

The First World War



A strategic boardgame by Ted Raicer



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1.0 INTRODUCTION

August 1914: For two generations there has been no war between the Great Powers of Europe. Now, following the assassination of the Austrian Archduke Franz Ferdinand by Serb nationalists, the Central Powers (Germany and Austria-Hungary) are at war with the Allies (Russia, France and Britain). The cheering crowds in every nation expect their armies to return victorious "before the leaves fall." But there will be no easy triumph, and as more nations are drawn into the conflict, the bloodletting will continue on a massive scale for four more years. Finally, on November 11, 1918, a defeated Germany will sign the Armistice, ending what we know today as the First World War.

In *The First World War* you control the armies that battled for control of Europe's destiny. Deploying your forces on a game board of Europe from Constantinople to the English Channel, you must fight for control of key cities to gain victory in an age of Total War.

Players and Playing Time

The game can be played by 2, 3 or 4 players. In a 2-player game, a player represents either the Central Powers or the Allies. In a 3-player game, one player takes the Allies, another Germany, and the third the German Allied nations of Austria-Hungary and Bulgaria. In a 4-player game, one player takes the Western Allies, one takes the Eastern Allies, one takes Germany, and another the German Allied nations. Experienced players should be able to complete a game in about two hours; new players can expect to take somewhat longer.

2.0 COMPONENTS

Each copy of *The First World War* contains:

- 1 Game board
- 96 Armies (including 24 "Dummy" armies)
- 46 City Victory markers
- 30 Combat chits
 - 1 Game Turn marker
 - 1 Game Round marker
- 4 Victory Point markers
- 8 Game Order markers
- 4 Surrender markers
- 1 Treaty of Brest-Litovsk marker
- 2 Dice
- 1 Rules Booklet

If any of these parts are missing or damaged, we apologize for the inconvenience and ask that you contact us to receive any replacement parts needed. Please send your correspondence to:

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Attn.: Customer Service
Postbus 32
1380 AA Weesp
The Netherlands
E-Mail: info@phalanxgames.nl

2.1 The Game Board

The game board divides the map of First World War era Europe into three *Theaters of War* - the Western Theater, Italian Theater, and Eastern Theater. Each theater is sub-divided into two or more numbered *Fronts* (11 fronts total). Each front contains the location of one or more victory cities (46 in total). Ordinary victory city locations are shown with a box, color-coded to show the original owning faction. Replacement centers are shown by a circle in place of a box. Each front also contains one or more faction bases (hexagon shaped) which act as a special sort of city. Bases and cities within each Front are connected by *Attack Lines* which indicate which cities may be attacked. Finally each Front lists which armies may be deployed or moved there. National borders and terrain printed on the game board are for historical interest only - they have no effect on play.

Example: The Italian Theater is divided into the Trentino Front and the Isonzo Front. For ease of play these Fronts are numbered, respectively, 5 and 6. Front 6 (the Isonzo Front) contains four victory city locations: Venezia, Udine, Gorizia and Trieste. Venezia and Udine belong to the Western Allied (red) faction, while Gorizia and Trieste belong to the German Allied (blue) faction. Trieste and Venezia are replacement victory cities. There is also a base for each faction. An Attack Line connects all these locations. Finally, Front 6 notes that British (BR), Italian (IT), Austro-Hungarian (AH) and German (DE, Deutschland) armies may operate there. Armies that are not listed may not operate on that Front.



Note: There are restrictions on the placement and operation of certain armies in Fronts 5, 6, and 11, see 5.3 and 5.4.

The game board also contains a Game Turn Record Track and a

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Game Round Track to keep track of the current game turn and game round. There is a Victory Record Track where players can keep track of their current number of victory points (based on control of victory cities), a space to place the *Treaty of Brest-Litovsk* marker (if the treaty is in effect), the Surrender Track, and the Game Order Chart (if optional rule 9.2 is used).

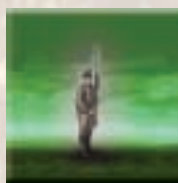
2.2 The Playing Pieces and Markers

Armies are playing pieces that are used to capture or defend victory cities. Armies are divided into four color-coded groups or *factions*: Western Allied (red), Eastern Allied (green), German (black), and German Allied (blue). These indicate which player controls that army.

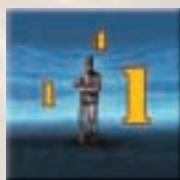
- Blue armies that are *not* Austro-Hungarian, are Bulgarian.
- Green armies that are *not* Russian, are Serbian, Montenegrin, Romanian, or Greek.
- Red armies that are *not* French, are British, Belgium, Italian, or US. The nationality is important in determining in which of the 11 numbered Fronts that army can operate.

Furthermore, each army lists its numbered or named designation. Each piece also contains a combat value (from 0 to 3) indicating the strength of that army in battle (the higher, the better). Armies have a game turn designation. The

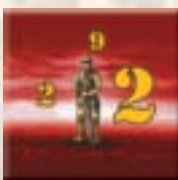
Dummy



Nationality:
Germany



Nationality:
Austria-Hungary



Nationality:
France



Nationality: Russia

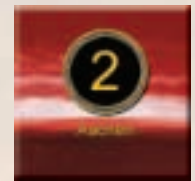
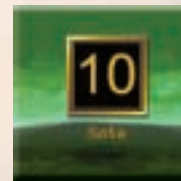
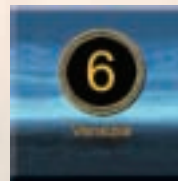
Designation

Combat Value

Game Turn
Designation

number indicates the game turn the army becomes available. If the number is "1", the army starts the game on the game board. Finally the back of each army indicates its faction only. Dummy armies have no nationality, designation or combat values.

The 46 *city victory markers* are all initially placed aside. They are placed on the game board when a victory city is captured by the opposing alliance. Each marker is printed in the color of the game faction that may capture the respective victory city through the use of combat. Some victory cities are also marked to indicate a replacement center.



The *Game Turn* and *Game Round* markers are used to record the current game turn (there are six) or current round (there are 16 per turn, four for each faction)

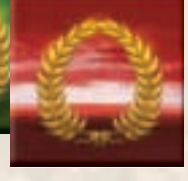
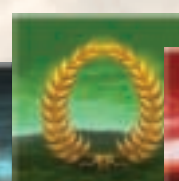
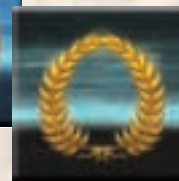
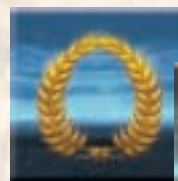
Game
Turn
Marker



Game
Round
Marker



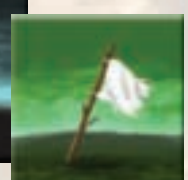
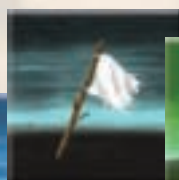
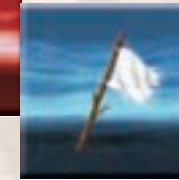
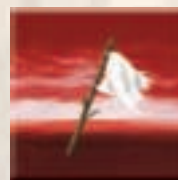
The four *Victory Point* markers are used to determine the current number of victory points of each of the game's four factions (Western Allied, Eastern Allied, German, German Allied).



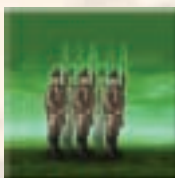
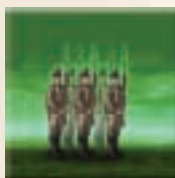
The *Treaty of Brest-Litovsk* marker is used to note if a peace treaty has been signed between the Russians and Romanians (of the Eastern Allied faction) and Germany.



The *Surrender* markers are used on the Surrender Track of the game board, see 6.5.



When optional rule 9.2 is used, players use the *Game Order* markers on the Game Order Chart.



2.3 The Combat Chits

The First World War includes 30 round *combat chits*. They are used to modify the combat effects.

2.4 The Dice

The game contains two special dice. The “S” means *Special* and allows players to draw a combat chit during combat, see 6.1 and 6.2.

2.5 Abbreviations

The following abbreviations are used throughout the rules:

AA	Armee-Abteilung
AH	Austria-Hungary
BE	Belgian
BR	British
BU	Bulgarian
DE	Germany (Deutschland)
FR	France
GR	Greek
IT	Italian
ITB	Italian Balkans Army
MEF	Mediterranean Expeditionary Force
MN	Montenegrin
OR	Orient (French Orient Army)
RO	Romanian
RU	Russian
SB	Serbian
US	United States

3.0 STARTING PLAY

In **The First World War** there are two *Alliances*: the *Allies* and the *Central Powers*. Each Alliance is divided into two *factions*. The Allies are divided into the Western Allied faction and the Eastern Allied faction. The Central Powers are divided into the German faction and the German Allied faction. Each faction contains one or more nationalities.

In a 2-player game one player takes the Allies and the other the Central Powers (but each player’s two factions will still operate separately).

In a 3-player game one player represents the Allies, while the others take the two Central Power factions (German and German Allied).

In a 4-player game, each player takes one of the four game factions (Western Allied, Eastern Allied, German, German Allied).

Players should separate their armies that start the game from those that enter it on later turns (reinforcements). *All* Dummy armies are available in game turn 1.

Armies themselves occupy a Front, not a particular city or base in that Front. Simply place them anywhere within the boundaries of a Front.

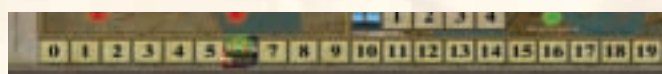
Reinforcements may be placed directly on the Game Turn Record Track on the space of the turn they enter the game. Place the game turn marker on the first space on the Game Turn Record Track

(1/1914). The game round marker should be kept handy near the Game Round Track. Place the *Treaty of Brest-Litovsk* marker and the *Surrender* markers aside until needed. The *Game Order* markers are only used when optional rule 9.2 is in effect.

Place all 46 city victory markers aside.

The 30 combat chits are divided into an Allied pile and a Central Powers pile. All chits with the “1914” designation are available at the start of the game. These chits are put into an Allied and a Central Powers cup (or similar container). The remaining chits are set aside. They will enter the game later.

The 4 Victory Point markers are placed in the “6” box on the Victory Point Track of the game board.



4.0 GENERAL COURSE OF PLAY

Players win **The First World War** by amassing the most victory points through control of cities (or in the case of the Eastern Allied faction, the Treaty of Brest-Litovsk), see 8.0.

4.1 The Game Turn

The game consists of up to six game turns. Each turn consists of the following activities in the following order, as outlined in the Sequence of Play:

4.2 The Sequence of Play

1. Deployment: First, all armies that are currently face-up are flipped face-down. Next, newly entering *reinforcements* (armies entering the game this game turn) and newly recreated *replacements* (previously eliminated armies returning to play) may deploy in *any* Front they are allowed to operate in. Previously removed dummy armies may be deployed in *any* Front that *any* army of their faction can operate.

Minimum Garrison Rule: Starting on game turn 2, each faction must deploy one reinforcement or replacement (*not* dummy) army on certain Fronts every game turn *if possible* (if there are enough armies to do so) *and* if there is not already an actual (not dummy) army of the faction deployed.

For the Western Allied and the German factions these are Fronts 1-4, for the Eastern Allied faction these are Fronts 7-9, and for the German Allied faction these are Fronts 5, 6, 9 and 10.

Note: A little bit of honesty is required here...

A player may choose to reveal (turn face-up) his armies at any time, but is only required to do so when attacking or defending.

Deployment takes place in the following order:

German Allied
Eastern Allied
Western Allied
German

2. Game Rounds. Each faction now takes four alternating rounds, in the order listed below (and shown on the Game Round Track):

German
Western Allied
Eastern Allied
German Allied

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Each round consists of *one* of the following *Actions* by *each* faction:

Combat: a faction may attack in any one Front in which it has actual (as opposed to dummy) armies. Attacking and defending armies must be flipped face-up.

Move: a faction may move any or all armies from one Front to any adjacent Front or Fronts, subject to the armies being allowed to operate in that area. (Dummy armies may operate in any area where any army of that faction can operate).

Strategic Transfer: a faction may transfer *one or two* armies from one Front to any other Front in which it can operate (*including from one Theater to another*).

Pass: Do nothing.

3. Victory Check. All armies are flipped over to their front side. If any faction has armies on a Front with no actual (not just dummy) armies of the opposing Alliance present, that faction immediately captures *one* victory city (if possible). If this is not possible (i.e., all victory cities already have been captured), the faction without an army receives one surrender point if it not already received a surrender point earlier in the game turn for this front, see 6.5.

Next, on game turn 6 (1918) or any turn any Alliance (*not* faction) controls all the victory cities in 6 or more Fronts, the game immediately ends and victory is determined.

If the game does not end, all factions that have at least one surrender point must roll the die.

If the game still does not end, the German faction may now offer the Eastern Allied faction a peace treaty (*Treaty of Brest-Litovsk*, see 8.1, *starting on game turn 4*). In a 2- or 3-player game the Eastern Allied faction *must* accept the Treaty if offered. In the 4-player game the Eastern Allied player may choose whether to accept.

4. Replacements. Previously eliminated armies are now returned to the game and placed on the Game Turn Record Track for the next game turn at the rate of 1 army per friendly Replacement Center held, see 7.0.

5. Combat Chits. Look for chits that enter the game in the next game turn and put them into the respective cup.

6. New Game Turn. Move the Surrender markers back to the "0" box of the Surrender Track. Advance the game turn marker and begin the next game turn.

5.0 MOVEMENT

There are no limits to the number of armies that may be in a single Front. Armies remain face-down unless a player chooses to reveal them or in combat. Armies may only enter Fronts if they are listed (by nationality or specific army name) on the game board in that Front. See also 5.3 and 5.4 for special restrictions and provisions.

Armies which enter a Front through movement must start in an adjacent Front in the same Theater. When a Front is activated for movement, not every army has to move, or move to the same Front.

Example: It is the German player's 2nd round. He declares he will move armies from Front 2. He moves 2 armies to Front 1, two armies to Front 3, and leaves one army in Front 2.



5.1 German Armies under the control of the German Allied faction

German armies which *start* any round in Fronts 5-6 or 9-11, are controlled for all purposes by the German Allied faction, and operate during the German Allied rounds (only).

5.2 Reclaiming Control

In a 2-player game, the German player can simply move back his armies into German operating Fronts by the *Move* or *Strategic Transfer* actions. In a 3- or 4-player game the German player may request these armies back (again via the *Move* or *Strategic Transfer* actions). However, because the German Allied player has to conduct the action (*Move* or *Strategic Transfer*) in his round, he has to agree on this.

Example: In a 4-player game the German 4th Army is located in Front 9. The German player would like to attack in the Western Theater later during the game turn. Therefore he needs the army back. He asks the German Allied player to use the *Strategic Transfer* action next and move the army to the Western Theater (Front 3). However, the German Allied player has different plans: he wants to continue his offensive towards Rovno and does not conduct a *Strategic Transfer*.

5.3 Italian Front Restriction

British, French and German armies may only operate (deploy, move into, or attack in) the Italian Theater (Fronts 5 and 6) starting on game turn 4.

5.4 Romanian Front Restriction

The Eastern Allied faction has two armies, the BR MEF and the FR Orient (OR) armies, that may only operate (deploy, move into, or attack in) Front 11 if the Eastern Allied faction controls Monastir (located in front 10).

6.0 COMBAT

Combat takes place when a player selects the *Combat* action. The currently active faction declares a combat in any *one* Front where that faction has actual (not just dummy) armies. He is the attacker and the opposing Alliance is the defender. The attacker now chooses which armies will take part in the combat (*dummy* armies may not take part). Those armies must be turned face up. All attacking armies present do *not* have to take part. Next the defender must reveal *all* armies (including dummy armies) present on that Front. All non-dummy armies must take part in the combat. Revealed dummy armies are removed from the game board. They will reenter the game during *Deployment* of the next game turn. After combat is resolved, all armies present are turned face-down.

If there are no armies (not counting dummy armies) belonging to the opposing Alliance, the active faction may immediately capture one victory city if available, ending the action. If an army (or armies) of the opposing Alliance is present, the combat must be resolved.

6.1 Resolving Combat

1. The defending faction puts a combat chit suitable for defense (facedown) on the table. Then the attacking faction puts a combat chit suitable for attacking (facedown) on the table (**Note:** There are 4 chits that *must* be used if in the hands of a player, see 6.2.2). It is quite possible that one or both factions will not have a combat chit they can use. A maximum of *one* combat chit may be used per faction per combat.
2. Each faction must choose one army as its *lead* attacker or defender (attacker first). The combat value (number of the playing piece) of that army is used in the combat.
3. If there are *more* attacking (it does not matter how many more) than defending armies (excluding all dummy armies) the attacker adds 1 to the combat value of his lead army. If there are *more* defending (it does not matter how many more) than attacking armies the defender adds 1 to the combat value of his lead army.
4. Each player rolls the die. A die roll result of "S" is treated as a "0" (but see 6.2). The combat value of the lead attacking army is added to the attacker's die roll, the combat value of the lead defending army is added to the defender's die roll.
5. The combat chits are flipped to their front side and their value is added or subtracted from the total, see 6.2.

If the attacker's total is higher than the defender's, the lead defending army is eliminated, and the attacking faction may capture one victory city on that Front (if available). If the defender's total is higher than the attacker's, the lead attacking army is eliminated. If the number is tied, *both* the lead attacking and defending armies are eliminated.

Example: The German faction is attacking the Western Allied faction on Front 1. He has 2 armies (both with a combat value of "3") whereas the Western Allied player has a British army of strength "3". The Western Allied player plays the *Machine Guns* combat chit inverted, the German player does not play a chit. The German player selects a lead army (as both armies have the same value, it does not really matter). Because he has more armies than the defender, he adds 1 to the combat value of the lead attacker (= 4). He rolls a 2 (= 6 total). The Western Allied player rolls a 3. He adds the Machine Guns (+1); his total is 7. He wins the combat and the German player loses his lead army.



6.2 Combat Chits

Both Alliances (Allies and Central Powers) have 15 combat chits each. At the start of the game they are separated according to owning

Alliance (green and red backsides belong to the Allied Powers, black and blue backsides to the Central Powers factions). Only the ones with the "1914" designation are available at the start of the game and are put into an Allied and a Central Powers cup. Chits are either used when attacking (red number) or while defending (white number). There are also chits with a "0" value; they can be used both in an attack and while defending (to bluff or to get rid of them, see below). A player may only use *one* combat chit per combat. A player can only use a combat chit when the *lead* army participating in that combat belongs to the country that may use it. After using a combat chit, it is put back into the respective cup (exception: see below). Combat chits enter play when a "S" result is rolled during combat. If this happens, the player *may* take a new combat chit; he is not obliged to do so.

6.2.1 Maximum Number of Chits

A player may hold a maximum of 3 combat chits at a time. If he is allowed to take a new one (but already has 3), he must put one of the chits he had (not the one just drawn!) back into the cup. If a player draws a chit that he cannot use (e.g., the Eastern Allied player draws a *British Rifles* chit), he may put it back into the cup at any time. This includes mandatory chits, see 6.2.2. He may not draw a new chit. New combat chits (see the year designations) are added to the cups during step 5 of a game turn, see 4.0.

6.2.2 Mandatory Chits

A few combat chits *must* be played in the next combat that allows their use after drawing them – *a player is forced to play them*. These include the *Pantalons Rouges*, *Shell Shortage*, *Kaisertreu*, and *Ludendorff*. After playing them, they are *permanently* removed from the game.

Note: The chits that have to be played have a *red* (Allied factions) or *blue* (Central Powers factions) backside.

6.3 Combat and the Combat Chits

Combat Results are modified by the combat chits played (if any). A plus (+) value is added to the combat result of a faction; a negative (-) value is subtracted from the combat result of a faction. The Player Aid Card lists all combat chits.

6.4 Attack Lines

All cities and bases are connected to one or more other cities by *Attack Lines*. When an attacker wins a battle he may capture any one enemy controlled victory city provided it is connected to a city or base he controls by an Attack Line. Place the respective victory city marker to show its new owner or remove it if the original owner recaptures it.

Sometimes a player has a choice which victory city he may capture, see Fronts 10 and 11. However, as long as there is a victory city available to be captured, a player may *not* advance on a base to inflict a surrender point.

Each time a victory city changes hands, the new "owner" gains 1 victory point while the player losing the city loses a victory point.



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Use the victory point markers on the game board to indicate the total number of victory points a faction has.

6.5 Bases and Surrender Points

Bases, unlike cities, do *not* count for victory points and never change hands (and thus have no marker).

However, if a player wins a combat and could - in theory - advance on a base, he inflicts one *Surrender* point. During the *Victory Check Phase* of each game turn, each player that has received one or more surrender points must roll the die. If the die roll result is *equal or lower* than the number of surrender points, he loses the game. The



opposing Alliance wins. If there are 2 players in the winning Alliance, they determine victory normally.

Rolling an "S" result has no effect (the faction does *not* surrender).

Note: It is possible (but unlikely) that factions from *both* Alliances

surrender at the same time; in this case, *all* players in the game have lost in this terrible war.

6.5.1 Surrender Points and the Game Turn

At the end of a game turn, all Surrender markers are placed into the "0" box of the Surrender Track. This means, a player gains Surrender points anew each game turn.

6.5.2 Limitations on Surrender Points per Front

A faction can only get *one* Surrender Point per Front.

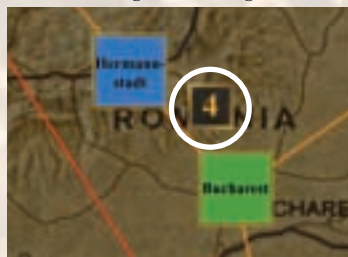
Example: The German faction wins a combat and could - in theory - advance on the base on Front 7. He inflicts one surrender Point on the Eastern Allied faction.

During the Victory Check at the end of a game turn the Eastern Allied faction still has no army on Front 7. However, because the German faction inflicted a surrender point already earlier during the same turn, the Eastern Allied faction does not get an additional surrender point for Front 7.

6.6 Neutral Attack Lines

Certain Attack Lines connect to cities in nations that were initially neutral in the war. The Attack Line notes the game turn (game turns 3 or 4) that cities connected across that line can be captured.

Example: Bucharest cannot be captured before game turn 4 (and thus Odessa, which is connected through Bucharest, cannot change hands before game turn 4 as well).



7.0 REINFORCEMENTS AND REPLACEMENTS

At the start of the game all armies that do *not* begin in play (see their game turn designation, 2.2) are placed directly on the Game Turn Record Track on the space of the turn they enter the game. During the Deployment Step of the game turn the owning players take them

and bring them into play in any Front that they are allowed to operate in (see the game board). **Example:** Front 9 lists the abbreviations AH, DE, and RU. This means that only Austro-Hungarian, German, and Russian armies may operate in this Front.

During the Replacement Step each faction may replace eliminated armies. Each friendly replacement center a player holds allows him to bring back one eliminated army. Replaced armies re-enter the game on the following game turn as if they were reinforcements. The Eastern Allied faction may replace 5 armies, the other three factions may replace 4 armies each.

These numbers may be modified as explained below. Unused replacement steps cannot be saved from game turn to game turn; they are lost. If a player has excess losses, he may choose his replacement armies among the eliminated units.



7.1 Replacement Centers

The German faction's replacement allowance is reduced by one for each of Aachen, Metz, Berlin and Breslau in enemy control.

The German Allied faction's replacement allowance is reduced by one for each of Trieste, Wien, Budapest and Lemberg in enemy control.

The Western Allied faction's replacement allowance is reduced by one for each of Calais, Paris, Nancy and Venezia in enemy control.

The Eastern Allied faction's replacement allowance is reduced by one for each of Riga, Warszawa, Minsk, Kiev and Odessa in enemy control.

Note: Players do *not* gain replacement armies through the control of enemy replacement centers.

7.2 Special Eastern Allied Replacement Restriction

Though controlled by the Eastern Allied faction for all purposes, the IT Balkans (ITB), BR MEF, and FR Orient (OR) armies count against the Western Allied replacement capacity. In a 4-player game, to get them replaced, the Eastern Allied player must request the Western Allied player replace them.

8.0 WINNING

Players win the game by forcing the other Alliance to *Surrender* (see 6.5) or by gaining *Victory Points* through the control of victory cities. All factions start with 6 Victory Points each.

For each victory city a faction captures, it adds 1 victory point on the Victory Point Track on the game board. The losing faction decreases its amount of victory points on the Victory Point Track by one. A player can never have less than "0" victory points, no matter what happens!

Example: The Western Allied faction captures Aachen early in the game. The Western Allied faction victory marker is moved into the "7" box of the Victory Point Track; the German faction victory markers is moved into the "5" box.

Regardless of the number of players, a player's Alliance must win the war in order for the player to win the game.

To determine which Alliance wins, add the victory point totals of both factions and compare it to the total of the two factions of the

opposing Alliance. The higher total wins. In the event of a tie, the Central Powers wins.

In a 3-player game the Allied player wins as in the 2-player version. But if the Allied player loses, the German player wins if he has *at least 3 more* victory points than the German Allied player, otherwise the German Allied player wins.

In a 4-player game, first determine which Alliance wins as in a 2-player contest. If the Central Powers win, determine the individual player victory as in the 3-player version. If the Allies win, the Western Allied faction wins if he has *at least 1 more* victory point than the Eastern Allied player (including Eastern Allied points from a Treaty of Brest-Litovsk). If not, the Eastern Allied player wins.

8.1 Treaty of Brest-Litovsk

During the *Victory Check* phase of *game turn 4 or later* and if the game does not end, the German faction may offer the Eastern Allied faction a peace treaty. If it is accepted, no Russian or Romanian armies may attack or be attacked for the rest of the game. Victory cities may not change hands thereafter in Fronts 7, 8, and 9. They may change hands in Front 11 only in combats involving the BR MEF or FR Orient (OR) armies. The German faction must have and maintain at least 1 army each in Fronts 7, 8, and 9 for the rest of the game. The German Allied faction must maintain at least 3 armies in Front 9 for the rest of the game. In a 2- or 3-player game the Allied player *must* accept an offer of a peace treaty.

In a 4-player game, the Eastern Allied player may refuse (though the offer may be repeated in a later game turn). If the Allied Alliance wins a 4-player game, the Eastern Allied faction receives 8 additional victory points for determining which Allied faction wins the game if it accepted the treaty.



Credits

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Many thanks to all playtesters.

9.0 OPTIONAL RULES

The following rules may be added, singularly or both together, to *The First World War* if both players agree to use them before the start of the game.

9.1 The Schlieffen Plan

Armies of the German faction may only attack on Fronts 1, 2, and 3 during game turn 1.

9.2 Variable Deployment and Game Round Order

Starting on game turn 2 and until the end of the game, the order in which armies are deployed and game rounds are played, is determined randomly. One die per faction is rolled (rolling a “S” result counts as a “0”). The faction that has rolled the highest number may determine first at which time it will deploy armies and conduct game rounds, followed by the second-highest roller etc. In case of a tie, reroll the die.

Example: The Eastern Allied faction has rolled the highest number. It determines to deploy armies last and conduct game rounds second.



To show in which order armies are deployed and game rounds are conducted, the players place their two Game Order markers in the respective boxes on the game board.

9.3 Historical Set Up

Players wishing to use a “historical” set up may try the following for the first game turn:

Front	Allies	Central Powers
1	1 BE	1, 2 DE
2	1 BR, 5 FR	3, 4 DE
3	2, 3, 4 FR	5, 6 DE
4	1 FR	7 DE
5		
6		
7	1, 2 RU	8 DE
8	9 RU	AA DE
9	3, 4, 5, 8 RU	1, 3, 4 AH
10	1, 2, SB, MN	5, 6 AH
11		