no farther apart than two hexes on the strategic map.

Units and or supplies may be disembarked in a port up to a limit of the ports throughput capacity during a single naval movement phase. Note that any embarkation at that port is deducted from available throughput capacity.

Sometimes, a unit (or the desired quantity of supply points) cannot be unloaded from Naval Transport within a single naval movement phase. In this case, an "embarkation" counter is placed atop the unit. Directly underneath the embarked counter, the player places a number marker showing the number of strength points of that unit currently embarked.

Each side has naval transport points. These are represented by naval transport point markers.

These points stay on the naval transport map at all times. Points must be located in the same hex as the port they are loading or unloading in. Players can only load or unload onto or from naval transport points at a port. If the needed transport points are not in the same hex as a port, the ports throughput capacity cannot be used.

Naval transport points may be limited to specific sea areas (for example, Russian transports on the Black Sea). See country specific rules for the limitations on the movement of naval transport points.

Sustainment of Overseas Units

Units operating outside of their home country, and who do not have a viable overland connection to their home country, must be sustained by merchant shipping resources.

A viable overland connection is a line of communication of no more than 10 hexes to an active rail line that connects to an operational factory of the home country. This distance may be no more than 8 hexes for non-infantry type units (but only applies to cavalry from November through June inclusive).

Units that cannot be sustained by overland or merchant shipping suffer attrition at the same rates as surrounded units (see rules XXX)

The merchant shipping resources available for unit sustainment are different from those used for naval transport.

Overseas sustainment is conducted by creating virtual pipelines of merchant shipping from port(s) in the home country to port(s) that the units have a viable overland connection to. Ports limit the amount of forces that can be sustained through merchant shipping. A single level 1 port can sustain up to **CCC** of division equivalents. A single level 2 port can sustain up to **DDD** division equivalents. A level 3 port can sustain up to **EEE**, a level 4 port up to **FFF**, and a level 5 port up to **GGG** division equivalents. **[[base on Thessalonika, total Brit and US in France,]]**

The sustainment capacity of any number of ports interconnected by active rail lines can be combined to support large forces (for example, British and American armies operating in France).

Sustainment is conducted through merchant sustainment pipelines. Merchant pipeline markers are used on the naval transport map to show their origin and terminal points. If pipelines link a group of ports on one end, then the marker is placed at the point farthest from the opposite end (example, the British have a merchant pipeline between Great Britain and Egypt. The British are using the ports of Glasgow and Southampton as the origin points. The origin pipeline marker is placed on Glasgow, as it is further from Egypt than Southampton is).

The amount of merchant shipping in a pipeline is reflected by on the merchant sustainment pipeline display.

The amount of merchant shipping required for a pipeline to sustain a division equivalent is dependent on the length of the pipeline (from origin marker to terminal marker), as represented by hexes on the naval movement display. A pipeline of up to **HHH** hexes requires 1 merchant sustainment point per division equivalent. A pipeline of up to **JJJ** hexes requires 1.5 merchant sustainment points (round fractions up) per division equivalent. Up to **KKK** hexes requires 2 merchant points per division, up to **LLL** hexes requires 3, and so on **(see table below)**

[[merchant points per division for pipelines of given lengths]]

Merchant sustainment pipelines are not created instantaneously. In any scenario, merchant sustainment points either start in a specific port, or are already allocated to existing pipelines. Merchant shipping is docked, unused, at a port that contains an “origin” counter that is flipped to its “docked” side on the naval movement display.

Pipelines are created by first adjusting the number of merchant points in the pipeline during the initial naval movement impulse. Points can remain docked by transferring from one “docked” pipeline to another within the same hex on the naval movement display.

Once the pipeline contains the number of shipping points the player wants to use, the player flips the “origin” counter over to its “origin” side. He then places the “terminal” counter in the same hex on the naval movement display.

“Terminal” pipeline counters on the naval movement display at the start of a naval movement impulse may be moved up to 5 hexes on the naval movement display.

“Docked” pipeline counters can also be moved up to 5 hexes on the naval movement display if they are not used to create pipelines during an impulse (this allows you to move unused shipping to new ports).

A player moves the “Terminal” pipeline counter on the naval movement display until it reaches the desired pipeline end point. Once it reaches the terminal destination, the pipeline is active and can be used to sustain forces overseas.

“Terminal” markers can be moved from one port to another. This is done by moving the “Terminal” marker on the naval movement display. The marker can be moved up to 5 hexes on this display per naval impulse.

Increasing or Reducing shipping in a Pipeline. Merchant shipping added to a pipeline does not have an immediate effect on the capacity of that pipeline. Merchant shipping is added to the pipeline at the “origin” point. This means the points must move there first. The delay in capacity increase is equal to the amount of time it would take the shipping to move from the “origin” to the “terminal”. Players will have to note these times on paper (example, British player adds a merchant point to the Glasgow to Thessalonika pipeline. It is 45 hexes on the naval movement display from “origin” to “terminal”. It would take 9 impulses (4 and a half turns) to activate this pipeline to sustain units in Thesalonika).

Shipping removed from a pipeline does immediately reduce the sustainment capacity of the pipeline. Shipping removed from a pipeline becomes available to a player at the “origin” point a number of naval impulses after its removal equal to the time it would take for that shipping to move from the “terminal” back to the “origin” (for example, in the previous Glasgow to Thessalonika pipeline, merchant shipping removed from the pipeline would immediately be deducted from the pipelines capacity on the pipeline display, but would not be available at Glasgow until 9 naval impulses later).

Shipping removed from a pipeline is available as “docked” points at the origin once it completes the movement delay.

Units landed amphibiously who cannot be sustained by a port may be sustained “over the beach” at triple the regular rate. Distance to the beach for sustainment purposes cannot be longer than 3 hexes.

Only French units in Italy can be sustained through the French/Italian rail system. British and American units operating in Italy must be sustained by merchant shipping through Italian ports.

Conversion of naval transport or merchant sustainment shipping for Resource importation use

A player may opt to import additional Resource points than allowed by rules **MMM** by using shipping resources normally used for naval transport or merchant sustainment pipelines.

In order to be converted over to Resource shipping, merchant sustainment points or naval transport points must first be moved to the location the Resources will be shipped from (most usually the Americas).

Points are converted to use for Resource shipping at a rate of **NNN**.

Player who has converted points into use for Resource shipping may convert them back. Doing so takes place immediately, with the shipping points appearing at the Resource point of origin.

Players must note the points converted. It is NOT allowable to change points from Naval Transport to Resource shipping and then to Merchants sustainment points. Naval shipping can only be converted to Resource point shipping and then back to its original function.

- GUNFIRE SUPPORT

The British have two Naval Gunfire Support counters available for use in the Aegean. They can be used in support of an attack or counterattack. A naval unit can only be used once per month. Only one naval unit can be used to support any one attack or counterattack, regardless of the number of hexes involved.

The Russians have a Naval Gunfire Support counter available for use in the Black Sea. Its use is covered by **rules xxx** in the Ottoman Front Rulebook.

- AMPHIBIOUS ATTACK

Amphibious Assault Staging Area. Prior to an amphibious landing, a player must establish a Staging Area. The Staging area is a hex containing an operating port in which an Army level HQ with at least 10 supply points is also located.

The Staging Area is declared by placing the "Amphib Staging Area" marker on the hex. When this is done, the player must write down the location(s) of the hex(es) in which the Amphibious Landing is to take place.

All units that participate in an amphibious landing must be loaded onto transports at the staging area. This may take multiple turns, and is restricted by the loading capacity of the staging area port.

Only Infantry type units may participate in an amphibious landing. Units that are to participate are placed under the "Amphib Staging Area" marker in the staging area hex.

The amount of forces that can be used in an Amphibious Landing is limited by the Amphibious lift capacity of the player.

Amphibious Lift capacity is reduced due to distance between the staging area and the furthest landing hex. The capacity is reduced by twenty percent (round resulting fractions down) for every three or fraction of three hexes that the furthest landing hex is away from the staging area.

There is no reduction for the first three hexes in distance from the staging area to the furthest landing hex. (i.e., no reduction in capacity for landing up to 3 hexes from the staging area.

Reduction of 20% for distance of 4 to 6 hexes, 40% reduction for 7 to 9 hexes, up to a reduction of 80% for a distance of 13 to 15 hexes between the staging area and landing hex)

Amphibious Lift capacity is given in terms of strength points.

Amphibious lift capacity is expended when it is used. Additional capacity is gained through reinforcement or production.

Units are loaded onto the Amphibious Naval Force at TWICE the normal upload rate of the staging area's port.

Once loaded onto the Amphibious Transports, the player moves the Amphibious force to the landing area megahex by naval movement on the naval movement display.

Amphibious Landings may be against a single hex, or a chain of adjacent hexes. At least a full division must land in each hex of a chain of multiple hexes.

Amphibious landings may only be made into hexes not occupied by enemy land combat units.

Any landing hex must also contain either a clear or broken hexside along the shoreline (examples are hexes 3810, 3710, 3711, 3712, 3713, and 3714 on Map 7-6) AND have a "playable"

shoreline. A "playable" shoreline means that the hex contains at least some blue from sea terrain in the hex along the landing terrain (hex 4418 on Map 7-6 is an example that just barely meets this requirement) OR it has a coastline from end to end along an entire hexside, some of which is

clear or broken terrain (hex 2413 would be an example of this IF the hex had clear or broken terrain along the hexside it shares with 2513) . This rule means no "opposed" landings, no

landings in extreme terrain, and no landings in hexes with only a few meters of beach (like hex 4009).

Landings may not be made inside or through a straight if the enemy player controls both sides of any hex comprising that straight. The Dardanelles is a straight. It begins with the hexline

between hexes 3713 and 3813. The Dardanelles continues through the hexline between hexes 4109 and 4110.

Units of the same nationality must be stacked together if used for the initial landings (i.e., if both British units are used, they must be placed in the same hex). ANZAC units are treated as their own nationality for purposes of this rule.

Units landed amphibiously may not move, but may attack the turn of their landing.

Any unit involved in an amphibious assault must be able to trace a line of communication to a Headquarter containing at least one supply point at the end of the turn it lands. Units without a valid line of communication at the end of the landing turn are eliminated. For purposes of this rule, the line of communication may be traced through two friendly controlled ports across any number of sea hexes back to the Headquarter. A unit may also trace a line of communication from a landing hex to an adjacent landing hex if that adjacent hex contains a HQ with at least one supply point. Note that adjacent landing hexes do not need to be connected by land.

Feint landings. Any units landed amphibiously can be withdrawn after the enemy player's movement phase but before his combat phase the same turn it lands. When withdrawn, the units participating in the feint may relocate to either an adjacent friendly controlled hex, or to the Staging Area. Relocation of units involved in a feint landing does not count additionally against the lift capacity (but the initial feint landing does).

National Zone Integrity. Non British units that participate in an amphibious landing must always be stacked together in one hex or in multiple adjacent hexes. For example, if a British unit is placed with an ANZAC unit(s), the ANZAC units must have more strength points in the hex than the British units. French units would have their own zone.

Amphibiously landed units (both those in the initial assault, and those landed across beaches later on) operate at a distinct disadvantage. Until the player conducting the amphibious landing captures a port, all non-marine type units amphibiously landed operate at half strength. This means that a 6-4 would land as a 3-4. The other half of the unit is maintained at the Staging Area HQ. Amphibiously landed units return to full strength only after a port is captured.

Non-marine units landed and operating "over a beach" are treated as units possessing only half of their strength. In combat, they lose strength points from their already diminished strength. They may use RPL units to return them only to half strength. Example a 6-4 is operating in hex 3713 as a 3-4. If it loses a strength point in combat, it is now a 2-4 (NOT a half strength 5-4). It can use RPL only to return to 3-4 strength. The exceptions to this rule are 1 strength point brigades, dismounted cavalry (the 2Mtd XX for example) and marine type units (like the RN XX).

Units that lose all of their landing area strength points may be returned to full strength at the Staging area HQ by the expenditure of RPL equal to half of their counter strength. Example a 6-4 operating in 3713 as a 3-4. It loses all 3 strength points. It is removed from hex 3713. On a later turn, it is returned as a 6-4 at the HQ in 3315 by the expenditure of 3 replacement points.

Beachhead withdrawal. The landing player may opt to withdraw from hexes in which an amphibious landing was conducted.

If the Entente player decides to withdraw, he will withdraw his units over a seven-turn period. All attacks (both Ottoman and Entente) during this period must be supplied.

-SUB WARFARE / CONVOY

Submarine warfare is covered only abstractly by this game. World War One submarine warfare did not affect land combat operations, and had only a very minor effect on armament production. It had an effect on civilian morale, and when it got really dangerous, it was effectively

neutralized by the institution of convoys. On top of all of this, it brought the USA into the war against the Central Powers.

Unrestricted Submarine warfare was a measure of desperation taken by Germany. When German Demoralization level reaches **PPI**, there is a monthly chance that she will commence unrestricted submarine warfare. On the first monthly special turn after reaching this level, one die is rolled, on a roll of 1-3, Germany commences unrestricted submarine warfare. This roll is made each month thereafter, with the die roll decreased by -1 each subsequent month (first month, 1-3, second month, 1-4, third month, 1-5, fourth month, if it hasn't happened yet, its automatic).

During the special monthly turn after the introduction of Unrestricted Submarine Warfare, the United States may enter the war on the side of the Entente. During the first monthly special turn after the introduction of Unrestricted Submarine warfare, the Entente player rolls a single die, on a roll of 1-2, the USA joins the Entente as a belligerent. If the roll fails, the Entente tries again the next monthly special turn, with a -2 drm for each additional month (so USA enters first month after Unrestricted Sub Warfare on 1-2, enters two months later on 1-4 roll, and three months later automatically if not yet in).

For the first 6 months of Unrestricted Submarine warfare, Great Britain suffers **RRR** demoralization points during the monthly special turn. Thereafter, convoys are instituted, and the British shipping crisis is effectively ended.

- ADDITIONAL NEUTRALS (NETHERLANDS, SWITZERLAND, SWEDEN)

*** Netherlands**

Map 5-3 (West Front):

1 x 3-4 Inf X	1702	1/3
1 x 3-4 Inf X	1902	2/3
1 x 1-6 Cav X	2102	1

Map 5-4 (Central Germany):

1 x HQ	0419	(5sp)
1 x 3-4 Inf X	0420	1/1
1 x 3-4 Inf X	0518	2/1
1 x 6-4 Inf XX	1018	4
1 x 6-4 Inf XX	1020	2

Fortifications:

(27)	0617
(18)	0718
(18)	0719

Reinforcements:

The Dutch get a 4-3 REPL unit January 1915 and an additional one in January 1916 as reinforcements while still neutral. They also receive 5 supply points in November 1914 and another 5 in February 1915 as reinforcements.

Once their neutrality is violated, Dutch factories produce supply points and combat units as any other belligerent.

* Switzerland

Field Army

Geneva Insert:

1 x 2-4 Inf III 2460 (directly N of Geneva) 4 Ldw

Italy Map:

1 x 1-6 Cav X	0117	1
1 x 2-4 Inf III	0215	5 Ldw
1 x 8-4 Inf XX	0216	1
1 x 4-5 Mtn X	0417	1
1 x 4-5 Mtn X	0615	3
1 x 2-4 Inf III	0717	9 Ldw
3 rd HQ	1115	(x SP)
1 x 8-4 Inf XX	1115	5
1 x 4-4 Inf X	1311	2/6
1 x 4-4 Inf X	1312	1/6
1 x 2-4 Inf III	1318	8 Ldw
1 x 4-5 Mtn X	1515	6
1 x 2-4 Inf III	1615	12 Ldw

West Front Map:

1 x 2-4 Inf III	2824	3 Ldw
1 x 4-4 Inf X	2825	1/2
1 x 1-6 Cav X	2826	2
1 x 4-4 Inf X	2925	2/2
1 x 2-4 Inf III	2926	11 Ldw
2nd HQ	2927	(x SP)
1 x 8-4 Inf XX	2927	3
1 x 2-4 Inf III	3023	1 Ldw
1 x 2-4 Inf III	3025	13 Ldw
1 x 4-4 Inf X	3125	1/3
1 x 1-6 Cav X	3224	4
1 x 2-4 Inf III	3224	10 Ldw

1 x 2-4 Inf III	3325	14 Ldw
1 x 4-4 Inf X	3326	2/3
1 x 2-4 Inf III	3422	2 Ldw
1 x 2-4 Inf III	3424	6 Ldw
1st HQ	3425	(x SP)
1 x 0-3 Eng III	3425	1
1 x 2-4 Inf III	3524	7 Ldw
1 x 4-5 Mtn X	3526	5
1 x 1-6 Cav X	3623	3

Fortifications:

(12) 1115

(6) 1515

Swiss Reinforcements while Neutral