

# What's on the disk and how to use it

The disk contains a number of *pdf* files that are intended to make playing *Storm of Steel* a simpler and more satisfying experience by addressing two issues:

- Speeding up game play
- Making it more likely that important design concepts will not get lost

All of these aids have been in use for time periods stretching into years. During that time they have undergone various changes and enhancements in order to increase their utility.

They will not turn you into a great player, but they will guide and direct you toward better play and a more satisfying gaming experience.

## Disk Contents

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- SoSHexDiagram.pdf (1 pg)

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- SoSRusRailCap\_v2.pdf (1 pg)
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SoSExpansionAdditionalCounters.pdf (2 pp)

## *An apology...*

You are seeing this much, much later than was supposed to have been the case. The delay is entirely my fault, and results from a series of ailments that have continued to grow in their ability to mess up my life during much of the past three years. After an initial period of improvement a total knee replacement left me with nearly-constant pain in my right knee. A revision (i.e., a complete replacement of the original device) in 2009 resulted, ultimately, in little improvement.

Pain and depression are both debilitating, a situation made worst by the fatigue that accompanies them. Drugs are part of the answer, but they, too, slow a body down. Things are better now, and I'm looking forward to better days ahead. The completion of this project is enormously encouraging to me.

During all of this, Doc has been more supportive than I deserve, for which I am more than thankful. As a result, this is finally done. I hope it will add to your enjoyment of this wonderful game.

*Bob Medrow*

Both the first and the fifth item on the Content's list are self-explanatory. The three folders divide the play-aids into three groups. There are a number of military axioms to the effect that having to fix errors in initial deployment may prove anywhere from difficult to disastrous, and that's the topic of the first folder. With a couple of exceptions, items in the second folder are expansions or modifications of charts included in the original game. The third folder's content deals mostly with three important considerations during play of the game: combat, losses and production.

## GAME SETUP

There's no getting around the fact that the Campaign Game of *SoS* involves a serious commitment of both time and space. Although, as strategic-level games go, *SoS* is not particularly complex, there is a lot of which to keep track.

The most common perception of WW I is that it began with a rush of movement and combat, followed by years of incremental movement and bloody trench warfare. A more accurate description is that operational movement dominates the opening months, while both tactical and strategic movement are more important later on (except in the East). This places a premium on initial troop placement.

### SoS 1914 Setups

Most units are to be set up on or adjacent to a numbered deployment hex. A few begin off-map on the World Display, while some begin in specific cities or are deployed according to a specified criterion (e.g., "Within two hexes of any North Sea/Baltic Sea hex in Germany, West map.").

As the color version of these sheets evolved they came to incorporate various aspects of the rules. The idea was that, in looking at these sheets, you'd be reminded of other game elements, such as the important deployment limitations on British units beginning either off map or on the Mid-East map.

The black and white mini-map has proven useful in deciding on both French and German unit deployments in the thickly inhabited frontier area. Because of the close proximity of the armies of each side it is likely that units of more than one army will end up in the same hex. I've found it a lot easier to get the desired distribution of units along the border by using this map. It's also a handy place upon which to note the contents of a particular enemy hex when it's been revealed by some game action.

The best scheme I've found for recording setup positions for units starting either on or adjacent to a particular hex uses a simple number code for each of the units at a particular deployment hex, with the number code recorded on the setup sheet. If the unit goes on the deployment hex itself, place a zero in the upper part of its counter image.

For recording the locations of adjacent units the Hex Diagrams on the second pdf file are, after being cut out, placed on the map with the North arrow properly situated. You'll see an example of this placement in Figure 2.

To illustrate, let's look at Serbia where things, more or less, began. The capital, Belgrade, is a valuable piece of real estate. Left unoccupied, units of both the 5th and 6th Austro-Hungarian armies can reach it during the first impulse. The military resources available to the Serbs are shown in Figure 1.











Deployment Hex (on or adjacent to)			
1 (M 1103)	 1-2-1	 6-2-2	 4-1-2
2 (M 1003)	 1-2-1	 6-2-2	 4-1-2
3 (M 1204)	 1-3-1	 6-2-2	 4-1-2
Anywhere in Serbia	 2-1-3	Serbian units can trace LOC/supply to Nish in Summer, 1914, and supply to Salonika beginning in Autumn, 1914 if there is a Naval Transport there and a LOC to an industrial city in Great Britain or France	

Fig. 1 Serbian Initial Forces, Summer, 1914

Other than the cavalry unit, only 2nd Army corps and its HQ can locate in Belgrade. To see how it might look, suppose that we begin by placing the 6-2-2 in Belgrade while the HQ remains in the deployment hex itself, and the 4-1-2 is located north-west of the deployment area. This is the arrangement shown in Figure 2. Should these indeed turn out to be the final locations of the units, we'd record this information by placing 0, 1 and 6 on the 2nd Army units, as shown in Figure 1.



Fig. 2 A Possible Deployment of the Serbian 2nd Army

## ON THE TABLE

These items are ones I have under the plastic on the game table. Two of them are modifications of ones that came with the game; the other two came into being as the result of perceived needs.

### ***SoS City Ownership Roster***

This is one of the new ones. It enables the players to see at a glance just how many Manufacturing Centers a particular country has under its control and which of them, if any, are Devastated or lack an Industrial Line of Communications to the homeland. There are two pages in the file, the second of which has un-mounted counters of the kind necessary to make use of the roster. Since the same counters also appear on the larger counter sheets these are needed only if you don't wish to make lots of counters.

### ***SoS Russian Rail Cap***

As the game progresses the Russian rail capacity per impulse gradually goes away. There's a counter for this in the un-mounted ones included. The display serves as a constant reminder that Russian rail capacity is limited. If you can remember to move the counter left one box every time a Russian unit travels by rail, it's easy to keep track of things.

### ***SoS MandM Index***

The original game came with a sheet of card stock having a 1-100 grid and a track for recording each side's Air Doctrine level. The grid served to record each side's Morale and the Entente's Merchant Shipping index.

On the Morale side all that I did was to color code the three morale levels. There's a Merchant Shipping Outcome Table on the blue card that shows the kind of harm that can befall the Entente as enemy submarines sink shipping. Section 27.8 of the rules describes the limitations on new shipping construction. Combining these items with the grid puts all of the important information in the same place.

### ***SoS Turn Records***

These are both related to the turn records that accompanied the game, and there are two of them. In addition to providing a place to keep track of the game turn, the included records show, by quarter, the Russian Rail Cap and the production multiples. The latter are given for Russia, the US, and everyone

else. Much of the time these multiples are not all the same.

Each turn consists of one to four impulses, so it's necessary to track the impulse as well as the turn. A great many conditions and events depend upon the turn, with some also being dependent upon the impulse. The Turn Record is the obvious place for noting this information. Thus, each quarter box grew a line of impulse boxes across its bottom. The first of these boxes is white, denoting that this is the impulse in which everything gets to move. Winter, Spring and Autumn each have three impulse boxes while Summer has four. These numbers, for Spring, Summer and Autumn, represent the maximum number of impulses possible for these quarters. The maximum number for Winter is two, so its third box is black. Having just two impulse boxes for Winter would have made the entire section too small for the information to be included. Other than this black one and all of the white ones, all of the other impulse boxes are gray. The availability of these impulses will depend upon the play of the Strategy cards.

In addition to the rail cap and production information contained in the original sheets, the ones included here contain a great deal of time-dependent information ranging from when corps of three or four divisions can be formed to the quarter in which Bulgaria goes to war. Each side has its own Turn Record, with information pertinent to its side in black and information concerning the other side in gray.

Not-too-surprisingly, all of these additions left little room for the sheets to function well as a production track. For that reason the second set of Turn Record sheets uses two sheets per side, providing plenty of white space. Alternatively, the sheets that came with the game can be used as production tracks while the single-page versions included here track impulse and turn.

## USED DURING PLAY

While some of these items go on the table, they differ in that their use and location will change during the game.

### ***SoS Loss-andNaval Displays***

These two pages are the ones that started it all. The game's rules make reference to fleet holding boxes which are nowhere to be found. My fix, shown on the first page of this pdf file, was to create

a set of six oversized (two inches across) hexes, each with a protruding tab. Each such tab shows one of the six fleet counters included with the game. The idea is that each such hex is then a floating holding box, to be positioned on the map wherever you wish. If you wish to conceal the number of units in the fleet, any one of a number of objects can be placed over the hex, with the tab still showing. Small paper cups, jar lids, and wide-mouth pill bottle caps are just a few of the possibilities. Figure 3 shows the 1st Central Powers fleet at anchor in Kiel. The holding



Fig. 3 An Illustration of the Use of Holding Boxes

box with the 1st Fleet tab contains the actual German units, resting out of the way in Sweden. Similar giant hexes have come in handy in other games, such as **War Between the States**, where hexes sometimes collect a great many units. Replacing such a stack with a homemade counter coded to what's on the tab saves a lot of toppled stacks. This approach seems more convenient than the more common alternative, a separate sheet with a number of holding boxes on it. This way there is no moving back and forth between the map and another piece of paper.

Sadly, this illustration of the use of the giant hex shows the original ship counters, as opposed to the really cool ones that come with the Expansion.

In addition, the page has two large rectangles. This is where the units lost during a particular turn can accumulate until, in the Morale Phase, their impact is determined. These rectangles can, of course, be positioned wherever one wishes, and serve to replace the current turn losses boxes that are also missing.

However, there are times in which losses on a particular front, or of a particular type, or involving a particular country, can or must be used to satisfy the Objective of one of the Strategy Cards. Between the two sides there are 21 such Cards. The second page of this file contains four additional holding boxes, each with a place for the Strategy Card, which should cover all of the possibilities. In Figure 4 you can see the casualty holding box used by the Entente on the Western Front for Plan XVII and 10 other Entente Strategy cards.

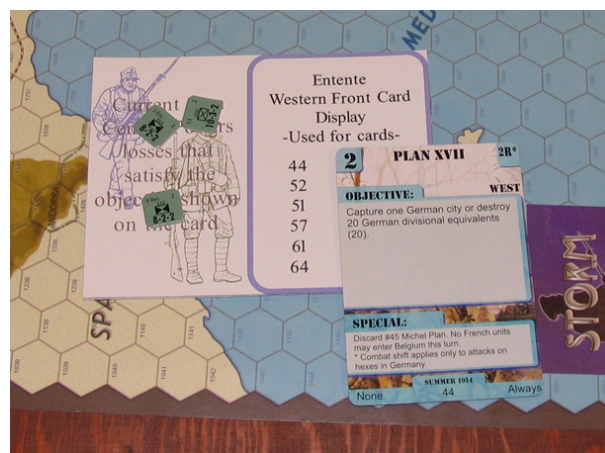


Fig. 4 An Example of a Casualty Holding Box in Action

Since, by their nature, these items will be picked up and moved around I suggest that you print those pages on something besides normal paper. Cover stock and photo paper are both good choices. Be sure to check your printer to see what it can tolerate.

### SoS Air- and Sea Fleet Display Hexes

The file contains an addition four pages of hex-shaped holding boxes for the sea- and air-fleet counters included on the do-it-yourself counter sheet.

Now, every seagoing power has the chance to have sea-fleet markers in its own national color. No more will English vessels suffer the embarrassment and humiliation of sailing under a French-colored fleet marker. The air-fleet counters, a new concept, are particularly handy in the later stages of the game when the air unit stacking level will almost always reach at least four.

As mentioned above, all of these displays should, ideally, be printed on either photo paper or cover stock. Both of these have proved quite durable through many hours of play. Of the two, photo paper seems to do a better job of remaining flat. On my printer, anyway, cover stock printed on just one side likes to curl.

## SoS Battle Sheet

You may not need something like this, but some of us surely do. Figure 5 shows one of the battles taking place during a particular impulse. The “A” counter, one of the battle identifiers on the do-it-yourself counter sheet, has been placed on top of the targeted Russian units.



Fig. 5 The German-Led Ottoman Attack on Kars

This is the same letter placed, as shown in Figure 6, in the center hex of one of the eight clusters on the Battle Sheet. The defensive strengths of the Russians in Kars are recorded in there as soon as they are known. Strengths of the attackers in their two adjacent hexes are written in the appropriate cluster hexes and the initial odds (27-12) determined. You can see this written next to “Final” in the box adjacent to the hex. Next, all of the column shifts are noted in their boxes. Adding these together yields the net column shift, right or left, that will modify the initial odds. In this case, it’s 1R since the Russians are out of supply. Now, when it

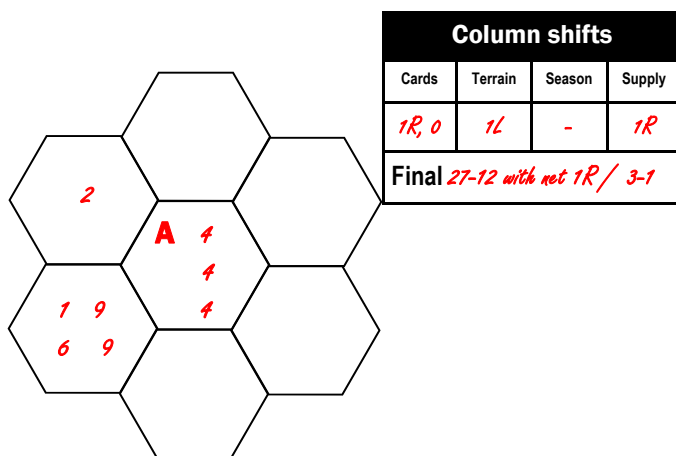


Fig. 6 Battle Hex Entries for Attack “A”

becomes time to resolve this combat we’ll know exactly what the combat will be. In the event that the result requires some sort of exchange, the strengths

of all units involved will be known, without having to pick up the stacks again and find out what’s there. This approach becomes even more useful when friendly units in the same hex have different targets.

## SoS Sea Area Status

The revised naval rules divide the map’s watery hexes into a number of areas. Depending upon what each side has in any given area, the area will be Dominated by one side or Contested. An area’s status has implications for what each side can do there, and a simple check mark is all it takes for each area. In addition, the existence of the chart helps us to remember that area status is one of those things that must be checked each turn.

## SoS Turn by Turn Record

The information recorded here provides a picture of the decisions made by each side as the game progresses. Those of us with bureaucratic souls understand the benefits of this sort of record keeping. The next time you play the game this information may help you to avoid some mistakes. *SoS* is a game that rewards forward thinking.

Some of the game’s most valuable units require three turns to construct, and some of them also require that you first develop a particular weapon system. Even without looking at cost, you only have a limited amount of time in which to manage this. Choices must be made and priorities set. England, Germany, and, to a lesser extent, France, must always be looking ahead to the type of armed forces they wish to have in the latter stages of the game.

## SoS Production, Sheets and Spreadsheets

Some aspects of the production assistants provided here are the same for both the paper and pencil version and the computerized one. These common features will be considered first.

Each country (a portion of France’s first page is shown in Figure 7) has its own customized production page, showing only the specific units available to that country for production. The number in the column to the left of the unit name tells how many of that particular counter there are in the mix. At the game’s start many of these units will either be on the map or on the production schedule. In a particular quarter, when there are gray cells in the # and *Cost* columns of the unit in question, that unit cannot yet be constructed, either because it’s too early in the

FRANCE					
Turn				III, 1914	
Petroleum hexes					
MPs from previous turn					0
On-map Mobilization Centers				12	x4
Off-map Mobilization Centers				1	x4
Captured Mobilization Centers					x2
MPs from England, US (after US entry)					
MP subtotal					
MPs sent to Belgium, Russia, Italy					
Total Mobilization points available					
Avail	Type	Time	MP/PP	#	Cost
12	HQ	2	20		
23	Inf corps - 8-3-2	2	16		
5	Inf corps - 12-3-2	2	24		
5	Inf corps - 16-3-2	2	32		
10	Res Inf corps - 6-2-2	0	8		
10	Res Inf corps - 9-2-2	0	12		
5	Res Inf corps - 12-2-2	0	16		
2	Shk Inf corps - 10-4-2	3	24		
2	Shk Inf corps - 15-4-2	3	36		
2	Alp Inf corps - 8-3-2	3	16		
4	Cav corps - 2-1-3	2	8		
2	Cav corps - 3-1-3	2	12		
2	AC Brig.	1	8/1		
4	Tank Brig.	1	12/1		
2	Tank corps - 10-3-3	3	24/2		
1	Tank corps - 15-3-3	3	36/3		
1	Siege Art	2	12		
1	Arm Train	2	20		
11	Fort	4	20		
12	TAC Air	1	4/1		
2	BMB Air	2	4/1		
1	BB	8	80/1		
1	PD	4	60		
3	CA	3	40		
4	ESC	2	20		
3	SS	1	20		
5	TR	1	20		
Motorization Marker		0	4/1		
PG Attack		0	5		
PW Agent		1	1 Mrl Pt		
Remove Dev.--RR & non-Ind City		0	1		
Remove Devastation--all other		0	2		
Weapons/tactics development					
Misc. MP cost					
Total Mobilization Points used					
MPs carried over to next turn					
Shk Inf corps, Tank Brig, Tank corps and PG Attacks cannot be built until the appropriate weapons cards have been played					

Fig. 7 French Manual Production Form, Summer, 1914

game or because it is not possible for the required Weapons Card to have been played this soon. These gray cells begin to reappear later in the game as the construction time for certain units begins to equal or exceed the remaining quarters of play.

The top portion of the form is devoted to determining how many Mobilization Points (hereafter MPs) will be available this turn. For various reasons, a particular country might be both the receiver of and the donator of MPs. Remember to keep in mind that the flow of MPs must always be from the larger country to the smaller.

It is up to the player(s) to determine that the Petroleum Points (hereafter PPs) used are both under that side's control and have an Industrial Line of Communications to the Mobilization Centers.

Unlike the usage on the Mobilization Costs card provided in the game, the costs here are always per the corps counter listed rather than per division.

Some time ago, when an earlier version of these sheets appeared, Don Johnson, with whom I first played this game, suggested that the individual sheets should be placed in the order in which they are required. That has been done. Thus, you will need only the first seven sheets to handle Summer, 1914. Adding the eighth page gets you through Winter, 1915.

## COMPUTER ASSISTANCE

This folder includes the three Excel spreadsheets in the **Used During Play** folder. The first of these is, functionally, the same as the last two. What makes the last two different will be considered later.

### SoSProductionActive\_v3Excel2007macro.xlsm

SoSProductionActive\_v3Excel2007macro.xlsm is the lengthy, but informative, name given the first production assistance program supplied. Definitions of the name's contents:

- SoSProduction—What the program does
- Active—This is *not* the version used to generate the manual production sheets
- \_v3—Version 3
- Excel2007—Excel version used
- macro.xlsm—The program contains macros

## Macros

When you load this program you should see a notification announcing that the included macros are not active, and that macros are potentially dangerous. If this does not appear it means that your macro security settings are too low. Since macros have the potential to do your computer enormous harm, you should have to specifically allow macros to be run.

There are two in here. One has already been used in the process of creating the spreadsheet. The second generates a summary of one side's production for a particular quarter. If the files you're using came directly from Decision, you are perfectly safe in allowing use of these macros. If you accept the *use* option the popup shown in Figure 8 appears. For the moment, X-out of this popup; we'll get back to it later.

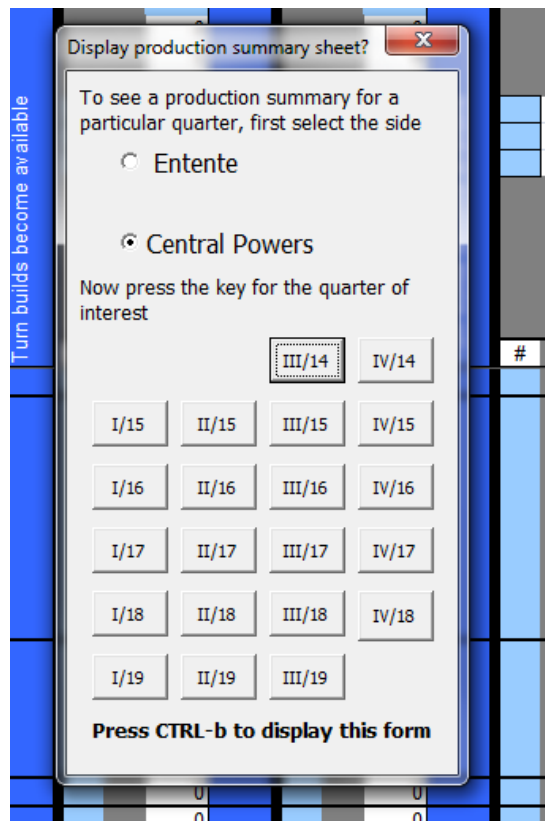


Fig. 8 Production Summary Popup

Two things in this spreadsheet stand out in comparison to the manual sheets: the use of color and the increased size of the header. Since there is no reason you would ever have to print a portion of this spreadsheet there is no reason to avoid color.

### Program Protection

However, the use of color is also a practical matter; the pale blue cells are the only ones you can reach. The remaining cells are protected, meaning that, if you try and click on them, nothing happens. Even if you don't enable macros, one of them will already have established this condition. The other cells are protected to keep you from inadvertently inserting something in a cell that already has some type of instruction. Do that once, and some part of

the program will no longer work. From my own experience, this is way too easy to do.

The level of protection is not as extensive as it could have been. Several types of protection now available in Excel were introduced over time. Using them reduces the number of versions of Excel under which a program will run. In particular, the level of protection used here will not keep you from entering an Excel command in a blue cell. Don't. All the program needs from you are numbers.

Some of the white cells contain numbers that appear as soon as the program is opened. These are the ones, required by the program, that will not vary from game to game. Others will begin displaying numbers, generated by the program, as you begin entering data.

### User Input—Establishing the MPs Available

The program does production for both sides. This is not necessary since the two sides do not interact; a second copy of the program would run just fine.

Each country has its own page (a sheet in Excel talk), and they are all displayed at the bottom of the screen. A portion of this line of countries is shown in Figure 9. In this case England has been selected.

44	PG Attack	U	5	U	U
45	PW Agent	1	1 Mrl Pt		
<div> <span>England</span> <span>France</span> <span>Russia</span> <span>Belgium</span> <span>Serbia</span> <span>It</span> </div>					

Fig. 9 National Production Display. With England Selected

To pick another country, click on its tab or use the four control arrows on the left to move from sheet to sheet as follows: leftmost sheet (which happens to be England), one sheet left, one sheet right, rightmost sheet (Germany). The CP pages are on the right, working right to left from Germany to the other members of the Central Powers. Between the sheets belonging to the two sides there are four others labeled:

- Entente production
- Central Powers production
- Netherlands
- Switzerland

Under the Expansion's rules, neither the Netherlands nor Switzerland will ever be in play. There're included now for those of us who might like to explore an alternative. Their pages have, at the top, instructions for what you are to do if the country becomes aligned with one of the sides.

For every country, their individual sheet begins with the *III, 1914* turn. This is true even if the country's entry date might be some time later. Doing this simplifies the spreadsheet's construction.

The two production pages are blank, and are not protected. They are filled in by using the popup on page 7.

The headers, for both Germany and Austro-Hungary, for the first turn of the game, are shown in Figure 10. The seven numbers circled in red are the only values that need to be supplied in order to determine how many Mobilization Points each country will have this turn. We will see, on the following page, how most of these points were spent, resulting in the number of Total MPs left at the bottom of each header.

Each page has been frozen so that, as you scroll down or to the right, the top header rows (15 for Germany and 16 for A-H, for example) and the five columns on the left always remain visible.

There are four empty pale blue cells in the two headers. Each country may send up to 10% of its points to smaller countries. Thus, Germany can re-

Hungarians have no one to send anything to. The blue box with the blue circle is unlikely to ever be needed on the A-H sheet. A country can only receive as many MPs as it has cities with lines of supply to the donating country. With 26 such cities, it's not likely that this will ever be a problem for this country. The same will not be true for, say, Belgium. A number in the box does nothing; it's all there to remind us of the limitation.

Two remaining boxes, for which, in the first turn, there are unlikely to be any entries, are both labeled *MPs available from opening LOS*. If some portion of your country is cut off from the rest or you do not have a LOS to an off-map Mobilization center, their MPs may not be combined with your other MPs. You then have two choices: you may conduct mobilization separately for the cut off centers, or you may allow them to accumulate MPs there until a LOS is opened. If you elect the first option you will have to keep track of the fragmentary production on a piece of paper, and place completed production in this isolated region. This has never seemed particularly useful, so accumulate for later addition is probably the way to go.

These boxes are also useful if one of the game's random events awards you some bonus MPs; just enter them in this box. Unfortunately, the more common event is that your production is to be cut in half. Since the production multiples, in their white boxes, are protected, this is done by halving the number of Mobilization Centers for the quarter in question.

User Input–Dividing the Available MPs

Now is when those of us who like to keep our game counters stored in neatly labeled boxes come into our own. The numbers in the *Avail* column are those for the entire counter mix. After game setup many of these units are either on the board or on a Reinforcement– or Production display. Before building units, those not yet in play will be joined by the first turn's casualties. Thus, at the game's start, you won't know exactly what will be available for building at the end of the first quarter. Figures 11 and 12 display German and Austro-Hungarian production for the war's first summer. These particular numbers were taken from one of the production-only battles that was fought to check the workings of the program.

The German sheet hosts the input number of PP available, but it is a common pool. In this, the first turn, Germany uses both PPs in order to motorize an HQ. While on the petroleum topic, note that the PP

GERMANY						
Turn					III, 1914	
Initial CP petroleum points available						2
Petroleum points remaining						8.0
Petroleum points used by Germany						2.0
MPs from previous turn						
On-map Mobilization Centers					18	4 72
Captured Mobilization Centers					6	2 12
MPs available from opening LoS						
MP subtotal						84
MPs available for transfer						8
MPs sent to A-H, Ottomans, Bulgaria						7
Total Mobilization points available at start						111
Total Mobilization points left						0
Avail Type		Time	MP	PP	#	Cost

AUSTRIA-HUNGARY						
Turn					III, 1914	
Petroleum points remaining						0.0
Petroleum points used by A-H						0.0
MPs from previous turn						0
On-map Mobilization Centers					7	4 28
Captured Mobilization Centers					1	2 2
MPs available from opening LoS						
MP subtotal						30
MPs available for transfer						3
MPs sent to Ottomans, Bulgaria						
Max. MP import: 28; cities with LoS						
MPs from Germany						7
Total Mobilization points available at start						37
Total Mobilization points left						1
Avail Type		Time	MP	PP	#	Cost

Fig. 10 Header portion of both the German and the Austrian Production Sheets For Summer, 1914

ceive nothing, while A-H can both receive and send. Since no one else is in the war yet, the Austro-

GERMANY									
Turn					III, 1914				
Initial CP petroleum points available							2	Turn builds become available	
Petroleum points remaining							0.0		
Petroleum points used by Germany							2.0		
MPs from previous turn									
On-map Mobilization Centers					18	4	72		
Captured Mobilization Centers					6	2	12		
MPs available from opening LoS									
MP subtotal							84		
MPs available for transfer							8		
MPs sent to A-H, Ottomans, Bulgaria							7		
Total Mobilization points available at start							77		
Total Mobilization points left							0		
Avail	Type	Time	MP	PP	#	Cost			
18	HQ	2	20	0				0	
31	Inf corps - 10-3-2	2	16	0	1			16	I/15
10	Inf corps - 15-3-2	2	24	0					
10	Inf corps - 20-3-2	2	32	0					
25	Res Inf corps - 8-2-2	0	8	0	2			16	III/14
10	Res Inf corps - 12-2-2	0	12	0					
10	Res Inf corps - 16-2-2	0	16	0					
10	Shk Inf corps - 12-4-2	3	24	0				0	
10	Shk Inf corps - 18-4-3	3	36	0					
10	Shk Inf corps - 24-4-2	3	48	0					
2	Alp Inf corps - 8-3-2	3	16	0	1			16	II/15
1	Alp Inf corps - 12-3-2	3	24	0					
4	Cav corps - 2-2-3	2	8	0				0	
2	Cav corps - 3-2-3	2	12	0					
4	AC Brig.	1	8	1				0	
3	Tank Brig.	1	12	1					
2	Tank corps - 10-3-3	3	24	2					
2	Tank corps - 15-3-3	3	36	3					
4	Siege Art	2	12	0				0	
1	Arm Train	2	20	0	1			20	I/15
16	Fort	4	20	0				0	
10	TAC Air	1	4	0.5				0	
3	BMB Air	2	4	0.5				0	
4	BB	8	80	0.5				0	
1	BC	6	60	0				0	
2	PD	4	60	0				0	
5	CA	3	40	0				0	
6	ESC	2	20	0				0	
8	SS	1	20	0				0	
6	TR	1	20	0				0	
	Motorization Marker	0	4	1	2			8	III/14
	PG Attack	0	5	0				0	
	PW Agent	1	1 Mrl Pt						
	Global Display supply	0	1d6	0	1			1	III/14
	Remove Dev.--RR & non-Ind City	0	1	0				0	
	Remove Devastation--all other	0	2	0				0	
Weapons/tactics development									
Misc. MP cost									
Total Mobilization Points used							77		
MPs carried over to next turn							0		
Shk Inf corps, Tank Brig, Tank corps and PG Attacks cannot be built until the appropriate weapons cards have been played							III/14		

Fig. 11 German Production, Summer, 1914

cost for air units and BBs is, for the Central Powers, half of what it is for the Entente. The other petro-

leum change is that, for both sides, ESCs no longer require oil.

In the game's early stages either Germany or Austro-Hungary (or both) should begin producing alpine units because of the column shift they provide in rough terrain. Armored trains are also particularly attractive in the beginning. While they'll always be useful, their strength relative to the largest infantry units available will decrease with time. The Russians, too, will be in the market for one of these because they lack a siege artillery unit. Of course, the additional combat strength is also good, as is the fact that moving the unit does not count against the Russian rail capacity usage.

While we're looking at the list of units, note that Tank Corps are now more affordable. However, getting both Tank Brigades and Tank Corps costs 80 MPs if you manage to roll successfully on the first try each time. That'll happen 22% of the time for the Entente and 6% of the time for the Central Powers. If the latter side doesn't try until the Entente has been successful with both rolls, they'll achieve success, for 80 MPs, just 17% of the time.

As the game progresses you will probably find that you can't rebuild all of the Active infantry units lost. Because of their lower cost and immediate availability (except for the Brits and the US), Reserve units are always going to be attractive builds. However, a mix of Active and Reserve units will sometimes enable you to meet the requirements of an exchange without having to eliminate two units, or without having to give up a more valuable piece than would otherwise be required.

You'll note that just Germany used all of its MPs. With anything other than a Global Display Supply roll of "1" they, too, would have had MPs left over. Trying to minimize the number of MPs passed along on a regular basis may mean building something you don't really need. Indeed, there are times when having accumulated a few extra MPs is a good thing. For example, being able to build an extra Shock unit in the first turn of their availability may lead to a greater impact when they reach the battle.

## Production Summary

Working from a printed list of the units purchased seems easier than repeatedly cycling through monitor, counter box and production display. To obtain a list of this turn's activity, press *Ctrl* and then *b*. This will cause the display shown in Figure

AUSTRIA-HUNGARY									
Turn					III, 1914				
Petroleum points remaining							0.0	Turn builds become available	
Petroleum points used by A-H							0.0		
MPs from previous turn							0		
On-map Mobilization Centers					7	4	28		
Captured Mobilization Centers					1	2	2		
MPs available from opening LoS									
MP subtotal							30		
MPs available for transfer							3		
MPs sent to Ottomans, Bulgaria									
Max. MP import: 28; cities with LoS									
MPs from Germany							7		
Total Mobilization points available at start							37		
Total Mobilization points left							1		
Avail	Type	Time	MP	PP	#		Cost		
11	HQ	2	20	0			0		
15	Inf corps - 6-2-2	2	16	0	1		16	I/15	
4	Inf corps - 9-2-2	2	24	0					
3	Inf corps - 12-2-2	2	32	0					
9	Res Inf corps - 4-1-2	0	8	0			0		
5	Res Inf corps - 6-1-2	0	12	0					
3	Res Inf corps - 8-1-2	0	16	0					
2	Shk Inf corps - 8-3-2	3	24	0			0		
2	Alp Inf corps - 4-3-2	3	16	0			0		
1	Alp Inf corps - 6-3-2	3	24	0					
2	Cav corps - 2-1-3	2	8	0			0		
3	Cav corps - 3-1-3	2	12	0					
1	AC Brig.	1	8	1			0		
1	Tank Brig.	1	12	1					
1	Siege Art	2	12	0			0		
1	Arm Train	2	20	0	1		20	I/15	
9	Fort	4	20	0			0		
5	TAC Air	1	4	0.5			0		
1	BMB Air	2	4	0.5			0		
1	BB	8	80	0.5			0		
1	PD	4	60	0			0		
2	CA	3	40	0			0		
3	ESC	2	20	0			0		
2	SS	1	20	0			0		
2	TR	1	20	0			0		
PG Attack		0	5	0			0		
Remove Dev.--RR & non-Ind City		0	1	0			0		
Remove Devastation--all other		0	2	0			0		
Weapons/tactics development									
Misc. MP cost									
Total Mobilization Points used							36		
MPs carried over to next turn							1		

Fig. 12 Austro-Hungarian Production, Summer, 1914

Central Powers Production			
III/14			Avail-
Country	Item produced	no.	able
Germany	Inf corps - 10-3-2	1	I/15
	Res Inf corps - 8-2-2	2	III/14
	Alp Inf corps - 8-3-2	1	II/15
	Arm Train	1	I/15
	Motorization Marker	2	III/14
	Global Display supply	1	III/14
AH	Inf corps - 6-2-2	1	I/15
	Arm Train	1	I/15

Fig. 13 Central Powers Production, Summer, 1914

and 2003 Microsoft used some common standards, parts of which changed with the release of the 2007 version. These two spreadsheets have been saved in a format compatible with the earlier standards.

Before so doing, the Entente and the Central Powers were separated to reduce the spreadsheet's size. This eliminated one source of incompatibility. There may be others. If you use an earlier version of Excel, I would appreciate hearing from you concerning what works.

What you do not see here is an Open Office version. Open Office is a freeware suite quite similar to Microsoft Office. One of the *Save* options offered in Excel 2007 is to save a file in a format acceptable to Open Office. Doing this produced an error message stating that the result was less than perfect. Running the file under Open Office showed this, indeed, to be the case. In particular, most of the cell instructions were lost. In addition to the problem involved in recreating these instructions there is the fact that Open Office uses JavaScript to construct its macros. Microsoft Office uses Visual Basic. Because of these considerations, there is no Open Office version.

## SoS EXPANSION ADDITIONAL, UNMOUNTED, COUNTERS

The original version of my do-it-yourself counter sheet contained ten different sets of counters. Of those, two made it to the mounted counter sheet in the Expansion: the second set of rail head/junction markers and a set of English regular infantry counters with cadre values of 3, as opposed to the set in the game with values of 4. It seemed only right to match the extensively revised naval rules with a set

8 to appear. Click on the dot to the left of the side of interest to you, and press the key for the quarter desired. You'll switch to the appropriate production sheet and see the display in Figure 13. Pressing one of the print icons will cause this to be printed.

Macro "b" checks all of the specified side's countries. Whenever there is no production, for any reason, the country in question does not appear on one of these lists.

### SoSCPPProductionActive\_v30lderExcel.xls SoSEntProductionActive\_v30lderExcel.xls

As mentioned earlier, the first spreadsheet is stored as an Excel 2007 workbook. Between 1995

of cooler naval counters. After adding in some errata counters there remained only so much extra room.

Hopefully, the player's best interests are served by the sets that did make it. In all too many of my games the question of which side owned which segment of the rail net didn't always have a good answer. This was particularly true of the portion of the rail net in the vicinity of Warsaw. Advances and retreats on the part of both sides can lead to a confused situation. Then, too, occasional shortages of these counters did occur in some games. Both problems were solved by including a second set of rail markers done in contrasting colors.

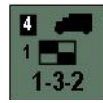
Those 3 cadre value English units exist, in part, because of divided opinions as to capabilities of the English regulars. Being largely long-term soldiers, the Old Contemptibles with which the British Empire began the conflict were quite capable. In the view of many, however, the armies subsequently raised were of poorer quality. The obvious exception would be the ANZAC and Canadian Corps, raised by their respective dominions and widely regarded as the best of the later war Empire units.

The simplest way to introduce this view into the game involves two ideas. At the start of the Campaign game, six of the seven 10-4-2s included in the mix are somewhere in play. Only the seventh 10-4-2 can be built. Idea 1: any 4 cadre unit that falls in combat is removed from play and replaced with a corresponding 3 cadre unit. The second idea is to require that, with the exception of the Canadian and ANZAC 15-4-2s, three-division 15-4-2 corps may only be produced by combining three already existing two-division 10-4-2 corps. The 10-4-2 units used in this way are also removed from the game and replaced by 10-3-2s; they can only reappear if two of the three-division corps are stacked and broken back down to three 10-4-2s. As an added touch of chrome, allow construction of the Canadian and ANZAC Shock infantry corps after the first loss of their 15-4-2 counterparts. The 15-4-2 dominion units cannot be rebuilt, but the Shock units can. After enough battles it's likely that all 4 cadre regular infantry units will have been replaced by 3 cadre ones.

As is the case with the Russian Shock unit that appears when the *Brusilov Offensive* card is played, or the American Shock unit that becomes available when the US enters the war, the appearance of these dominion units does not allow general construction

of Shock units by the Entente; successful play of *Card 97* is still required to achieve that.

## Counter Descriptions.



Front



Back

Four countries (France, England, the US and Germany) can Motorize units. Each of these nation's HQs now has a second, motorized, counterpart. Now it's easier to keep track of those HQs having expanded capabilities. All together, there are 42 of these counters.



Front

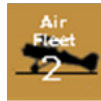


Back

These are generic Motorization counters for both England and the US. There's a total of nine such counters.



Front



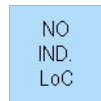
Back

Aircraft stacking increases with the Air Doctrine Level. These counters then become easier to move than a stack of AC counters, while also providing some additional Fog of

War for players interested in hiding their intentions. There are 24 of these counters.



Front

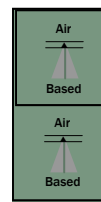


Back

These 32 counters are for use on the Mobilization Cities ownership chart, one of the play aids included in this package. Used together, they make keeping track of who controls what, and which cities are connected, a good deal easier. The ownership chart is also a convenient way to track which Mobilization Cities are Devastated.



Front



Back

When you check out the new yellow sheet you'll see some improvements in the German (*not* Central Powers) air force. Bombarding forces including German air units get a 1R column shift. A note on the Air Superiority Table states that German units double their Air Superiority values. These 13 counters contain this superiority increase. If you use them, ignore the note by the table.

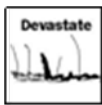


Front

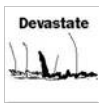


Back

Now England, Russia, the US, Italy, the Austro-Hungarians and the Ottoman Empire have anywhere from one (the Ottomans) to six (the English) fleet counters in their own national colors, totaling 15 counters.



Front



Back

Mark Ruggerio suggested more Devastated counters, and here are ten more.



Front



Back

Don Johnson mentioned markers to be used to keep track of where battles were to be resolved. If you start with A and proceed alphabetically it's hard to lose track of a battle.

Their use is illustrated earlier in this pdf. Personally, I've found this set of 12 counters so useful that I've made up additional sets to use in other games.



Front



Back

This lone counter is used with the Russian Rail Cap chart, another item already mentioned earlier. Using them, the Russian player can see at a glance the number of units that

can still be moved during the current impulse without penalty.

## Mounting Counters

These counter sheets have a number of black dots at the corners of counter blocks. Since most of these counters have something on the back side, getting the two sides lined up is the major challenge to producing nice looking counters.

ConsimWorld provides detailed instructions for doing this using pins or small nails. The dots are where the pins/nails go, and you only need four of them for the entire sheet. However, if you only want to make some of the counters, you'll need dots around the counters you're going to make. If you have finger skills like mine, you won't want to try an entire sheet at one time, even if you plan to make all of the counters. Thus, there are lots of dots.

## A Final Word

Much of the playing of *SoS*, both before and after publication, focused on producing a game that would be able to create both the initial operational movement and the subsequent restrictions on such movement, without a host of special rules. The key to doing this finally involved relaxing the normal forced march restrictions and certain of the ZOC rules during the first turn.

Doing this is historically sound. When Europe went to war in 1914 it did so with the almost universal assumption that the war would be one of limited duration, and that armies would maneuver and fight

in the ways they always had. The reality of the changes produced by both enormously larger armies and the increased killing power of artillery became quickly apparent. But before that happened, all parties fought with a mind set that made possible things that would not be seen again for years.

## The End

In closing, I'd like to acknowledge the support and encouragement of so many in the gaming community. Particular thanks go to Mark Ruggerio for both his friendship and his gaming companionship, and to Doc Cummins for both his patience and his desire to produce a superior game. Now, let's play.

*Bob Medrow*

# Austria-Hungary, 1914



**X8**

Deployment  
Hex (on or adjacent to)

1 (E 1442)

--	--	--	--	--	--

AH units may not move into Germany west of the 40xx row at any time during the game

3 (E 1842)

--	--	--	--	--	--

4 (E 1642)

Przemsl

--	--	--	--	--	--

5 (E 0952)

(W 4535)

--	--	--	--

6 (W 4538)

Sarajevo

--	--	--	--

Riva  
(W 3132)

--

This unit deploys on the hex specified

Anywhere in Austro-Hungary, West map

--

Anywhere in Austro-Hungary, Russian Front map

--	--

Any Austro-Hungarian West map naval base

<b>PD</b> 1-4-4	<b>CA</b> 2-3-2	<b>ESC</b> 3-2-1	<b>ESC</b> 3-2-1	<b>SS</b> 5-2-1	<b>TR</b> 1-0-1
--------------------	--------------------	---------------------	---------------------	--------------------	--------------------

2<sup>nd</sup> Army, placed on any A-H rail hexes at the end of the 2<sup>nd</sup> CP impulse

--	--	--	--

If not assigned to the 2<sup>nd</sup> Army may be placed on the 5<sup>th</sup> Army HQ at start

--

Winter 1915 Mobilization Phase, at Pola

<b>BB</b> 1-7-7
--------------------

# France , 1914



**X10**

Deployment  
Hex (on or adjacent to)

1 (W 2627)  
Epinal

--	--	--	--	--	--	--	--

2 (W 2526)  
Nancy

--	--	--	--	--	--	--	--

Deployment  
Hex (on or one hex west of)

3 (W 2426)

--	--	--	--	--

4 (W 2425)

--	--	--	--

5 (W 2324)

--	--	--	--	--	--

On Deployment  
hex 3, 4 or 5

--

On or adjacent to  
French/Italian  
border hexes

--	--	--

Any hex city in France,  
at least 2 hexes from a  
border hex, no more  
than 1 per hex

--	--	--	--	--	--	--	--	--

Anywhere in France,  
Western Front

TAC  3-1-5
------------------

Any naval bases in  
France

<b>BB</b> 1-7-7	<b>PD</b> 1-4-4	<b>CA</b> 2-3-2	<b>ESC</b> 3-2-1	<b>ESC</b> 3-2-1	<b>ESC</b> 3-2-1	<b>ESC</b> 3-2-1	<b>SS</b> 5-2-1	<b>SS</b> 5-2-1	<b>SS</b> 5-2-1	<b>TR</b> 1-0-1	<b>TR</b> 1-0-1
--------------------	--------------------	--------------------	---------------------	---------------------	---------------------	---------------------	--------------------	--------------------	--------------------	--------------------	--------------------

French North Africa

--	--	--	--

West Pacific

<b>CA</b> 2-3-2
--------------------







On World Display

# Great Britain, 1914


Deployment  
hex

Must remain in G B until Autumn 1914



Any cities in G B, no more than one per hex

 1-3-1	 10-4-2	 10-4-2	 10-4-2	 4-2-3	
---	--	--	--	---	---

Anywhere in Britain

TAC  3-1-5
---

Alexandria  
(M3229)

 1-3-1	 10-4-2	CA 2-3-2	ESC 3-2-1	TR 1-0-1
---	--	-------------	--------------	-------------









All five of these units must remain on either the Mid-East map or the World Display

Any British Isles naval bases

BB 1-8-7	BB 1-8-7	BC 2-5-4	PD 1-4-4	PD 1-4-4	PD 1-4-4	CA 2-3-2	CA 2-3-2	CA 2-3-2	CA 2-3-2	CA 2-3-2
-------------	-------------	-------------	-------------	-------------	-------------	-------------	-------------	-------------	-------------	-------------

ESC 3-2-1	ESC 3-2-1	ESC 3-2-1	ESC 3-2-1	ESC 3-2-1	ESC 3-2-1	ESC 3-2-1	SS 5-2-1	SS 5-2-1	SS 5-2-1	TR 1-0-1	TR 1-0-1
--------------	--------------	--------------	--------------	--------------	--------------	--------------	-------------	-------------	-------------	-------------	-------------

In either South Africa, Australia/New Zealand or Canada

 10-4-2	In India	 1-3-1	 10-4-2	 8-2-2	 8-2-2	 4-2-3	 4-2-3	 4-2-3
--	----------	---	--	---	---	--	---	---

All 14 of these units remain on either the World Display or the Mid-East map

In British controlled Off-Map ports or Off-Map ocean areas

PD 1-4-4	CA 2-3-2	CA 2-3-2	ESC 3-2-1	SS 5-2-1	TR 1-0-1
-------------	-------------	-------------	--------------	-------------	-------------

At the beginning of Autumn 1914, in Britain, no more than 2 per city

 1-3-1	 8-2-2	 8-2-2	 8-2-2	 8-2-2	 8-2-2	 8-2-2	 8-2-2	 4-2-3	 4-2-3	 4-2-3
---	---	---	---	---	---	--	---	---	---	---

May not leave Britain until Spring 1915, but may move and reorganize prior to that time

Winter 1915 Mobilization Phase, any naval base in Britain






BB 1-8-7	BB 1-8-7
-------------	-------------

## Belgium, 1914

 10-3-0
--

x3

Within one hex of Brussels, no more than one unit per hex




 1-3-1	 8-2-2	 6-1-2	 6-1-2	 1-1-3
---	---	---	---	---

## Netherlands, 1914

 10-3-0
--

x1

In any Netherlands cities



 1-3-1	 8-2-2	 6-1-2
---	---	---

Indonesia  
(World Display)

N ESC 3-2-1
-------------------

## Denmark, 1914

Copenhagen  
(W 3712)

 1-3-1	 6-1-2
---	---

## Spain, 1914



Barcelona  
(W 1441)

 6-2-2
---


SoS1914setupGBM1\_v4

## Switzerland, 1914

Berne  
(W 2631)

 1-3-1	 8-3-2
---	---


Zurich  
(W 2829)

 8-2-2
---

Geneva  
(W 2331)

 8-2-2
---

Basel  
(W 2629)

 8-2-2
---

# Germany, 1914



**X15**

Deployment  
Hex (on or adjacent to)

1 (W 2720)  
Essen

--	--	--	--	--	--	--

2 (W 2721)  
Cologne

--	--	--	--	--	--	--

3 (W 2722)  
Coblenz

--	--	--	--	--

4 (W2723)

--	--	--	--	--	--

5 (W2724)

--	--	--	--	--	--	--	--

6 (W2826)  
Strasbourg

--	--	--	--	--	--

7 (W 2827)  
Freiburg

--	--	--	--

British  
Africa

--	--

8 (E 1432)

--	--	--	--	--

China

--

On World Display

West map, within two  
hexes of any North Sea/  
Baltic Sea hex in Germany

--	--	--

Anywhere in Germany,  
West map

--	--	--	--	--	--	--	--	--	--

Anywhere in Germany,  
East map

--	--	--	--

Any German naval  
base, West map

<b>BB</b> 1-7-8	<b>BC</b> 2-6-7	<b>PD</b> 1-4-4	<b>PD</b> 1-4-4	<b>CA</b> 2-3-2	<b>CA</b> 2-3-2	<b>ESC</b> 3-2-1	<b>ESC</b> 3-2-1	<b>ESC</b> 3-2-1	<b>ESC</b> 3-2-1	<b>SS</b> 5-2-1	<b>TR</b> 1-0-1
--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	---------------------	---------------------	---------------------	---------------------	--------------------	--------------------

Any German naval  
base, East map

<b>CA</b> 2-3-2	<b>ESC</b> 3-2-1	<b>TR</b> 1-0-1
--------------------	---------------------	--------------------

West  
Front

<b>TAC</b> ∞ 3-1-5
--------------------------

East  
Front

<b>TAC</b> ∞ 3-1-5
--------------------------

Constantinople

	<b>CA</b> 2-3-2
--	--------------------

SoS1914setupGer\_v4

Winter 1915 Mobilization  
Phase, any German naval  
base, West map

**BB**  
1-7-8




# Ottoman Empire, 1914










x1

Deployment  
Hex (on or adjacent to)




1 (M 2307)  
Adrianople

 3	 3	 2
9-2-2	6-1-2	2-1-3




2 (M 2708)  
Constantinople

 1	 3	 3	 3	 3	 2	 2	German HQ and CA	<b>CA</b>	<b>ESC</b>	<b>TR</b>
1-2-1	9-2-2	9-2-2	6-1-2	6-1-2	2-1-3	2-1-3		2-3-2	3-2-1	1-0-1



3 (M 5006)  
Erzerum

 1	 3	 3
1-2-1	9-2-2	6-1-2


4 (M 5410)

 3	 2	 2
6-1-2	2-1-3	2-1-3



5 (M 4422)  
Damascus

 1	 3
1-2-1	9-2-2

6 (M 5714)  
Mosul

 3
6-1-2

7 (M 6019)  
Baghdad






 1	 3
1-2-1	9-2-2

The CP player may deploy one German corps to the Mid-East after any Ottoman city other than Aqaba, Barsa, or Kut is captured by the Entente. Beginning in 1917, after either France or Russia has surrendered, the deployment limit is expanded to three corps.




# Bulgaria, 1914

Deployment  
Hex (on or adjacent to)

1 (M 1606)  
Sofia

 1	 2	 2	 2	 2
1-2-1	8-2-2	6-1-2	6-1-2	2-1-3



2 (M 1907)  
Philippopolis

 1	 2	 3
1-2-1	8-2-2	9-1-2

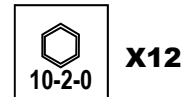
Bulgarian units must remain within Bulgaria, Romania, Serbia and Greece throughout the game

# Persia, 1914

Any Persian cities:  
Tabriz (M 6107) Enzeli (M 6706)  
Kermanshah (M 6416)  
Khoramabias (M 6719)  
Fao (M 7023)

 1	 2
1-1-3	2-1-2

# Russia, 1914



Deployment  
Hex (on or adjacent to)

1 (E 1832)					
------------	--	--	--	--	--

2 (E 1835)							
------------	--	--	--	--	--	--	--

3 (E 2341)						
------------	--	--	--	--	--	--

4 (E 1639)		OR	Place HQ covered by LFoW counter on or adjacent to E 1639 and place the other two LFoW counters on or adjacent to E 1727 if Plan A is selected. For Plan G reverse the stack placements.				
------------	--	----	--	--	--	--	--

5 (E 1939)	
------------	--

6 (E 2519) St. Petersburg	
------------------------------	--

7 (E 2849)				
------------	--	--	--	--

8 (E 2343)				
------------	--	--	--	--

9 (E1637)							
-----------	--	--	--	--	--	--	--

Helsinki (E 1819)		This unit deploys on the hex specified
----------------------	--	--

Any single city in the Transcaucus		Anywhere in Russia								TAC 	3-1-5
------------------------------------	--	--------------------	--	--	--	--	--	--	--	---------	-------

Any Russian naval bases on the Baltic Sea	PD 1-4-4	CA 2-3-2	ESC 3-2-1	ESC 3-2-1	SS 5-2-1	TR 1-0-1	Any Russian naval bases on the Black Sea	CA 2-3-2	ESC 3-2-1
---	-------------	-------------	--------------	--------------	-------------	-------------	--	-------------	--------------

Siberia				On World Display	Winter 1915 Mobilization Phase, any Baltic naval base	BB 1-7-7	SoS1914setupRus_v4
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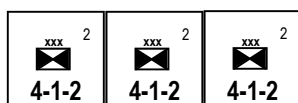
Winter, 1916 Mobilization Phase										
---------------------------------	--	--	--	--	--	--	--	--	--	--

# Russia, 1914

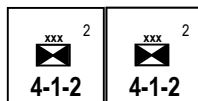
These reinforcement units appear on or adjacent to the deployment hex (or Siberia for Siberian units) at the beginning of the third Entente impulse of the Summer 1914 turn. These units are received at no cost. If they are unable to deploy on or adjacent to their deployment hex, they arrive at the closest friendly city hex or may be placed as reinforcements during the Mobilization Phase.

Deployment  
Hex (on or adjacent to)

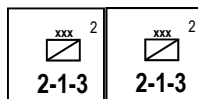
1 (E 1832)



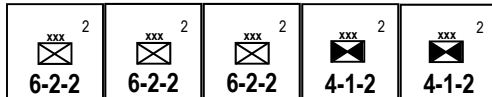
2 (E 1835)



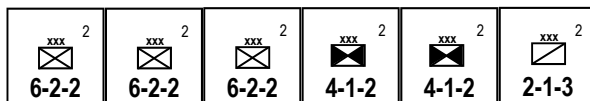
3 (E 2341)



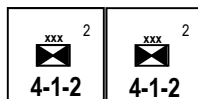
4 (E 1639)



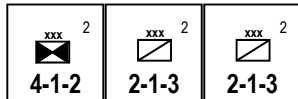
5 (E 1939)



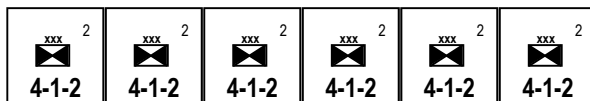
6 (E 2519)  
St. Petersburg



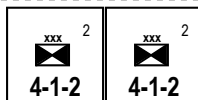
8 (E 2343)



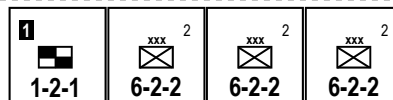
9 (E1637)



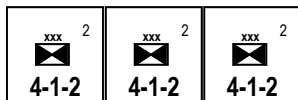
With HQ in the  
Transcaucas



Any Industrial City



Siberia






On World Display

SoS1914setupRusR\_v4




## Serbia, 1914

Deployment  
Hex (on or adjacent to)




1 (M 1103)

 1-2-1	 6-2-2	 4-1-2
---	---	---

2 (M 1003)

 1-2-1	 6-2-2	 4-1-2
---	---	---

3 (M 1204)

 1-3-1	 6-2-2	 4-1-2
---	---	---

Anywhere in  
Serbia



 2-1-3
---

Serbian units can trace LOC/supply to Nish in Summer, 1914, and supply to Salonika beginning in Autumn, 1914 if there is a Naval Transport there and a LOC to an industrial city in Great Britain or France



## Romania, 1914

Deployment  
Hex (on or adjacent to)




1 (M 2002)  
Bucharest

 1-3-1	 6-2-2
---	---




2 (M 1900)

 1-3-1	 4-1-2
---	---

3 (M 1802)

 1-3-1	 6-2-2	 4-1-2
---	---	---

4 (E 2548)




 1-3-1	 6-2-2	 4-1-2
---	---	---

Romanian units must remain within Romania, Bulgaria, Serbia and Hungary (may not move beyond the Hungarian province boundary)




## Italy, 1914

Deployment  
Hex (on or adjacent to)




1 (W 3134)

 1-2-1	 9-2-2	 6-1-2
---	---	---




2 (W 3533)

 1-2-1	 9-2-2	 6-1-2
---	---	---

3 (W 3534)

 1-2-1	 9-2-2	 6-1-2
---	---	---

4 (W 3433)

 1-2-1	 9-2-2	 6-1-2
---	---	---




Italians may attack from only one hex in each combat when attacking from a hex in Italy into a hex in Austria.

Tobruk  
(M 1527)

 6-2-2
---

This unit deploys on the hex specified

Anywhere  
in Italy

 4-3-2	 2-1-3	 2-1-3
---	---	---



In any Italian  
naval base or bases


<b>BB</b> 1-7-7	<b>PD</b> 1-4-4	<b>CA</b> 2-3-2	<b>CA</b> 2-3-2	<b>ESC</b> 3-2-1	<b>SS</b> 5-2-1	<b>TR</b> 1-0-1
--------------------	--------------------	--------------------	--------------------	---------------------	--------------------	--------------------

SoS1914setupSeRoIt\_v3

# United States, 1914

World  
Display


United States	 <sup>2</sup> 14-3-2	 <sup>2</sup> 12-2-2
---------------	--	--

Philippines	 <sup>2</sup> 12-2-2	<b>ESC</b> 3-2-1	<b>TR</b> 1-0-1
-------------	--	---------------------	--------------------


East Coast, USA	<b>BB</b> 1-7-7	<b>CA</b> 2-3-2	<b>ESC</b> 3-2-1	<b>TR</b> 1-0-1
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West Coast, USA	<b>CA</b> 2-3-2	<b>ESC</b> 3-2-1	<b>TR</b> 1-0-1
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Japan, 1914

 <sup>1</sup> 4-3-2	<b>CA</b> 2-3-2	<b>ESC</b> 3-2-1	<b>TR</b> 1-0-1
---	--------------------	---------------------	--------------------

Portugal, 1914

 <sup>2</sup> 4-2-2
---

Brazil, 1914

 <sup>1</sup> 3-2-2
---




Albania, 1914

Turana  
(M 0908)

 <sup>2</sup> 4-1-2
---

Greece, 1914

Athens  
(M 1716)


 <sup>1</sup> 1-2-1	 <sup>2</sup> 6-2-2	 <sup>2</sup> 4-1-2
---	---	--

Montenegro, 1914

Scutari  
(W 4642)

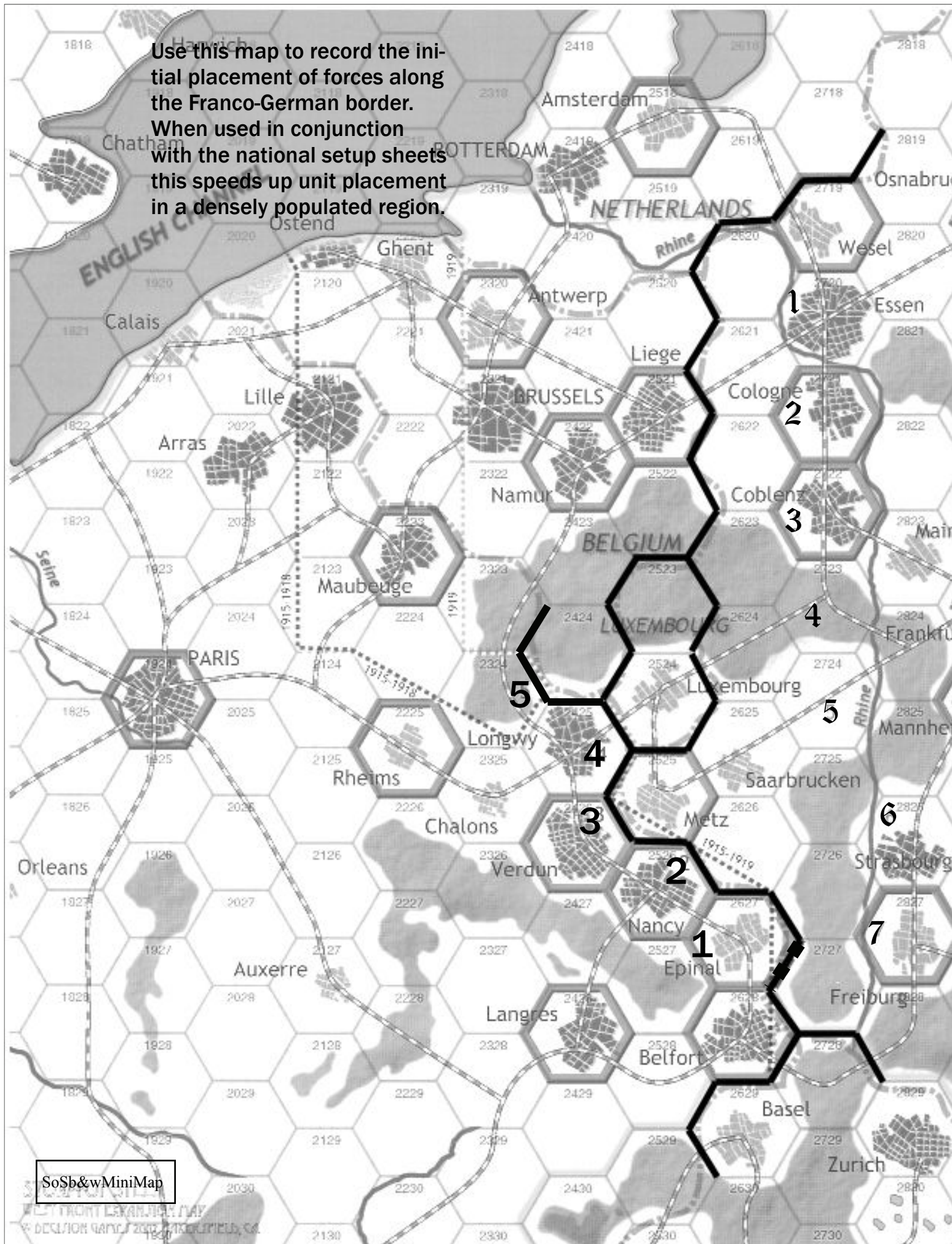
 <sup>1</sup> 2-2-2
---

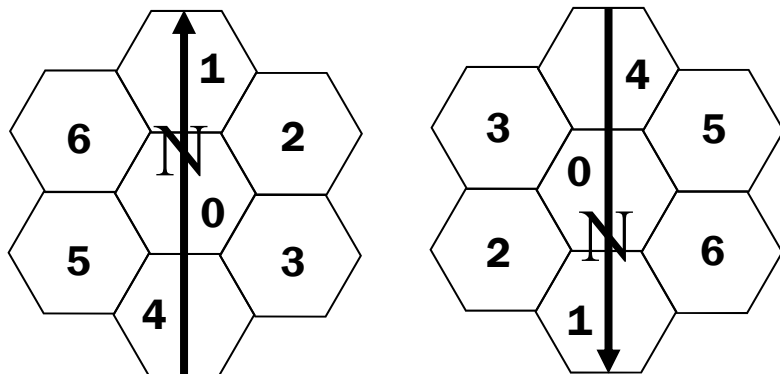
Anywhere in  
Montenegro

 <sup>1</sup> 1-1-3
---

SoS1914setupUSM2\_v2

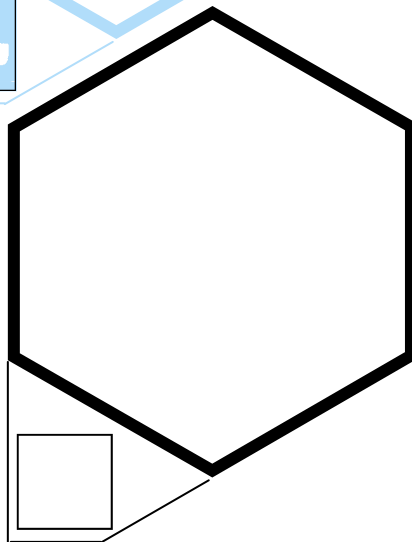
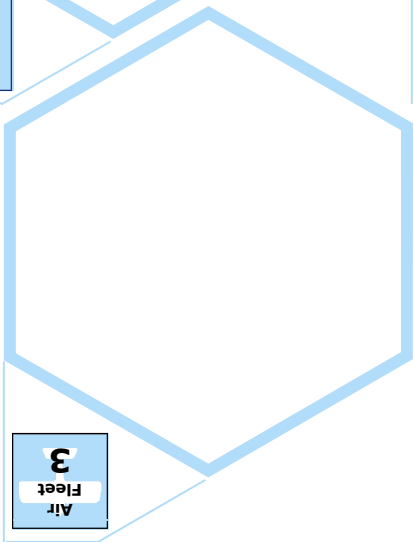
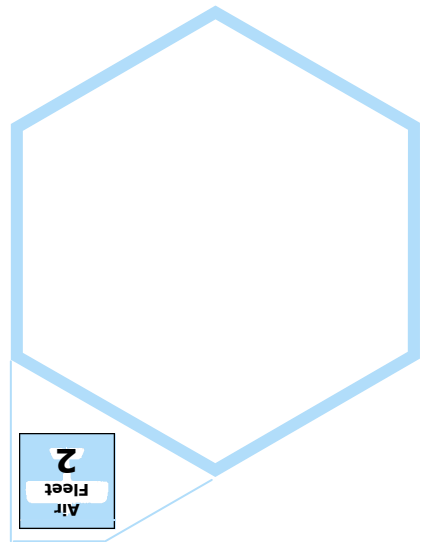
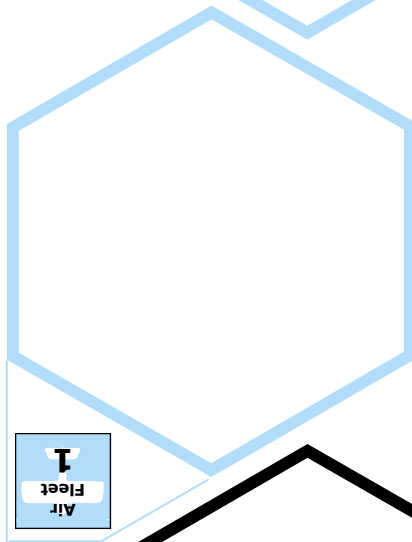
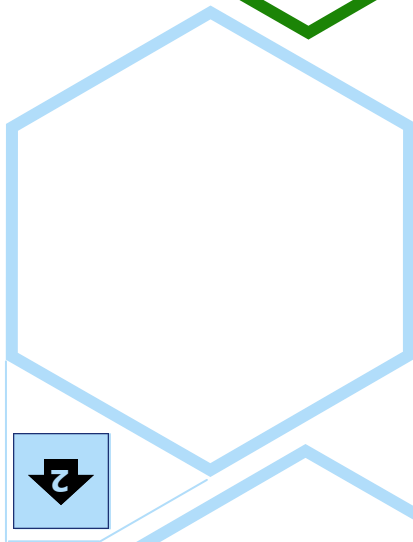
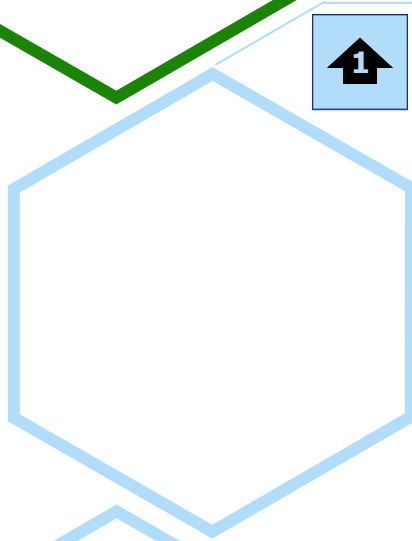
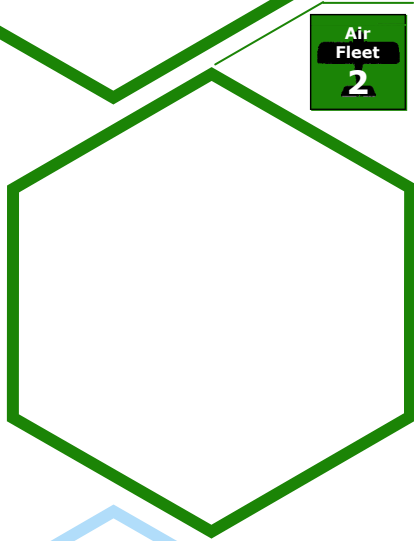
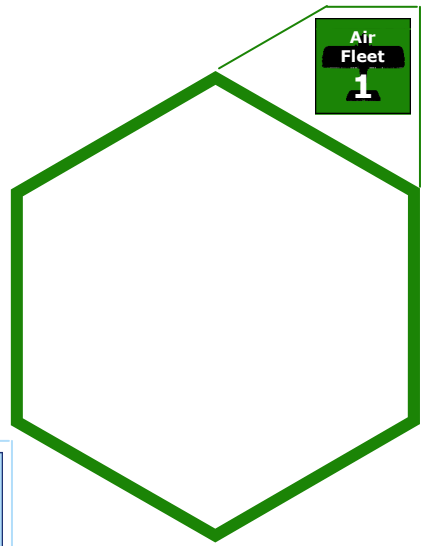
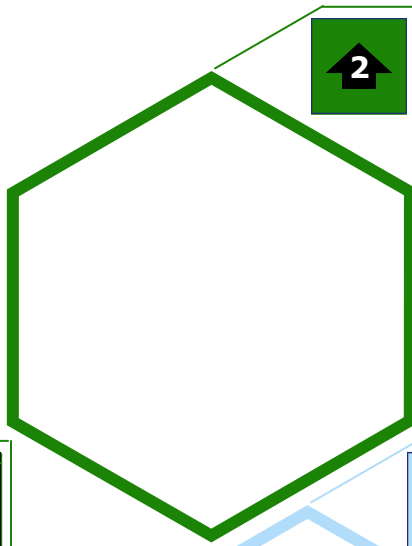
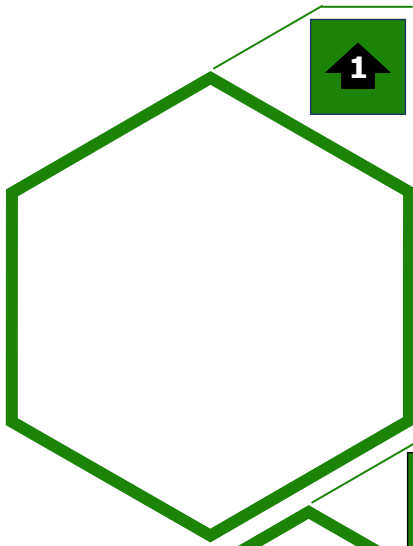
Use this map to record the initial placement of forces along the Franco-German border. When used in conjunction with the national setup sheets this speeds up unit placement in a densely populated region.

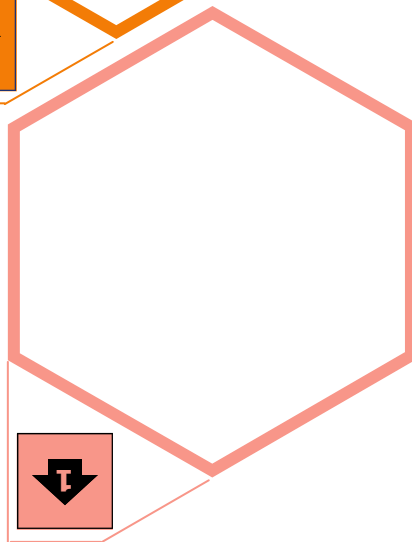
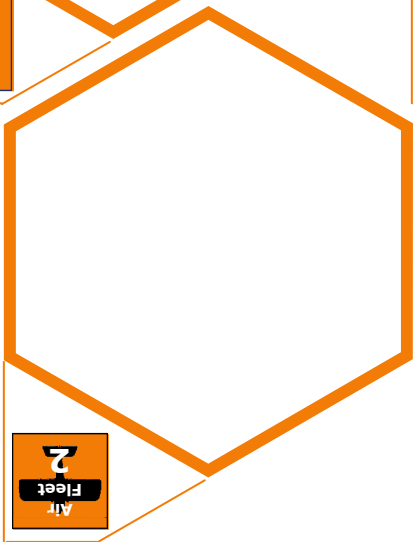
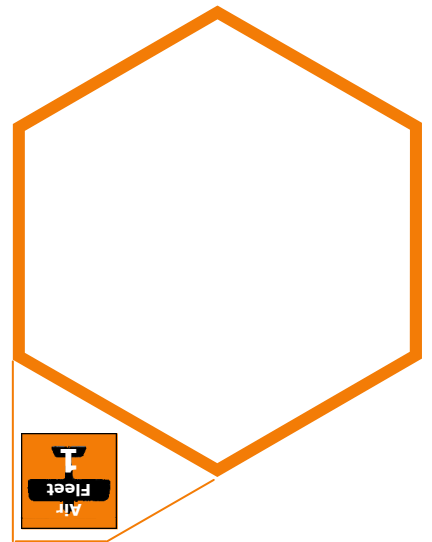
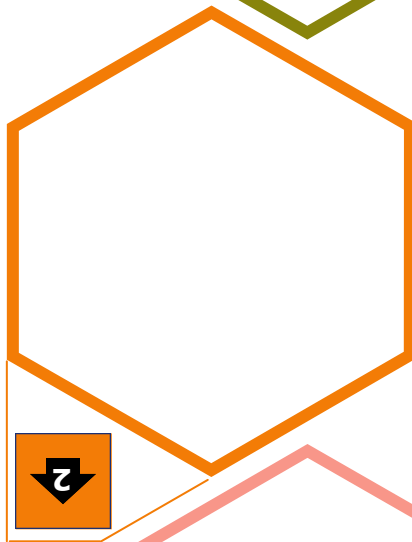
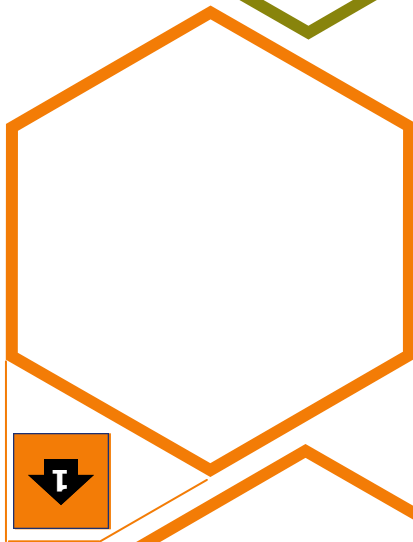
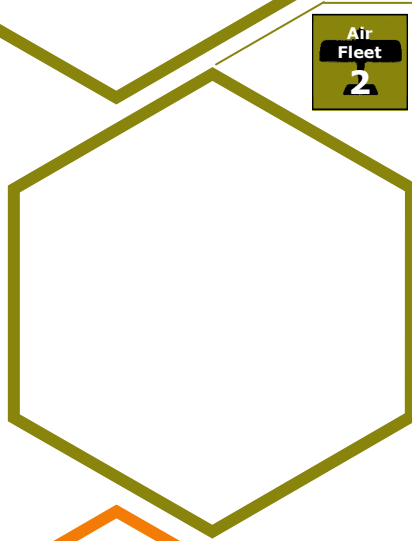
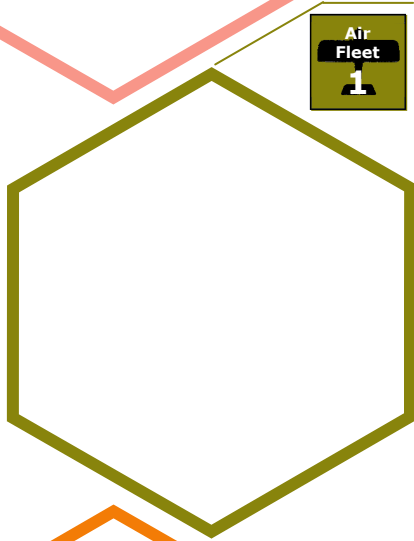
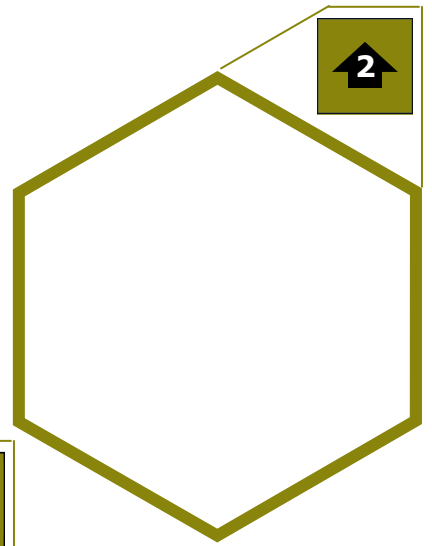
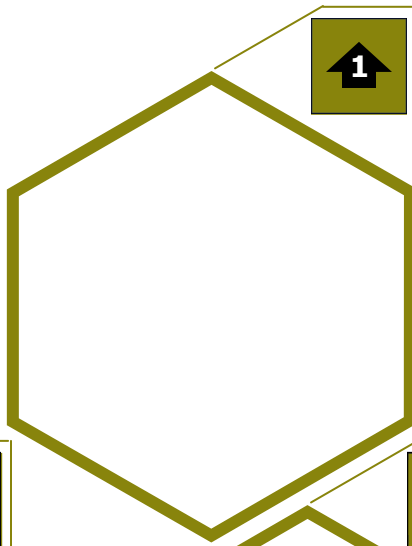
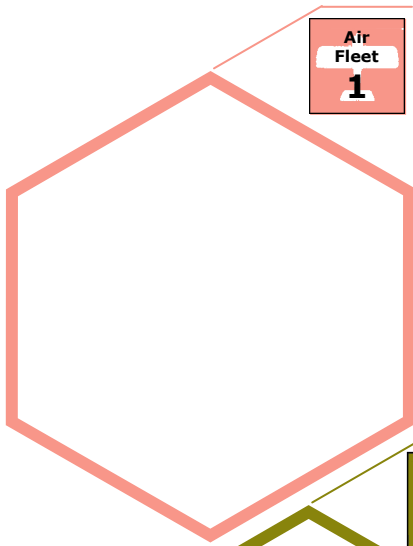


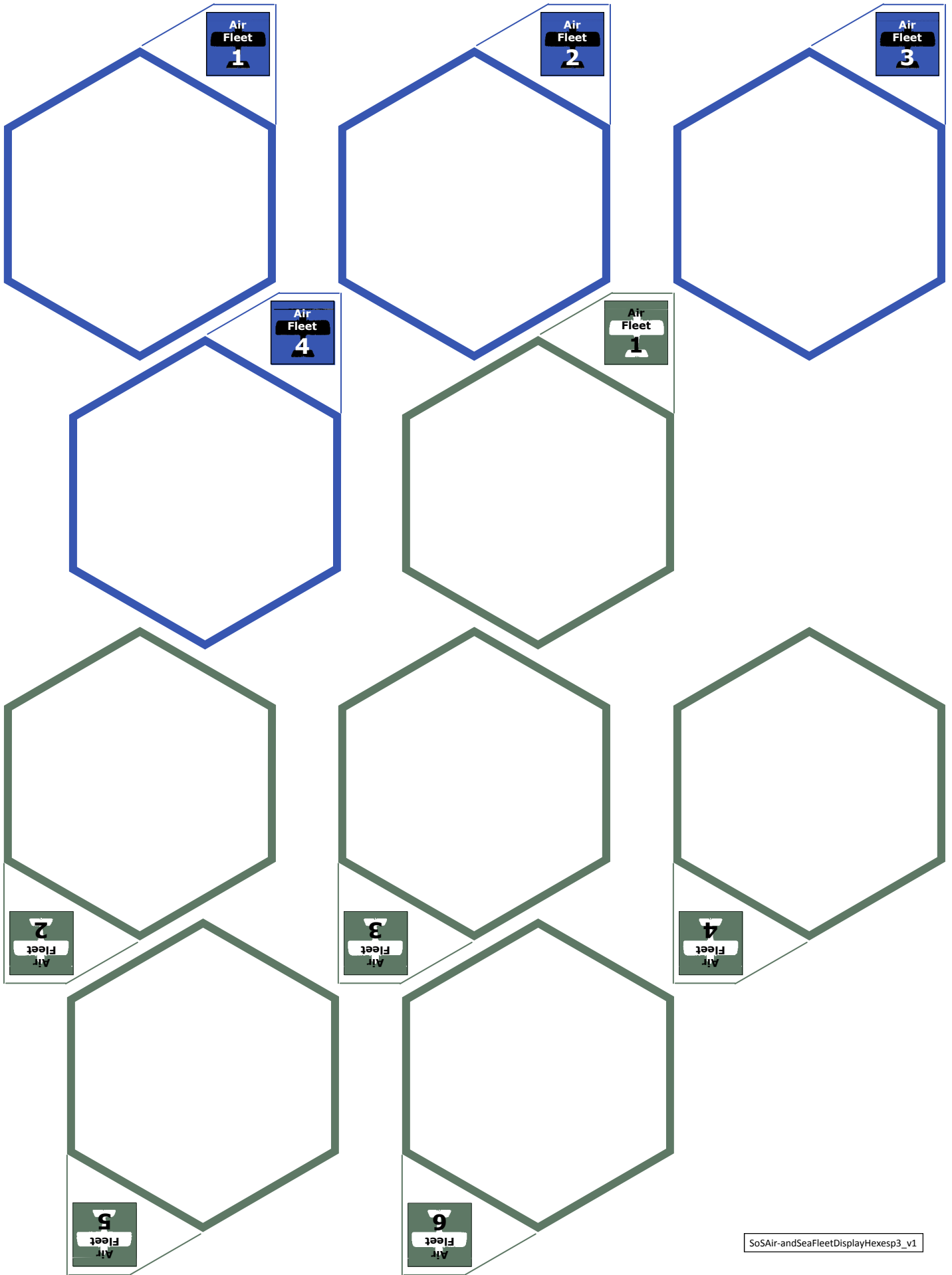


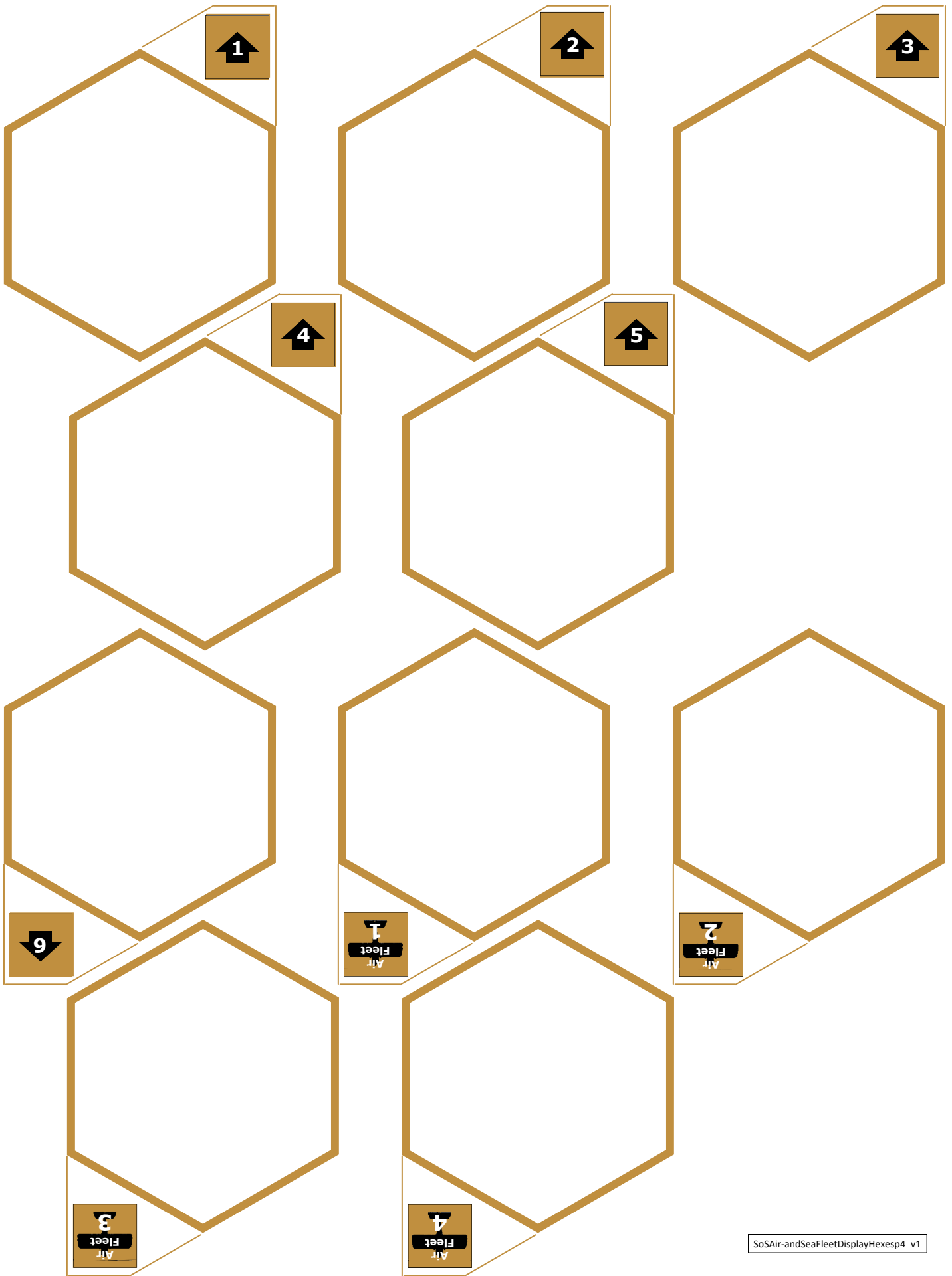
These hexes are used, after being cut out, in conjunction with the SoS1914Setupsheets to record the positions of units deployed in or adjacent to a particular hex. If the unit is to be deployed in the deployment hex itself a zero is written on the setup sheet's representation of the counter. The numbers 1 through 6 are used to identify the six different adjacent hexes. For example, a unit to be located southeast of the deployment hex would be labeled '3'.

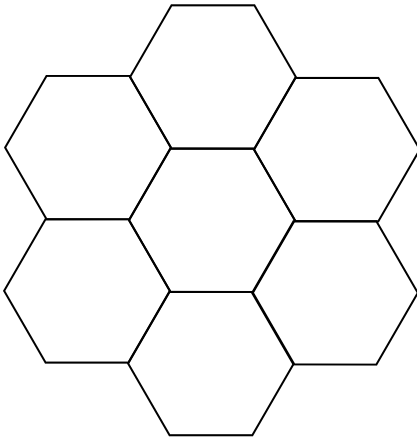
The diagram on the left works best when looking at the map from the south edge; the one on the right is easier to use if you happen to be looking at things from the north edge.



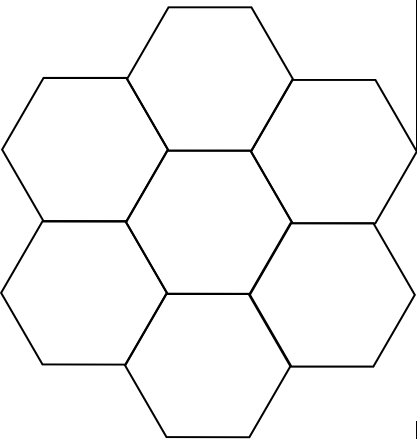




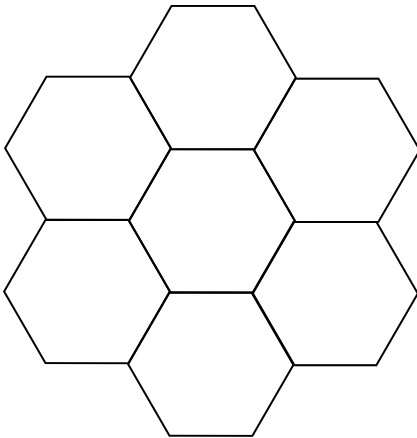




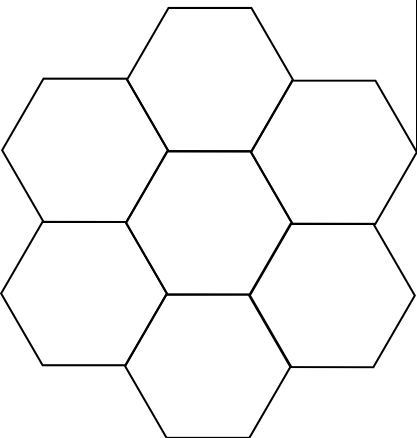
Column shifts			
Cards	Terrain	Season	Supply
Final			



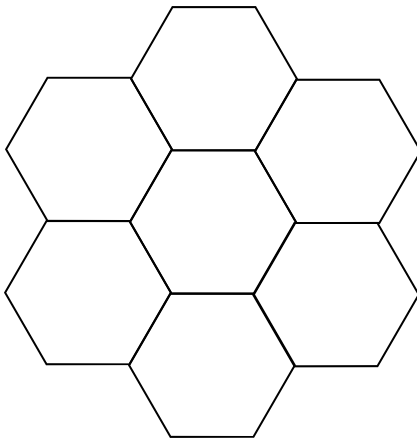
Column shifts			
Cards	Terrain	Season	Supply
Final			



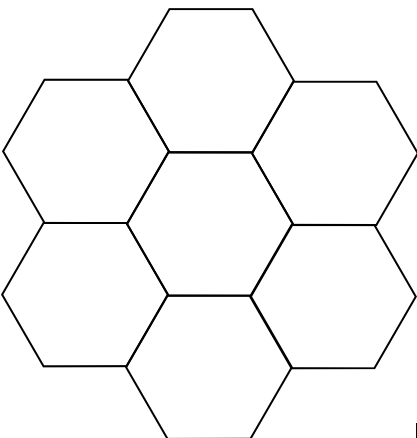
Column shifts			
Cards	Terrain	Season	Supply
Final			



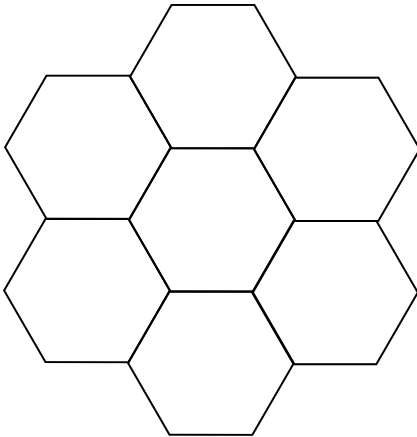
Column shifts			
Cards	Terrain	Season	Supply
Final			



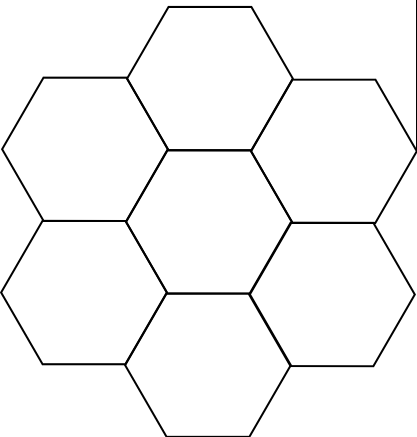
Column shifts			
Cards	Terrain	Season	Supply
Final			



Column shifts			
Cards	Terrain	Season	Supply
Final			



Column shifts			
Cards	Terrain	Season	Supply
Final			



Column shifts			
Cards	Terrain	Season	Supply
Final			

Storm of Steel
On map Industrial City ownership display

Rotterdam W 2419	
Liege W 2521	
Namur W 2422	
Brussels W 2321	
Ostend W 2119	
Belfort W 2628	
Nancy W 2526	
Longwy W 2425	
Verdun W 2426	
Langres W 2428	
Marbeuge W 2223	
Lille W 2121	
Marseille A 2137	
Arras W 2022	
Paris W 1924	
Le Havre W 1622	
Bordeaux W 1131	

Essen W 2720	
Cologne W 2721	
Coblenz W 2722	
Strasbourg W 2826	
Osnabruck W 2919	
Frankfurt W 2923	
Stuttgart W 3027	
Hannover W 3119	
Munich W 3328	
Madgeburg W 3420	
Potsdam W 3620	
Leipzig W 3622	
Chemnitz W3623	
Berlin W 3719	
Dresden W 3722	
Stettin W 3916	
Breslau W 4323	
Danzig E 0932	

Warsaw E 1437	
Ivanograd E 1538	
Petrograd E 2519	
Moscow E 3627	
Gorlovka E 4341	
Belgrade M 1002	

Prague W 3825	
Pilsen W 3826	
Graz W 3931	
Vienna W 4029	
Budapest E 1048	
Krakow E 1142	
Przemsl E 1642	

Zurich W 2829	
Berne W 2631	

Constantinople M 2708	
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Sofia M 1606	
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Verona W 3234	
Milan W 2834	
Genoa W 2836	
Rome W 3442	

Athens M 1716	
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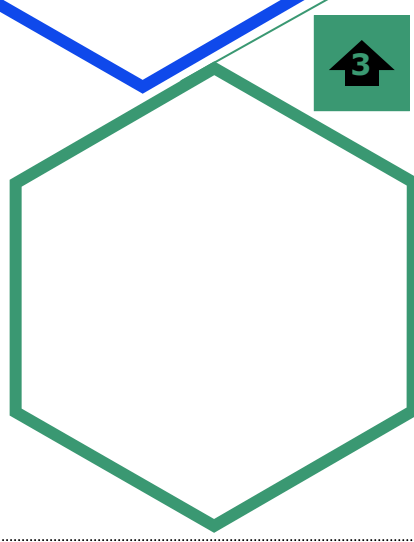
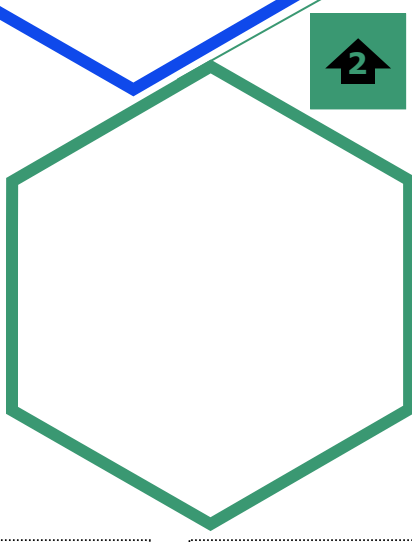
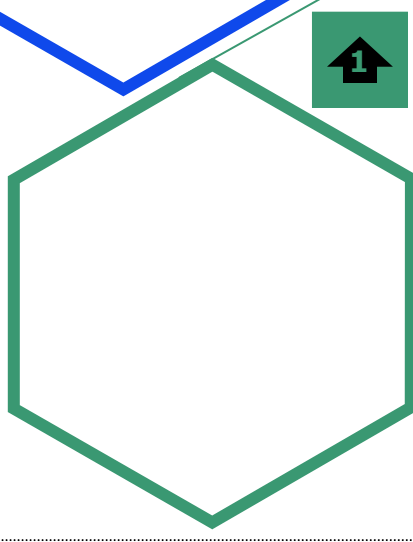
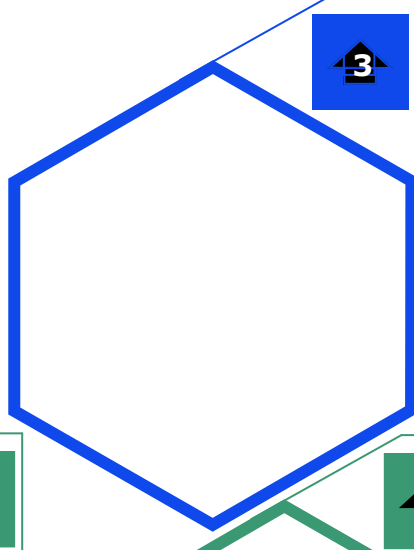
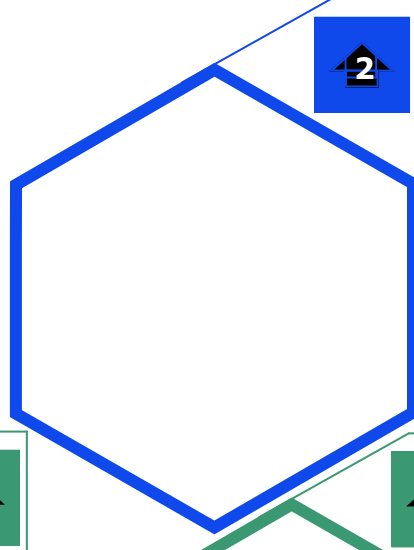
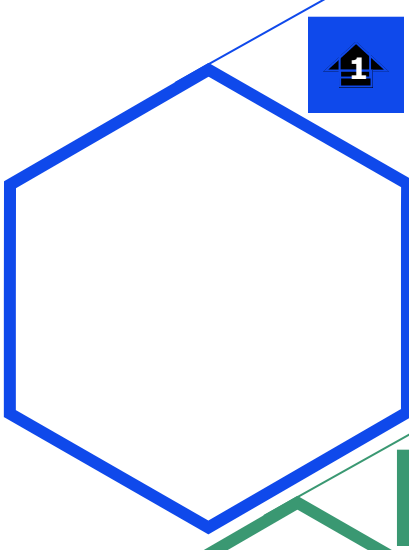
SoSCityOwnershipRoster\_v1

Bucharest M 2002	
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For each on map Industrial City the color in the printed square is that of the owner in the Summer of 1914. As the game progresses, ownership of some of these cities will change. In that case, cover the printed square with a marker in the new owner's color. Each such marker has a "1/2" on it to denote the reduced production capabilities of these captured hexes.

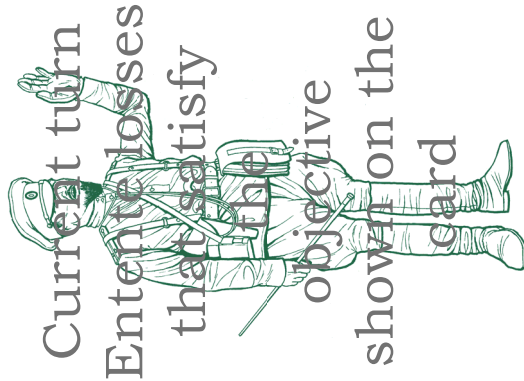
Industrial Cities in England are not shown because a change in ownership is unlikely.

An Industrial City can become Devastated in several ways. When that occurs place the Devastation marker on the printed square.

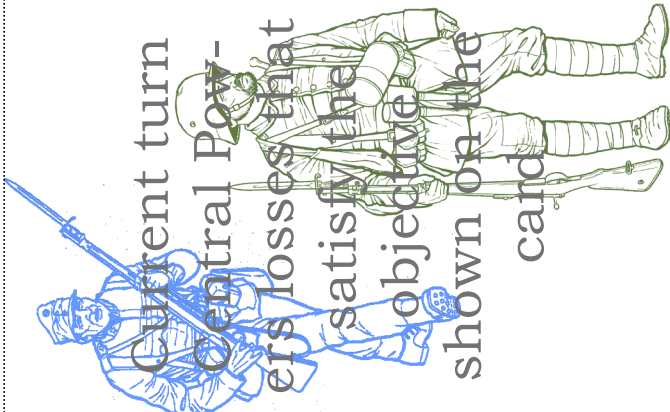




Central Powers'  
Western Front  
Card Display  
-Used for cards-  
1  
9  
11  
12  
13  
14  
20



Central Powers'  
Eastern Front  
Card Display  
-Used for card-  
10



Entente  
Western Front  
Card Display  
-Used for cards-  
44  
52  
51  
57  
61  
64  
65  
67  
68  
73  
75



Entente  
Eastern Front  
Card Display  
-Used for cards-  
11  
62

MORALE AND MERCHANT SHIPPING INDEX										Die Roll						M E R C H A N T  S H I P P I N G  O U T C O M E  T A B L E
										1	2	3	4	5	6	
1	2	3	4	5	6	7	8	9	10	-	S	S	SS/I	SS/I	SS/I	
11	12	13	14	15	16	17	18	19	20							
21	22	23	24	25	26	27	28	29	30	-	-	S	S	S/I	SS/I	
31	32	33	34	35	36	37	38	39	40							
41	42	43	44	45	46	47	48	49	50	-	-	S	S	S	S/I	
51	52	53	54	55	56	57	58	59	60							
61	62	63	64	65	66	67	68	69	70	-	-	-	-	S	S	
71	72	73	74	75	76	77	78	79	80							
81	82	83	84	85	86	87	88	89	90	-	-	-	-	-	-	T A B L E
91	92	93	94	95	96	97	98	99	100							

	High Morale		Medium Morale		Low Morale
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ENTENTE AIR DOCTRINE LEVEL					CENTRAL POWERS AIR DOCTRINE LEVEL				
1	2	3	4	5	1	2	3	4	5

**Results:**

-: No effect

S: Reduce Allied Morale 5 Points

SS: Reduce Allied Morale 10 Points

/I: Industrial Collapse: British may use only 50% of their industrial capacity on the British Isles this quarter for industrial points

SoSMandMinde\_v2





FRANCE				Maximum MP imports: 26															
Turn				III, 1914			IV, 1914			I, 1915			II, 1915			III, 1915			
Petroleum hexes				0															
MPs from previous turn																			
On-map Mobilization Centers				12	x4			x4			x6				x8			x8	
Off-map Mobilization Centers				1	x4			x4			x6				x8			x8	
Captured Mobilization Centers					x2			x2			x3				x4			x4	
MPs from England, US (after US entry)																			
MP subtotal																			
MPs sent to Belgium, Russia, Italy																			
Total Mobilization points available																			
Avail	Type	Time	MP/PP	#		Cost	#		Cost	#		Cost	#		Cost	#		Cost	
12	HQ	2	20																
23	Inf corps - 8-3-2	2	16																
5	Inf corps - 12-3-2	2	24																
5	Inf corps - 16-3-2	2	32																
10	Res Inf corps - 6-2-2	0	8																
10	Res Inf corps - 9-2-2	0	12																
5	Res Inf corps - 12-2-2	0	16																
2	Shk Inf corps - 10-4-2	3	24																
2	Shk Inf corps - 15-4-2	3	36																
2	Alp Inf corps - 8-3-2	3	16																
4	Cav corps - 2-1-3	2	8																
2	Cav corps - 3-1-3	2	12																
2	AC Brig.	1	8/1																
4	Tank Brig.	1	12/1																
2	Tank corps - 10-3-3	3	24/2																
1	Tank corps - 15-3-3	3	36/3																
1	Siege Art	2	12																
1	Arm Train	2	20																
11	Fort	4	20																
12	TAC Air	1	4/1																
2	BMB Air	2	4/1																
1	BB	8	80/1																
1	PD	4	60																
3	CA	3	40																
4	ESC	2	20																
3	SS	1	20																
5	TR	1	20																
Motorization Marker		0	4/1																
PG Attack		0	5																
PW Agent		1	1 Mrl Pt																
Remove Dev.--RR & non-Ind City		0	1																
Remove Devastation--all other		0	2																
Weapons/tactics development																			
Misc. MP cost																			
Total Mobilization Points used																			
MPs carried over to next turn																			
Shk Inf corps, Tank Brig, Tank corps																			
and PG Attacks cannot be built until																			
the appropriate weapons cards have been																			
played																			

SoSProdFrance  
III\_14 thru III\_15





SERBIA				Maximum MP imports: 2														
Turn				III, 1914			IV, 1914			I, 1915			II, 1915			III, 1915		
Petroleum hexes				0														
MPs from previous turn																		
On-map Mobilization Centers				1	x4			x4			x6			x8			x8	
Captured Mobilization Centers					x2			x2			x3			x4			x4	
MPs from England, France, US (after US entry)																		
Total Mobilization points available																		
Avail	Type	Time	MP/PP	#	Cost		#	Cost		#	Cost		#	Cost		#	Cost	
4	HQ	2	20															
3	Inf corps - 6-2-2	2	16															
1	Inf corps - 9-2-2	2	24															
4	Res Inf corps - 4-1-2	0	8															
2	Res Inf corps - 6-1-2	0	12															
2	Alp inf corps - 4-2-2	3	16															
1	Cav corps - 2-1-3	2	8															
1	TAC Air	1	4/1															
PG Attack		0	5															
Remove Dev.--RR & non-Ind City		0	1															
Remove Devastation--all other		0	2															
Weapons/tactics development																		
Misc. MP cost																		
Total Mobilization Points used																		
MPs carried over to next turn																		
SERBIA				Maximum MP imports: 2														
Turn				IV, 1915			I, 1916			II, 1916			III, 1916			IV, 1916		
Petroleum hexes																		
MPs from previous turn																		
On-map Mobilization Centers					x8			x8			x8			x8			x8	
Captured Mobilization Centers					x4			x4			x4			x4			x4	
MPs from England, France, US (after US entry)																		
Total Mobilization points available																		
Avail	Type	Time	MP/PP	#	Cost		#	Cost		#	Cost		#	Cost		#	Cost	
4	HQ	2	20															
3	Inf corps - 6-2-2	2	16															
1	Inf corps - 9-2-2	2	24															
4	Res Inf corps - 4-1-2	0	8															
2	Res Inf corps - 6-1-2	0	12															
2	Alp inf corps - 4-2-2	3	16															
1	Cav corps - 2-1-3	2	8															
1	TAC Air	1	4/1															
PG Attack		0	5															
Remove Dev.--RR & non-Ind City		0	1															
Remove Devastation--all other		0	2															
Weapons/tactics development																		
Misc. MP cost																		
Total Mobilization Points used																		
MPs carried over to next turn																		
PG Attacks cannot be built until the appropriate weapons card has been played																		





<b>OTTOMAN</b>				<b>Maximum MP imports: 28</b>									
<b>Turn</b>				<b>IV, 1914</b>		<b>I, 1915</b>		<b>II, 1915</b>		<b>III, 1915</b>		<b>IV, 1915</b>	
Petroleum hexes													
MPs from previous turn					0								
On-map Mobilization Centers				x4		x6		x8		x8		x8	
Captured Mobilization Centers				x2		x3		x4		x4		x4	
MPs from Germany, A-H													
Total Mobilization points available													
Avail	Type	Time	MP/PP	#	Cost	#	Cost	#	Cost	#	Cost	#	Cost
9	HQ	2	20										
4	Inf corps - 6-2-2	2	16										
6	Inf corps - 9-2-2	2	24										
2	Inf corps - 12-2-2	2	32										
4	Res Inf corps - 4-1-2	0	6										
6	Res Inf corps - 6-1-2	0	9										
2	Res Inf corps - 8-1-2	0	12										
1	<i>Shk Inf corps - 8-3-2</i>	3	24										
1	Alp Inf corps - 4-2-2	3	16										
5	Cav corps - 2-1-3	2	8										
1	Cav corps - 3-1-3	2	12										
1	AC Brig.	1	8/1										
1	Siege Art	2	12										
2	Fort	4	20										
4	TAC Air	1	4/0.5										
1	CA	3	40										
1	ESC	2	20										
1	SS	1	20										
3	TR	1	20										
	<i>PG Attack</i>	0	5										
Remove Dev.--RR & non-Ind City		0	1										
Remove Devastation--all other		0	2										
Weapons/tactics development													
Misc. MP cost													
Total Mobilization Points used													
MPs carried over to next turn													
<i>Shk Inf corps and PG attacks cannot be built until the appropriate weapons cards have been played</i>											SoSProdOttEmp IV_15 thru IV_16		

<b>ITALY</b>				<b>Maximum MP imports: 14</b>									
<b>Turn</b>				<b>II, 1915</b>		<b>III, 1915</b>		<b>IV, 1915</b>		<b>I, 1916</b>		<b>II, 1916</b>	
Petroleum hexes													
MPs from previous turn				0									
On-map Mobilization Centers				4	x8		x8		x8		x8		x8
Captured Mobilization Centers					x4		x4		x4		x4		x4
MPs from England, France, US													
Total Mobilization points available													
Avail	Type	Time	MP/PP	#	Cost	#	Cost	#	Cost	#	Cost	#	Cost
7	HQ	2	20										
2	Inf corps - 6-2-2	2	16										
4	Inf corps - 9-2-2	2	24										
2	Inf corps - 12-2-2	2	32										
2	Res Inf corps - 4-1-2	0	8										
4	Res Inf corps - 6-1-2	0	12										
2	Res Inf corps - 8-1-2	0	16										
2	Shk Inf corps - 8-3-2	3	24										
2	Alp Inf corps - 4-3-2	3	16										
1	Alp Inf corps - 6-3-2	3	24										
3	Cav corps - 2-1-3	2	8										
1	AC Brig.	1	8/1										
1	Tank Brig.	1	12/1										
1	Siege Art	2	12										
3	TAC Air	1	4/1										
1	BMB Air	2	4/1										
1	BB	8	80/1										
1	PD	4	60										
2	CA	3	40										
1	ESC	2	20										
1	SS	1	20										
2	TR	1	20										
PG Attack		0	5										
Remove Dev.--RR & non-Ind City		0	1										
Remove Devastation--all other		0	2										
Weapons/tactics development													
Misc. MP cost													
Total Mobilization Points used													
MPs carried over to next turn													
Shk Inf corps, Tank Brig, and PG Attacks cannot be built until the appropriate weapons cards have been played										SoSProdItaly II_15 thru II_16			



FRANCE				Maximum MP imports: 26														
Turn				IV, 1915			I, 1916			II, 1916			III, 1916			IV, 1916		
Petroleum hexes																		
MPs from previous turn																		
On-map Mobilization Centers					x8			x8			x8			x8			x8	
Off-map Mobilization Centers					x8			x8			x8			x8			x8	
Captured Mobilization Centers					x4			x4			x4			x4			x4	
MPs from England, US (after US entry)																		
MP subtotal																		
MPs sent to Belgium, Russia, Italy																		
Total Mobilization points available																		
Avail	Type	Time	MP/PP	#		Cost	#		Cost	#		Cost	#		Cost	#		Cost
12	HQ	2	20															
23	Inf corps - 8-3-2	2	16															
5	Inf corps - 12-3-2	2	24															
5	Inf corps - 16-3-2	2	32															
10	Res Inf corps - 6-2-2	0	8															
10	Res Inf corps - 9-2-2	0	12															
5	Res Inf corps - 12-2-2	0	16															
2	Shk Inf corps - 10-4-2	3	24															
2	Shk Inf corps - 15-4-2	3	36															
2	Alp Inf corps - 8-3-2	3	16															
4	Cav corps - 2-1-3	2	8															
2	Cav corps - 3-1-3	2	12															
2	AC Brig.	1	8/1															
4	Tank Brig.	1	12/1															
2	Tank corps - 10-3-3	3	24/2															
1	Tank corps - 15-3-3	3	36/3															
1	Siege Art	2	12															
1	Arm Train	2	20															
11	Fort	4	20															
12	TAC Air	1	4/1															
2	BMB Air	2	4/1															
1	BB	8	80/1															
1	PD	4	60															
3	CA	3	40															
4	ESC	2	20															
3	SS	1	20															
5	TR	1	20															
Motorization Marker		0	4/1															
PG Attack		0	5															
PW Agent		1	1 Mrl Pt															
Remove Dev.--RR & non-Ind City		0	1															
Remove Devastation--all other		0	2															
Weapons/tactics development																		
Misc. MP cost																		
Total Mobilization Points used																		
MPs carried over to next turn																		
Shk Inf corps, Tank Brig, Tank corps																		
and PG Attacks cannot be built until																		
the appropriate weapons cards have been																		
played																		

SoSProdFrance  
IV\_15 thru IV\_16

[illegible]

GERMANY															
Turn				IV, 1915			I, 1916			II, 1916			III, 1916		
Petroleum hexes															
MPs from previous turn															
On-map Mobilization Centers					x8			x8			x8			x8	
Captured Mobilization Centers					x4			x4			x4			x4	
MP subtotal															
MPs sent to A-H, Ottomans, Bulgaria															
Total Mobilization points available															
Avail	Type	Time	MP/PP	#	Cost	#	Cost	#	Cost	#	Cost	#	Cost	#	Cost
18	HQ	2	20												
31	Inf corps - 10-3-2	2	16												
10	Inf corps - 15-3-2	2	24												
10	Inf corps - 20-3-2	2	32												
25	Res Inf corps - 8-2-2	0	8												
10	Res Inf corps - 12-2-2	0	12												
10	Res Inf corps - 16-2-2	0	16												
10	Shk Inf corps - 12-4-2	3	24												
10	Shk Inf corps - 18-4-3	3	36												
10	Shk Inf corps - 24-4-2	3	48												
2	Alp Inf corps - 8-3-2	3	16												
1	Alp Inf corps - 12-3-2	3	24												
4	Cav corps - 2-2-3	2	8												
2	Cav corps - 3-2-3	2	12												
4	AC Brig.	1	8/1												
3	Tank Brig.	1	12/1												
2	Tank corps - 10-3-3	3	24/2												
2	Tank corps - 15-3-3	3	36/3												
4	Siege Art	2	12												
1	Arm Train	2	20												
16	Fort	4	20												
10	TAC Air	1	4/0.5												
3	BMB Air	2	4/0.5												
4	BB	8	80/0.5												
1	BC	6	60												
2	PD	4	60												
5	CA	3	40												
6	ESC	2	20												
8	SS	1	20												
6	TR	1	20												
Motorization Marker		0	4/1												
PG Attack		0	5												
PW Agent		1	1 Mrl Pt												
Global Display supply		0	1d6												
Remove Dev.--RR & non-Ind City		0	1												
Remove Devastation--all other		0	2												
Weapons/tactics development															
Misc. MP cost															
Total Mobilization Points used															
MPs carried over to next turn															
Shk Inf corps, Tank Brig, Tank corps															
and PG Attacks cannot be built until															
the appropriate weapons cards have been															
played															
												SoSProdGermany			
												IV_15 thru IV_16			

AUSTRIA-HUNGARY															
Turn				IV, 1915			I, 1916			II, 1916			III, 1916		
Petroleum hexes															
MPs from previous turn															
On-map Mobilization Centers					x8			x8			x8			x8	
Captured Mobilization Centers					x4			x4			x4			x4	
MPs from Germany															
MP subtotal															
MPs sent to A-H, Ottomans, Bulgaria															
Total Mobilization points available															
Avail	Type	Time	MP/PP	#	Cost	#	Cost	#	Cost	#	Cost	#	Cost	#	Cost
11	HQ	2	20												
15	Inf corps - 6-2-2	2	16												
4	Inf corps - 9-2-2	2	24												
3	Inf corps - 12-2-2	2	32												
9	Res Inf corps - 4-1-2	0	8												
5	Res Inf corps - 6-1-2	0	12												
3	Res Inf corps - 8-1-2	0	16												
2	Shk Inf corps - 8-3-2	3	24												
2	Alp Inf corps - 4-3-2	3	16												
1	Alp Inf corps - 6-3-2	3	24												
2	Cav corps - 2-1-3	2	8												
3	Cav corps - 3-1-3	2	12												
1	AC Brig.	1	8/1												
1	Tank Brig.	1	12/1												
1	Siege Art	2	12												
1	Arm Train	2	20												
9	Fort	4	20												
5	TAC Air	1	4/0.5												
1	BMB Air	2	4/0.5												
1	BB	8	80/0.5												
1	PD	4	60												
2	CA	3	40												
3	ESC	2	20												
2	SS	1	20												
2	TR	1	20												
	PG Attack	0	5												
	Remove Dev.--RR & non-Ind City	0	1												
	Remove Devastation--all other	0	2												
Weapons/tactics development															
Misc. MP cost															
Total Mobilization Points used															
MPs carried over to next turn															
Shk Inf corps, Tank Brig, and PG															
Attacks cannot be built until the															
appropriate weapons cards have been															
played															
												SoSProdA-H			
												IV_15 thru IV_16			

[illegible]

OTTOMAN															
Turn				I, 1916			II, 1916			III, 1916			IV, 1916		
Petroleum hexes															
MPs from previous turn															
On-map Mobilization Centers					x8			x8			x8			x8	
Captured Mobilization Centers					x4			x4			x4			x4	
MPs from Germany, A-H															
Total Mobilization points available															
Avail	Type	Time	MP/PP	#	Cost	#	Cost	#	Cost	#	Cost	#	Cost	#	Cost
9	HQ	2	20												
4	Inf corps - 6-2-2	2	16												
6	Inf corps - 9-2-2	2	24												
2	Inf corps - 12-2-2	2	32												
4	Res Inf corps - 4-1-2	0	6												
6	Res Inf corps - 6-1-2	0	9												
2	Res Inf corps - 8-1-2	0	12												
1	Shk Inf corps - 8-3-2	3	24												
1	Alp Inf corps - 4-2-2	3	16												
5	Cav corps - 2-1-3	2	8												
1	Cav corps - 3-1-3	2	12												
1	AC Brig.	1	8/1												
1	Siege Art	2	12												
2	Fort	4	20												
4	TAC Air	1	4/0.5												
1	CA	3	40												
1	ESC	2	20												
1	SS	1	20												
3	TR	1	20												
	PG Attack	0	5												
	Remove Dev.--RR & non-Ind City	0	1												
	Remove Devastation--all other	0	2												
Weapons/tactics development															
Misc. MP cost															
Total Mobilization Points used															
MPs carried over to next turn															
Shk Inf corps and PG attacks cannot be built until the appropriate weapons cards have been played															
													SoSProdOttEmp		
													I_17 thru I_18		

GREECE				Maximum MP imports: 5														
Turn				II, 1916			III, 1916			IV, 1916			I, 1917			II, 1917		
MPs from previous turn																		
On-map Mobilization Centers				1	x8			x8			x8			x8			x6	
Captured Mobilization Centers					x4			x4			x4			x4			x3	
MPs from Entente, US (after US entry)																		
Total Mobilization points available																		
Avail	Type	Time	MP	#		Cost	#		Cost	#		Cost	#		Cost	#		Cost
1	HQ	2	20															
2	Inf corps - 6-2-2	2	16															
2	Res Inf corps - 4-1-2	0	8															
1	Cav corps - 2-1-3	2	4															
PG Attacks		0	5															
Remove Dev.--RR & non-Ind City		0	1															
Remove Devastation--all other		0	2															
Weapons/tactics development																		
Misc. MP cost																		
Total Mobilization Points used																		
MPs carried over to next turn																		
GREECE				Maximum MP imports: 5														
Turn				III, 1917			IV, 1917			I, 1918			II, 1918			III, 1918		
MPs from previous turn																		
On-map Mobilization Centers					x6			x6			x4			x4			x4	
Captured Mobilization Centers					x3			x3			x2			x2			x2	
MPs from Entente, US (after US entry)																		
Total Mobilization points available																		
Avail	Type	Time	MP	#		Cost	#		Cost	#		Cost	#		Cost	#		Cost
1	HQ	2	20															
2	Inf corps - 6-2-2	2	16															
2	Res Inf corps - 4-1-2	0	8															
1	Cav corps - 2-1-3	2	4															
PG Attacks		0	5															
Remove Dev.--RR & non-Ind City		0	1															
Remove Devastation--all other		0	2															
Weapons/tactics development																		
Misc. MP cost																		
Total Mobilization Points used																		
MPs carried over to next turn																		
PG Attacks cannot be built until the appropriate weapons card has been played																		
													SoSProdGreece					
													II_16 thru III_18					

[illegible]

ROMANIA				Maximum MP imports: 3														
Turn				IV, 1916			I, 1917			II, 1917			III, 1917			IV, 1917		
Petroleum hexes																		
MPs from previous turn																		
On-map Mobilization Centers				1	x8			x8			x6			x6			x6	
Captured Mobilization Centers					x4			x4			x3			x3			x3	
MPs from England, France, US (after US entry)																		
Total Mobilization points available																		
Avail	Type	Time	MP/PP	#		Cost	#		Cost	#		Cost	#		Cost	#		Cost
4	HQ	2	20															
3	Inf corps - 6-2-2	2	16															
3	Res Inf corps - 4-1-2	0	8															
1	Shk Inf corps - 8-3-2	3	24															
1	Alp inf corps - 4-2-2	3	16															
1	Cav corps - 2-1-3	2	8															
1	TAC Air	1	4/1															
1	TR	1	20															
PG Attack		0	5															
Remove Dev.--RR & non-Ind City		0	1															
Remove Devastation--all other		0	2															
Weapons/tactics development																		
Misc. MP cost																		
Total Mobilization Points used																		
MPs carried over to next turn																		
ROMANIA				Maximum MP imports: 3														
Turn				I, 1918			II, 1918			III, 1918			IV, 1918			I, 1919		
Petroleum hexes																		
MPs from previous turn																		
On-map Mobilization Centers					x4			x4			x4			x4			x4	
Captured Mobilization Centers					x2			x2			x2			x2			x2	
MPs from England, France, US (after US entry)																		
Total Mobilization points available																		
Avail	Type	Time	MP/PP	#		Cost	#		Cost	#		Cost	#		Cost	#		Cost
4	HQ	2	20															
3	Inf corps - 6-2-2	2	16															
3	Res Inf corps - 4-1-2	0	8															
1	Shk Inf corps - 8-3-2	3	24															
1	Alp inf corps - 4-2-2	3	16															
1	Cav corps - 2-1-3	2	8															
1	TAC Air	1	4/1															
1	TR	1	20															
PG Attack		0	5															
Remove Dev.--RR & non-Ind City		0	1															
Remove Devastation--all other		0	2															
Weapons/tactics development																		
Misc. MP cost																		
Total Mobilization Points used																		
MPs carried over to next turn																		
Shk corps and PG Attacks cannot be built until the appropriate weapons cards have been played																		



FRANCE				Maximum MP imports: 26															
Turn				I, 1917			II, 1917			III, 1917			IV, 1917			I, 1918			
Petroleum hexes																			
MPs from previous turn																			
On-map Mobilization Centers			x8				x6				x6				x6			x4	
Off-map Mobilization Centers			x8				x6				x6				x6			x4	
Captured Mobilization Centers			x4				x3				x3				x3			x2	
MPs from England, US (after US entry)																			
MP subtotal																			
MPs sent to Belgium, Russia, Italy																			
Total Mobilization points available																			
Avail	Type	Time	MP/PP	#		Cost	#		Cost	#		Cost	#		Cost	#		Cost	
12	HQ	2	20																
23	Inf corps - 8-3-2	2	16																
5	Inf corps - 12-3-2	2	24																
5	Inf corps - 16-3-2	2	32																
10	Res Inf corps - 6-2-2	0	8																
10	Res Inf corps - 9-2-2	0	12																
5	Res Inf corps - 12-2-2	0	16																
2	Shk Inf corps - 10-4-2	3	24																
2	Shk Inf corps - 15-4-2	3	36																
2	Alp Inf corps - 8-3-2	3	16																
4	Cav corps - 2-1-3	2	8																
2	Cav corps - 3-1-3	2	12																
2	AC Brig.	1	8/1																
4	Tank Brig.	1	12/1																
2	Tank corps - 10-3-3	3	24/2																
1	Tank corps - 15-3-3	3	36/3																
1	Siege Art	2	12																
1	Arm Train	2	20																
11	Fort	4	20																
12	TAC Air	1	4/1																
2	BMB Air	2	4/1																
1	BB	8	80/1																
1	PD	4	60																
3	CA	3	40																
4	ESC	2	20																
3	SS	1	20																
5	TR	1	20																
Motorization Marker		0	4/1																
PG Attack		0	5																
PW Agent		1	1 Mrl Pt																
Remove Dev.--RR & non-Ind City		0	1																
Remove Devastation--all other		0	2																
Weapons/tactics development																			
Misc. MP cost																			
Total Mobilization Points used																			
MPs carried over to next turn																			
Shk Inf corps, Tank Brig, Tank corps and PG Attacks cannot be built until the appropriate weapons cards have been played																			

SoSProdFrance  
I\_17 thru I\_18



BELGIUM				Maximum MP imports: 6															
Turn				I, 1917			II, 1917			III, 1917			IV, 1917			I, 1918			
Petroleum hexes																			
MPs from previous turn																			
On-map Mobilization Centers				x8			x6			x6			x6			x4			
Captured Mobilization Centers				x4			x3			x3			x3			x2			
MPs from England, France, US (after US entry)																			
Total Mobilization points available																			
Avail	Type	Time	MP/PP	#	Cost		#	Cost		#	Cost		#	Cost		#	Cost		
1	HQ	2	20																
1	Inf corps - 8-2-2	2	16																
3	Res Inf corps - 6-1-2	0	8																
1	Cav corps - 1-1-3	2	4																
3	Fort	4	20																
1	TAC Air	1	4/1																
1	TR	1	20																
PG Attack		0	5																
Remove Dev.--RR & non-Ind City		0	1																
Remove Devastation--all other		0	2																
Weapons/tactics development																			
Misc. MP cost																			
Total Mobilization Points used																			
MPs carried over to next turn																			
BELGIUM				Maximum MP imports: 6															
Turn				II, 1918			III, 1918			IV, 1918			I, 1919			II, 1919			
Petroleum hexes																			
MPs from previous turn																			
On-map Mobilization Centers				x4			x4			x4			x4			x4			
Captured Mobilization Centers				x2			x2			x2			x2			x2			
MPs from England, France, US (after US entry)																			
Total Mobilization points available																			
Avail	Type	Time	MP/PP	#	Cost		#	Cost		#	Cost		#	Cost		#	Cost		
1	HQ	2	20																
1	Inf corps - 8-2-2	2	16																
3	Res Inf corps - 6-1-2	0	8																
1	Cav corps - 1-1-3	2	4																
3	Fort	4	20																
1	TAC Air	1	4/1																
1	TR	1	20																
PG Attack		0	5																
Remove Dev.--RR & non-Ind City		0	1																
Remove Devastation--all other		0	2																
Weapons/tactics development																			
Misc. MP cost																			
Total Mobilization Points used																			
MPs carried over to next turn																			
PG Attacks cannot be built until the appropriate weapons card has been played																			
													SoSProdBelg						
													I_17 thru II19						

SERBIA				Maximum MP imports: 2															
Turn				I, 1917			II, 1917			III, 1917			IV, 1917			I, 1918			
Petroleum hexes																			
MPs from previous turn																			
On-map Mobilization Centers					x8			x6			x6			x6			x4		
Captured Mobilization Centers					x4			x3			x3			x3			x2		
MPs from England, France, US (after US entry)																			
Total Mobilization points available																			
Avail	Type	Time	MP/PP	#		Cost	#		Cost	#		Cost	#		Cost	#		Cost	
4	HQ	2	20																
3	Inf corps - 6-2-2	2	16																
1	Inf corps - 9-2-2	2	24																
4	Res Inf corps - 4-1-2	0	8																
2	Res Inf corps - 6-1-2	0	12																
2	Alp inf corps - 4-2-2	3	16																
1	Cav corps - 2-1-3	2	8																
1	TAC Air	1	4/1																
PG Attack		0	5																
Remove Dev.--RR & non-Ind City		0	1																
Remove Devastation--all other		0	2																
Weapons/tactics development																			
Misc. MP cost																			
Total Mobilization Points used																			
MPs carried over to next turn																			
SERBIA				Maximum MP imports: 2															
Turn				II, 1918			III, 1918			IV, 1918			I, 1919			II, 1919			
Petroleum hexes																			
MPs from previous turn																			
On-map Mobilization Centers					x4			x4			x4			x4			x4		
Captured Mobilization Centers					x2			x2			x2			x2			x2		
MPs from England, France, US (after US entry)																			
Total Mobilization points available																			
Avail	Type	Time	MP/PP	#		Cost	#		Cost	#		Cost	#		Cost	#		Cost	
4	HQ	2	20																
3	Inf corps - 6-2-2	2	16																
1	Inf corps - 9-2-2	2	24																
4	Res Inf corps - 4-1-2	0	8																
2	Res Inf corps - 6-1-2	0	12																
2	Alp inf corps - 4-2-2	3	16																
1	Cav corps - 2-1-3	2	8																
1	TAC Air	1	4/1																
PG Attack		0	5																
Remove Dev.--RR & non-Ind City		0	1																
Remove Devastation--all other		0	2																
Weapons/tactics development																			
Misc. MP cost																			
Total Mobilization Points used																			
MPs carried over to next turn																			
PG Attacks cannot be built until the appropriate weapons card has been played																			
													</						

GERMANY															
Turn				I, 1917			II, 1917			III, 1917			IV, 1917		
Petroleum hexes															
MPs from previous turn															
On-map Mobilization Centers				x8			x6			x6			x6		
Captured Mobilization Centers				x4			x3			x3			x3		
MP subtotal															
MPs sent to A-H, Ottomans, Bulgaria															
Total Mobilization points available															
Avail	Type	Time	MP/PP	#	Cost	#	Cost	#	Cost	#	Cost	#	Cost	#	Cost
18	HQ	2	20												
31	Inf corps - 10-3-2	2	16												
10	Inf corps - 15-3-2	2	24												
10	Inf corps - 20-3-2	2	32												
25	Res Inf corps - 8-2-2	0	8												
10	Res Inf corps - 12-2-2	0	12												
10	Res Inf corps - 16-2-2	0	16												
10	Shk Inf corps - 12-4-2	3	24												
10	Shk Inf corps - 18-4-3	3	36												
10	Shk Inf corps - 24-4-2	3	48												
2	Alp Inf corps - 8-3-2	3	16												
1	Alp Inf corps - 12-3-2	3	24												
4	Cav corps - 2-2-3	2	8												
2	Cav corps - 3-2-3	2	12												
4	AC Brig.	1	8/1												
3	Tank Brig.	1	12/1												
2	Tank corps - 10-3-3	3	24/2												
2	Tank corps - 15-3-3	3	36/3												
4	Siege Art	2	12												
1	Arm Train	2	20												
16	Fort	4	20												
10	TAC Air	1	4/0.5												
3	BMB Air	2	4/0.5												
4	BB	8	80/0.5												
1	BC	6	60												
2	PD	4	60												
5	CA	3	40												
6	ESC	2	20												
8	SS	1	20												
6	TR	1	20												
Motorization Marker		0	4/1												
PG Attack		0	5												
PW Agent		1	1 Mrl Pt												
Global Display supply		0	1d6												
Remove Dev.--RR & non-Ind City		0	1												
Remove Devastation--all other		0	2												
Weapons/tactics development															
Misc. MP cost															
Total Mobilization Points used															
MPs carried over to next turn															
Shk Inf corps, Tank Brig, Tank corps															
and PG Attacks cannot be built until															
the appropriate weapons cards have been															
played															
												SoSPProdGermany			
												I_17 thru I_18			



OTTOMAN															
Turn				II, 1917			III, 1917			IV, 1917			I, 1918		
Petroleum hexes															
MPs from previous turn															
On-map Mobilization Centers					x6			x6			x6			x4	
Captured Mobilization Centers					x3			x3			x3			x2	
MPs from Germany, A-H															
Total Mobilization points available															
Avail	Type	Time	MP/PP	#	Cost	#	Cost	#	Cost	#	Cost	#	Cost	#	Cost
9	HQ	2	20												
4	Inf corps - 6-2-2	2	16												
6	Inf corps - 9-2-2	2	24												
2	Inf corps - 12-2-2	2	32												
4	Res Inf corps - 4-1-2	0	6												
6	Res Inf corps - 6-1-2	0	9												
2	Res Inf corps - 8-1-2	0	12												
1	Shk Inf corps - 8-3-2	3	24												
1	Alp Inf corps - 4-2-2	3	16												
5	Cav corps - 2-1-3	2	8												
1	Cav corps - 3-1-3	2	12												
1	AC Brig.	1	8/1												
1	Siege Art	2	12												
2	Fort	4	20												
4	TAC Air	1	4/0.5												
1	CA	3	40												
1	ESC	2	20												
1	SS	1	20												
3	TR	1	20												
	PG Attack	0	5												
	Remove Dev.--RR & non-Ind City	0	1												
	Remove Devastation--all other	0	2												
Weapons/tactics development															
Misc. MP cost															
Total Mobilization Points used															
MPs carried over to next turn															
Shk Inf corps and PG attacks cannot be built until the appropriate weapons cards have been played															
													SoSProdOttEmp		
													II_18 thru II_19		

[illegible]

ITALY				Maximum MP imports: 14											
Turn				IV, 1917			I, 1918			II, 1918			III, 1918		
Petroleum hexes															
MPs from previous turn															
On-map Mobilization Centers					x6			x4			x4			x4	
Captured Mobilization Centers					x3			x2			x2			x2	
MPs from England, France, US															
Total Mobilization points available															
Avail	Type	Time	MP/PP	#	Cost	#	Cost	#	Cost	#	Cost	#	Cost	#	Cost
7	HQ	2	20												
2	Inf corps - 6-2-2	2	16												
4	Inf corps - 9-2-2	2	24												
2	Inf corps - 12-2-2	2	32												
2	Res Inf corps - 4-1-2	0	8												
4	Res Inf corps - 6-1-2	0	12												
2	Res Inf corps - 8-1-2	0	16												
2	Shk Inf corps - 8-3-2	3	24												
2	Alp Inf corps - 4-3-2	3	16												
1	Alp Inf corps - 6-3-2	3	24												
3	Cav corps - 2-1-3	2	8												
1	AC Brig.	1	8/1												
1	Tank Brig.	1	12/1												
1	Siege Art	2	12												
3	TAC Air	1	4/1												
1	BMB Air	2	4/1												
1	BB	8	80/1												
1	PD	4	60												
2	CA	3	40												
1	ESC	2	20												
1	SS	1	20												
2	TR	1	20												
PG Attack		0	5												
Remove Dev.--RR & non-Ind City		0	1												
Remove Devastation--all other		0	2												
Weapons/tactics development															
Misc. MP cost															
Total Mobilization Points used															
MPs carried over to next turn															
Shk Inf corps, Tank Brig, and PG															
Attacks cannot be built until the															
appropriate weapons cards have been															
played															
												SoSProdItaly			
												IV_17 thru IIV_18			



FRANCE				Maximum MP imports: 26														
Turn				II, 1918			III, 1918			IV, 1918			I, 1919			II, 1919		
Petroleum hexes																		
MPs from previous turn																		
On-map Mobilization Centers					x4			x4			x4			x4			x4	
Off-map Mobilization Centers					x4			x4			x4			x4			x4	
Captured Mobilization Centers					x2			x2			x2			x2			x2	
MPs from England, US (after US entry)																		
MP subtotal																		
MPs sent to Belgium, Russia, Italy																		
Total Mobilization points available																		
Avail	Type	Time	MP/PP	#		Cost	#		Cost	#		Cost	#		Cost	#		Cost
12	HQ	2	20															
23	Inf corps - 8-3-2	2	16															
5	Inf corps - 12-3-2	2	24															
5	Inf corps - 16-3-2	2	32															
10	Res Inf corps - 6-2-2	0	8															
10	Res Inf corps - 9-2-2	0	12															
5	Res Inf corps - 12-2-2	0	16															
2	Shk Inf corps - 10-4-2	3	24															
2	Shk Inf corps - 15-4-2	3	36															
2	Alp Inf corps - 8-3-2	3	16															
4	Cav corps - 2-1-3	2	8															
2	Cav corps - 3-1-3	2	12															
2	AC Brig.	1	8/1															
4	Tank Brig.	1	12/1															
2	Tank corps - 10-3-3	3	24/2															
1	Tank corps - 15-3-3	3	36/3															
1	Siege Art	2	12															
1	Arm Train	2	20															
11	Fort	4	20															
12	TAC Air	1	4/1															
2	BMB Air	2	4/1															
1	BB	8	80/1															
1	PD	4	60															
3	CA	3	40															
4	ESC	2	20															
3	SS	1	20															
5	TR	1	20															
Motorization Marker		0	4/1															
PG Attack		0	5															
PW Agent		1	1 Mrl Pt															
Remove Dev.--RR & non-Ind City		0	1															
Remove Devastation--all other		0	2															
Weapons/tactics development																		
Misc. MP cost																		
Total Mobilization Points used																		
MPs carried over to next turn																		
Shk Inf corps, Tank Brig, Tank corps and PG Attacks cannot be built until the appropriate weapons cards have been played																		
					</													

RUSSIA				Maximum MP imports: 5 (None in Winter)											
Turn				II, 1918			III, 1918			IV, 1918			I, 1919		
Petroleum hexes															
MPs from previous turn															
On-map Mobilization Centers					x4			x4			x4			x4	
Off-map Mobilization Centers					x4			x4			x4			x4	
Captured Mobilization Centers					x2			x2			x2			x2	
MPs from England, France, US (after US entry)															
MP subtotal															
MPs sent to Romania															
Total Mobilization points available															
Avail	Type	Time	MP/PP	#	Cost	#	Cost	#	Cost	#	Cost	#	Cost	#	Cost
12	HQ	2	20												
35	Inf corps - 6-2-2	2	16												
5	Inf corps - 9-2-2	2	24												
5	Inf corps - 12-2-2	2	32												
30	Res Inf corps - 4-1-2	0	6												
10	Res Inf corps - 6-1-2	0	9												
10	Res Inf corps - 8-1-2	0	12												
3	Shk Inf corps - 8-3-2	3	24												
1	Alp Inf corps - 4-2-2	3	16												
23	Cav corps - 2-1-3	2	6												
3	AC Brig.	1	8/1												
1	Arm Train	2	20												
14	Fort	4	20												
6	TAC Air	1	4/1												
1	BMB Air	2	4/1												
2	BB	8	80/1												
1	PD	4	60												
2	CA	3	40												
4	ESC	2	20												
1	SS	1	20												
2	TR	1	20												
PG Attack		0	5												
Remove Dev.--RR & non-Ind City		0	1												
Remove Devastation--all other		0	2												
Weapons/tactics development															
Misc. MP cost															
Total Mobilization Points used															
MPs carried over to next turn															
Shk Inf corps and PG Attacks cannot be built until the appropriate weapons cards have been played															
													SoSProdRussia		
													II_18 thru II_19		

GERMANY															
Turn				II, 1918			III, 1918			IV, 1918			I, 1919		
Petroleum hexes															
MPs from previous turn															
On-map Mobilization Centers				x4			x4			x4			x4		
Captured Mobilization Centers				x2			x2			x2			x2		
MP subtotal															
MPs sent to A-H, Ottomans, Bulgaria															
Total Mobilization points available															
Avail	Type	Time	MP/PP	#	Cost	#	Cost	#	Cost	#	Cost	#	Cost	#	Cost
18	HQ	2	20												
31	Inf corps - 10-3-2	2	16												
10	Inf corps - 15-3-2	2	24												
10	Inf corps - 20-3-2	2	32												
25	Res Inf corps - 8-2-2	0	8												
10	Res Inf corps - 12-2-2	0	12												
10	Res Inf corps - 16-2-2	0	16												
10	Shk Inf corps - 12-4-2	3	24												
10	Shk Inf corps - 18-4-3	3	36												
10	Shk Inf corps - 24-4-2	3	48												
2	Alp Inf corps - 8-3-2	3	16												
1	Alp Inf corps - 12-3-2	3	24												
4	Cav corps - 2-2-3	2	8												
2	Cav corps - 3-2-3	2	12												
4	AC Brig.	1	8/1												
3	Tank Brig.	1	12/1												
2	Tank corps - 10-3-3	3	24/2												
2	Tank corps - 15-3-3	3	36/3												
4	Siege Art	2	12												
1	Arm Train	2	20												
16	Fort	4	20												
10	TAC Air	1	4/0.5												
3	BMB Air	2	4/0.5												
4	BB	8	80/0.5												
1	BC	6	60												
2	PD	4	60												
5	CA	3	40												
6	ESC	2	20												
8	SS	1	20												
6	TR	1	20												
Motorization Marker		0	4/1												
PG Attack		0	5												
PW Agent		1	1 Mrl Pt												
Global Display supply		0	1d6												
Remove Dev.--RR & non-Ind City		0	1												
Remove Devastation--all other		0	2												
Weapons/tactics development															
Misc. MP cost															
Total Mobilization Points used															
MPs carried over to next turn															
Shk Inf corps, Tank Brig, Tank corps															
and PG Attacks cannot be built until															
the appropriate weapons cards have been															
played															
												SoSProdGermany			
												II_18 thru II_19			

AUSTRIA-HUNGARY															
Turn				II, 1918			III, 1918			IV, 1918			I, 1919		
Petroleum hexes															
MPs from previous turn															
On-map Mobilization Centers					x4			x4			x4			x4	
Captured Mobilization Centers					x2			x2			x2			x2	
MPs from Germany															
MP subtotal															
MPs sent to A-H, Ottomans, Bulgaria															
Total Mobilization points available															
Avail	Type	Time	MP/PP	#	Cost	#	Cost	#	Cost	#	Cost	#	Cost	#	Cost
11	HQ	2	20												
15	Inf corps - 6-2-2	2	16												
4	Inf corps - 9-2-2	2	24												
3	Inf corps - 12-2-2	2	32												
9	Res Inf corps - 4-1-2	0	8												
5	Res Inf corps - 6-1-2	0	12												
3	Res Inf corps - 8-1-2	0	16												
2	Shk Inf corps - 8-3-2	3	24												
2	Alp Inf corps - 4-3-2	3	16												
1	Alp Inf corps - 6-3-2	3	24												
2	Cav corps - 2-1-3	2	8												
3	Cav corps - 3-1-3	2	12												
1	AC Brig.	1	8/1												
1	Tank Brig.	1	12/1												
1	Siege Art	2	12												
1	Arm Train	2	20												
9	Fort	4	20												
5	TAC Air	1	4/0.5												
1	BMB Air	2	4/0.5												
1	BB	8	80/0.5												
1	PD	4	60												
2	CA	3	40												
3	ESC	2	20												
2	SS	1	20												
2	TR	1	20												
	PG Attack	0	5												
	Remove Dev.--RR & non-Ind City	0	1												
	Remove Devastation--all other	0	2												
Weapons/tactics development															
Misc. MP cost															
Total Mobilization Points used															
MPs carried over to next turn															
Shk Inf corps, Tank Brig, and PG															
Attacks cannot be built until the															
appropriate weapons cards have been															
played															

SoSProdA-H  
II\_18 thru II\_19

BULGARIA				Maximum MP imports: 3														
Turn				II, 1918			III, 1918			IV, 1918			I, 1919			II, 1919		
Petroleum hexes																		
MPs from previous turn																		
On-map Mobilization Centers					x4			x4			x4			x4			x4	
Captured Mobilization Centers					x2			x2			x2			x2			x2	
MPs from Germany, A-H																		
Total Mobilization points available																		
Avail	Type	Time	MP/PP	#	Cost	#	Cost	#	Cost	#	Cost	#	Cost	#	Cost			
4	HQ	2	20															
2	Inf corps - 8-2-2	2	16															
1	Inf corps - 12-2-2	2	24															
2	Res Inf corps - 6-1-2	0	8															
3	Res Inf corps - 9-1-2	0	12															
1	Shk Inf corps - 10-3-2	3	24															
1	Alp inf corps - 6-2-2	3	16															
1	Cav corps - 2-1-3	2	8															
1	TAC Air	1	4/0.5															
	PG Attack	0	5															
Remove Dev.--RR & non-Ind City		0	1															
Remove Devastation--all other		0	2															
Weapons/tactics development																		
Misc. MP cost																		
Total Mobilization Points used																		
MPs carried over to next turn																		
BULGARIA				Maximum MP imports: 3														
Turn				III, 1919														
Petroleum hexes																		
MPs from previous turn																		
On-map Mobilization Centers					x4													
Captured Mobilization Centers					x2													
MPs from Germany, A-H																		
Total Mobilization points available																		
Avail	Type	Time	MP/PP	#	Cost	#	Cost	#	Cost	#	Cost	#	Cost	#	Cost			
4	HQ	2	20															
2	Inf corps - 8-2-2	2	16															
1	Inf corps - 12-2-2	2	24															
2	Res Inf corps - 6-1-2	0	8															
3	Res Inf corps - 9-1-2	0	12															
1	Shk Inf corps - 10-3-2	3	24															
1	Alp inf corps - 6-2-2	3	16															
1	Cav corps - 2-1-3	2	8															
1	TAC Air	1	4/0.5															
	PG Attack	0	5															
Remove Dev.--RR & non-Ind City		0	1															
Remove Devastation--all other		0	2															
Weapons/tactics development																		
Misc. MP cost																		
Total Mobilization Points used																		
MPs carried over to next turn																		
PG Attacks cannot be built until the appropriate weapons card has been played																		
										</								





GREECE				Maximum MP imports: 5											
Turn				IV, 1918			I, 1919			II, 1919			III, 1919		
MPs from previous turn															
On-map Mobilization Centers					x4			x4			x4			x4	
Captured Mobilization Centers					x2			x2			x2			x2	
MPs from Entente, US (after US entry)															
Total Mobilization points available															
Avail	Type	Time	MP	#		Cost	#		Cost	#		Cost	#		Cost
1	HQ	2	20												
2	Inf corps - 6-2-2	2	16												
2	Res Inf corps - 4-1-2	0	8												
1	Cav corps - 2-1-3	2	4												
PG Attacks				0		5									
Remove Dev.--RR & non-Ind City				0		1									
Remove Devastation--all other				0		2									
Weapons/tactics development															
Misc. MP cost															
Total Mobilization Points used															
MPs carried over to next turn															
GREECE															
Turn															
MPs from previous turn															
On-map Mobilization Centers															
Captured Mobilization Centers															
MPs from Entente, US (after US entry)															
Total Mobilization points available															
Avail	Type	Time	MP												
1	HQ	2	20												
2	Inf corps - 6-2-2	2	16												
2	Res Inf corps - 4-1-2	0	8												
1	Cav corps - 2-1-3	2	4												
PG Attacks				0		5									
Remove Dev.--RR & non-Ind City				0		1									
Remove Devastation--all other				0		2									
Weapons/tactics development															
Misc. MP cost															
Total Mobilization Points used															
MPs carried over to next turn															
PG Attacks cannot be built until the appropriate weapons card has been played															
										SoSProdGreece					
										IV_18 thru III_19					

ITALY				Maximum MP imports: 14							
Turn				I, 1919		II, 1919		III, 1919			
Petroleum hexes											
MPs from previous turn											
On-map Mobilization Centers					x4		x4		x4		
Captured Mobilization Centers					x2		x2		x2		
MPs from England, France, US											
Total Mobilization points available											
Avail	Type	Time	MP/PP	#	Cost	#	Cost	#	Cost		
7	HQ	2	20								
2	Inf corps - 6-2-2	2	16								
4	Inf corps - 9-2-2	2	24								
2	Inf corps - 12-2-2	2	32								
2	Res Inf corps - 4-1-2	0	8								
4	Res Inf corps - 6-1-2	0	12								
2	Res Inf corps - 8-1-2	0	16								
2	Shk Inf corps - 8-3-2	3	24								
2	Alp Inf corps - 4-3-2	3	16								
1	Alp Inf corps - 6-3-2	3	24								
3	Cav corps - 2-1-3	2	8								
1	AC Brig.	1	8/1								
1	Tank Brig.	1	12/1								
1	Siege Art	2	12								
3	TAC Air	1	4/1								
1	BMB Air	2	4/1								
1	BB	8	80/1								
1	PD	4	60								
2	CA	3	40								
1	ESC	2	20								
1	SS	1	20								
2	TR	1	20								
PG Attack		0	5								
Remove Dev.--RR & non-Ind City		0	1								
Remove Devastation--all other		0	2								
Weapons/tactics development											
Misc. MP cost											
Total Mobilization Points used											
MPs carried over to next turn											
Shk Inf corps, Tank Brig, and PG											
Attacks cannot be built until the						SoSProdItaly					
appropriate weapons cards have been						I_19 thru III_19					
played											



ENGLAND						
Turn				III, 1919		
Petroleum hexes						
MPs from previous turn						
On-map Mobilization Centers					x4	
Off-map Mobilization Centers					x4	
Captured Mobilization Centers					x2	
MP subtotal						
MPs sent to Entente allies						
Total Mobilization points available						
Avail	Type	Time	MP/PP	#		Cost
9	HQ	2	20			
7	Inf corps - 10-3(4)-2	2	16			
5	Inf corps - 15-3(4)-2	2	24			
9	Res Inf corps - 8-2-2	2	12			
10	Res Inf corps - 12-2-2	2	18			
2	Shk Inf corps - 12-4-2	3	24			
1	Shk Inf corps - 18-4-2	3	36			
1	Alp Inf corps - 8-3-2	3	16			
7	Cav corps - 4-2-3	2	8			
2	Cav corps - 6-2-3	2	12			
4	AC Brig.	1	8/1			
6	Tank Brig.	1	12/1			
2	Tank corps - 10-3-3	3	24/2			
1	Tank corps - 15-3-3	3	36/3			
1	Tank corps - 20-3-3	3	48/4			
1	Siege Art	2	12			
8	TAC Air	1	4/1			
3	BMB Air	2	4/1			
5	BB	8	80/1			
1	BC	6	60			
4	PD	4	60			
9	CA	3	40			
10	ESC	2	20			
4	SS	1	20			
10	TR	1	20			
	Merchant ShMP Pt.	0	8			
Motorization Marker		0	4/1			
PG Attack		0	5			
PW Agent		1	1 Mrl Pt			
Remove Dev.--RR & non-Ind City		0	1			
Remove Devastation--all other		0	2			
Weapons/tactics development						
Misc. MP cost						
Total Mobilization Points used						
MPs carried over to next turn						
Shk Inf corps, Tank Brig, Tank corps and PG Attacks cannot be built until the appropriate weapons cards have been played				SoSProdEng	III_19	

FRANCE						
Turn				III, 1919		
Petroleum hexes						
MPs from previous turn						
On-map Mobilization Centers			x4			
Off-map Mobilization Centers			x4			
Captured Mobilization Centers			x2			
MPs from England, US (after US entry)						
MP subtotal						
MPs sent to Belgium, Russia, Italy						
Total Mobilization points available						
Avail	Type	Time	MP/PP	#		Cost
12	HQ	2	20			
23	Inf corps - 8-3-2	2	16			
5	Inf corps - 12-3-2	2	24			
5	Inf corps - 16-3-2	2	32			
10	Res Inf corps - 6-2-2	0	8			
10	Res Inf corps - 9-2-2	0	12			
5	Res Inf corps - 12-2-2	0	16			
2	Shk Inf corps - 10-4-2	3	24			
2	Shk Inf corps - 15-4-2	3	36			
2	Alp Inf corps - 8-3-2	3	16			
4	Cav corps - 2-1-3	2	8			
2	Cav corps - 3-1-3	2	12			
2	AC Brig.	1	8/1			
4	Tank Brig.	1	12/1			
2	Tank corps - 10-3-3	3	24/2			
1	Tank corps - 15-3-3	3	36/3			
1	Siege Art	2	12			
1	Arm Train	2	20			
11	Fort	4	20			
12	TAC Air	1	4/1			
2	BMB Air	2	4/1			
1	BB	8	80/1			
1	PD	4	60			
3	CA	3	40			
4	ESC	2	20			
3	SS	1	20			
5	TR	1	20			
Motorization Marker		0	4/1			
PG Attack		0	5			
PW Agent		1	1 Mrl Pt			
Remove Dev.--RR & non-Ind City		0	1			
Remove Devastation--all other		0	2			
Weapons/tactics development						
Misc. MP cost						
Total Mobilization Points used						
MPs carried over to next turn						
Shk Inf corps, Tank Brig, Tank corps and PG Attacks cannot be built until the appropriate weapons cards have been played				SoSProdFrance	III_19	

RUSSIA						
Turn				III, 1919		
Petroleum hexes						
MPs from previous turn						
On-map Mobilization Centers					x4	
Off-map Mobilization Centers					x4	
Captured Mobilization Centers					x2	
MPs from England, France, US (after US entry)						
MP subtotal						
MPs sent to Romania						
Total Mobilization points available						
Avail	Type	Time	MP/PP	#		Cost
12	HQ	2	20			
35	Inf corps - 6-2-2	2	16			
5	Inf corps - 9-2-2	2	24			
5	Inf corps - 12-2-2	2	32			
30	Res Inf corps - 4-1-2	0	6			
10	Res Inf corps - 6-1-2	0	9			
10	Res Inf corps - 8-1-2	0	12			
3	<i>Shk Inf corps - 8-3-2</i>	3	24			
1	Alp Inf corps - 4-2-2	3	16			
23	Cav corps - 2-1-3	2	6			
3	AC Brig.	1	8/1			
1	Arm Train	2	20			
14	Fort	4	20			
6	TAC Air	1	4/1			
1	BMB Air	2	4/1			
2	BB	8	80/1			
1	PD	4	60			
2	CA	3	40			
4	ESC	2	20			
1	SS	1	20			
2	TR	1	20			
<i>PG Attack</i>		0	5			
Remove Dev.--RR & non-Ind City		0	1			
Remove Devastation--all other		0	2			
Weapons/tactics development						
Misc. MP cost						
Total Mobilization Points used						
MPs carried over to next turn						
<i>Shk Inf corps and PG Attacks cannot be built until the appropriate weapons cards have been played</i>						
				SoSProdRussia		
				III_19		

BELGIUM						
Turn				III, 1919		
Petroleum hexes						
MPs from previous turn						
On-map Mobilization Centers				x4		
Captured Mobilization Centers				x2		
MPs from England, France, US (after US entry)						
Total Mobilization points available						
Avail	Type	Time	MP/PP	#	Cost	
1	HQ	2	20			
1	Inf corps - 8-2-2	2	16			
3	Res Inf corps - 6-1-2	0	8			
1	Cav corps - 1-1-3	2	4			
3	Fort	4	20			
1	TAC Air	1	4/1			
1	TR	1	20			
<i>PG Attack</i>		0	5			
Remove Dev.--RR & non-Ind City		0	1			
Remove Devastation--all other		0	2			
Weapons/tactics development						
Misc. MP cost						
Total Mobilization Points used						
MPs carried over to next turn						
BELGIUM						
Turn						
Petroleum hexes						
MPs from previous turn						
On-map Mobilization Centers						
Captured Mobilization Centers						
MPs from England, France, US (after US entry)						
Total Mobilization points available						
Avail	Type	Time	MP/PP			
1	HQ	2	20			
1	Inf corps - 8-2-2	2	16			
3	Res Inf corps - 6-1-2	0	8			
1	Cav corps - 1-1-3	2	4			
3	Fort	4	20			
1	TAC Air	1	4/1			
1	TR	1	20			
<i>PG Attack</i>		0	5			
Remove Dev.--RR & non-Ind City		0	1			
Remove Devastation--all other		0	2			
Weapons/tactics development						
Misc. MP cost						
Total Mobilization Points used						
MPs carried over to next turn						
<i>PG Attacks cannot be built until the appropriate weapons card has been played</i>				SoSProdBelg		
				III_19		

SERBIA						
Turn				III, 1919		
Petroleum hexes						
MPs from previous turn						
On-map Mobilization Centers					x4	
Captured Mobilization Centers					x2	
MPs from England, France, US (after US entry)						
Total Mobilization points available						
Avail	Type	Time	MP/PP	#		Cost
4	HQ	2	20			
3	Inf corps - 6-2-2	2	16			
1	Inf corps - 9-2-2	2	24			
4	Res Inf corps - 4-1-2	0	8			
2	Res Inf corps - 6-1-2	0	12			
2	Alp inf corps - 4-2-2	3	16			
1	Cav corps - 2-1-3	2	8			
1	TAC Air	1	4/1			
PG Attack		0	5			
Remove Dev.--RR & non-Ind City		0	1			
Remove Devastation--all other		0	2			
Weapons/tactics development						
Misc. MP cost						
Total Mobilization Points used						
MPs carried over to next turn						
SERBIA						
Turn						
Petroleum hexes						
MPs from previous turn						
On-map Mobilization Centers						
Captured Mobilization Centers						
MPs from England, France, US (after US entry)						
Total Mobilization points available						
Avail	Type	Time	MP/PP			
4	HQ	2	20			
3	Inf corps - 6-2-2	2	16			
1	Inf corps - 9-2-2	2	24			
4	Res Inf corps - 4-1-2	0	8			
2	Res Inf corps - 6-1-2	0	12			
2	Alp inf corps - 4-2-2	3	16			
1	Cav corps - 2-1-3	2	8			
1	TAC Air	1	4/1			
PG Attack		0	5			
Remove Dev.--RR & non-Ind City		0	1			
Remove Devastation--all other		0	2			
Weapons/tactics development						
Misc. MP cost						
Total Mobilization Points used						
MPs carried over to next turn						
PG Attacks cannot be built until the						
appropriate weapons card has been				SoSPProdSerbia		
played				III_19		

GERMANY						
Turn				III, 1919		
Petroleum hexes						
MPs from previous turn						
On-map Mobilization Centers					x4	
Captured Mobilization Centers					x2	
MP subtotal						
MPs sent to A-H, Ottomans, Bulgaria						
Total Mobilization points available						
Avail	Type	Time	MP/PP	#		Cost
18	HQ	2	20			
31	Inf corps - 10-3-2	2	16			
10	Inf corps - 15-3-2	2	24			
10	Inf corps - 20-3-2	2	32			
25	Res Inf corps - 8-2-2	0	8			
10	Res Inf corps - 12-2-2	0	12			
10	Res Inf corps - 16-2-2	0	16			
10	Shk Inf corps - 12-4-2	3	24			
10	Shk Inf corps - 18-4-3	3	36			
10	Shk Inf corps - 24-4-2	3	48			
2	Alp Inf corps - 8-3-2	3	16			
1	Alp Inf corps - 12-3-2	3	24			
4	Cav corps - 2-2-3	2	8			
2	Cav corps - 3-2-3	2	12			
4	AC Brig.	1	8/1			
3	Tank Brig.	1	12/1			
2	Tank corps - 10-3-3	3	24/2			
2	Tank corps - 15-3-3	3	36/3			
4	Siege Art	2	12			
1	Arm Train	2	20			
16	Fort	4	20			
10	TAC Air	1	4/0.5			
3	BMB Air	2	4/0.5			
4	BB	8	80/0.5			
1	BC	6	60			
2	PD	4	60			
5	CA	3	40			
6	ESC	2	20			
8	SS	1	20			
6	TR	1	20			
Motorization Marker		0	4/1			
PG Attack		0	5			
PW Agent		1	1 Mrl Pt			
Global Display supply		0	1d6			
Remove Dev.--RR & non-Ind City		0	1			
Remove Devastation--all other		0	2			
Weapons/tactics development						
Misc. MP cost						
Total Mobilization Points used						
MPs carried over to next turn						
Shk Inf corps, Tank Brig, Tank corps and PG Attacks cannot be built until the appropriate weapons cards have been played				SoSProdGerma	III_19	

AUSTRIA-HUNGARY						
Turn				III, 1919		
Petroleum hexes						
MPs from previous turn						
On-map Mobilization Centers					x4	
Captured Mobilization Centers					x2	
MPs from Germany						
MP subtotal						
MPs sent to A-H, Ottomans, Bulgaria						
Total Mobilization points available						
Avail	Type	Time	MP/PP	#		Cost
11	HQ	2	20			
15	Inf corps - 6-2-2	2	16			
4	Inf corps - 9-2-2	2	24			
3	Inf corps - 12-2-2	2	32			
9	Res Inf corps - 4-1-2	0	8			
5	Res Inf corps - 6-1-2	0	12			
3	Res Inf corps - 8-1-2	0	16			
2	Shk Inf corps - 8-3-2	3	24			
2	Alp Inf corps - 4-3-2	3	16			
1	Alp Inf corps - 6-3-2	3	24			
2	Cav corps - 2-1-3	2	8			
3	Cav corps - 3-1-3	2	12			
1	AC Brig.	1	8/1			
1	Tank Brig.	1	12/1			
1	Siege Art	2	12			
1	Arm Train	2	20			
9	Fort	4	20			
5	TAC Air	1	4/0.5			
1	BMB Air	2	4/0.5			
1	BB	8	80/0.5			
1	PD	4	60			
2	CA	3	40			
3	ESC	2	20			
2	SS	1	20			
2	TR	1	20			
	PG Attack	0	5			
	Remove Dev.--RR & non-Ind City	0	1			
	Remove Devastation--all other	0	2			
Weapons/tactics development						
Misc. MP cost						
Total Mobilization Points used						
MPs carried over to next turn						
Shk Inf corps, Tank Brig, and PG						
Attacks cannot be built until the				SoSProdA-H		
appropriate weapons cards have been				III_19		
played						









NETHERLANDS						
Turn				III, 1919		
Petroleum hexes						
MPs from previous turn						
On-map Mobilization Centers					x4	
Captured Mobilization Centers					x2	
MPs from England, France, US (after US entry)						
Total Mobilization points available						
Avail	Type	Time	MP/PP	#		Cost
1	HQ	2	20			
1	Inf corps - 8-2-2	2	16			
2	Res Inf corps - 6-1-2	0	8			
1	Fort	4	20			
1	ESC	2	20			
1	TR	1	20			
Remove Dev.--RR & non-Ind City		0	1			
Remove Devastation--all other		0	2			
Total Mobilization Points used						
MPs carried over to next turn						
NETHERLANDS						
Turn						
Petroleum hexes						
MPs from previous turn						
On-map Mobilization Centers						
Captured Mobilization Centers						
MPs from England, France, US (after US entry)						
Total Mobilization points available						
Avail	Type	Time	MP/PP			
1	HQ	2	20			
1	Inf corps - 8-2-2	2	16			
2	Res Inf corps - 6-1-2	0	8			
1	Fort	4	20			
1	ESC	2	20			
1	TR	1	20			
Remove Dev.--RR & non-Ind City		0	1			
Remove Devastation--all other		0	2			
Total Mobilization Points used						
MPs carried over to next turn						
				SoSProdNeth		
				III_19		

TURN	REMAINING RUSSIAN RAILCAP, PER IMPULSE											
III, 1914	0	1	2	3	4	5	6	7	8	9	10	Railcap left, impulse start
IV, 1914	0	1	2	3	4	5	6	7	8	9	Railcap left, impulse start	
I, 1915	0	1	2	3	4	5	6	7	8	Railcap left, impulse start		
II, 1915	0	1	2	3	4	5	6	7	Railcap left, impulse start			
III, 1915	0	1	2	3	4	5	6	Railcap left, impulse start				
IV, 1915	0	1	2	3	4	5	Railcap left, impulse start					
I, 1916	0	1	2	3	4	Railcap left, impulse start						
II, 1916	0	1	2	3	Railcap left, impulse start							
III, 1916	0	1	2	Railcap left, impulse start								
IV, 1916	0	1	Railcap left, impulse start									

Additional railcap can always be purchased at a cost of one Morale Point per unit moved

Armored Train movement does not count against railcap

SoSRusRailCap\_v2

Additional railcap can  
always be purchased at a  
cost of one Morale Point  
per unit moved

Armored Train movement  
does not count against  
railcap

SoSRusRailCap\_v2

Sea Area Control Record																					
Turn	Channel			North Sea			Baltic Sea			Western Mediterranean			Adriatic			Eastern Mediteranean			Black Sea		
	Entente	Contested	CP	Entente	Contested	CP	Entente	Contested	CP	Entente	Contested	CP	Entente	Contested	CP	Entente	Contested	CP	Entente	Contested	CP
III/1914																					
IV/1914																					
I/1915																					
II/1915																					
III/1915																					
IV/1915																					
I/1916																					
II/1916																					
III/1916																					
IV/1916																					
I/1917																					
II/1917																					
III/1917																					
IV/1917																					
I/1918																					
II/1918																					
III/1918																					
IV/1918																					
I/1919																					
II/1919																					
III/1919																					

SoSSeaAreaStatus\_v2

TURN-BY-TURN MORALE AND STRATEGY CARD RECORD												
Turn	CENTRAL POWERS						ENTENTE					
	Morale start	West card	East card	Mid-east card	Contingency card	Morale end	Morale start	West card	East card	Mid-east card	Contingency card	Morale end
III, 1914												
IV, 1914												
I, 1915												
II, 1915												
III, 1915												
IV, 1915												
I, 1916												
II, 1916												
III, 1916												
IV, 1916												
I, 1917												
II, 1917												
III, 1917												
IV, 1917												
I, 1918												
II, 1918												
III, 1918												
IV, 1918												
I, 1919												
II, 1919												
III, 1919												

Weather shifts apply to all land, naval and air tables. Subtract 1 from all Contact Table die rolls whenever a shift is in effect

## CENTRAL POWERS TURN RECORD

Combat Shifts	1L W	2L E	1L ME	0 W	1L E	0 ME	0 W	0 E	1L ME	0 W	1L E	0 ME	
1914	I (Winter) On E Map, Ice every Winter: no cost to cross rivers; all swamps north of hexrow xx31 are treated as Clear			II (Spring)			III (Summer) Units ignore EZOC for normal and forced march movement only Units may not entrench RR movement only within own country Production x4				IV (Autumn) Ottomans join CP Entente may land at Salonika, supply Serbs Production x4		
	Impulse	1	2		1	2	3	1 <sup>1</sup>	2 <sup>A</sup>	3 <sup>R</sup>	4	1	2
1915	I (Winter) Begin 3 div corps  Production x6			II (Spring) Italy DoW on AH only <sup>2</sup> British 1914 reinforcements may leave Br Production x8			III (Summer)  Production x8				IV (Autumn) Bulgaria joins CP  Production x8		
	Impulse	1	2		1	2	3	1	2	3	4	1	2
1916	I (Winter) Begin 4 div corps  Production x8			II (Spring) Greece joins Entente  Production x8			III (Summer)  Production x8				IV (Autumn) Rumania joins Entente Italy at war with all CP Production x8		
	Impulse	1	2		1	2	3	1	2	3	4	1	2
1917	I (Winter)  Production x8			II (Spring) Earliest US entry  Production x6			III (Summer)  Production x6				IV (Autumn) Italy rolls for Br, Fr  Production x6		
	Impulse	1	2		1	2	3	1	2	3	4	1	2
1918	I (Winter)  Production x4			II (Spring)  Production x4			III (Summer)  Production x4				IV (Autumn)  Production x4		
	Impulse	1	2		1	2	3	1	2	3	4	1	2
1919	I (Winter)  Production x4			II (Spring)  Production x4			III (Summer)  Production x4				IV (Autumn)  Production x4		
	Impulse	1	2		1	2	3	1	2	3	4	1	2

<sup>A</sup>A-H 2nd Army is placed on any A-H rail hexes at the end of the second impulse

<sup>R</sup>Russian reinforcements appear on or adjacent to their deployment hex at the beginning of the third Entente impulse

<sup>1</sup>In this impulse the Russian player may only move and attack with units of the 1st Army

<sup>2</sup>This turn Italian units may only move in the first impulse, and may attack from only one hex

Weather shifts apply to all land, naval and air tables. Subtract 1 from all Contact Table die rolls whenever a shift is in effect

## ENTENTE TURN RECORD TRACK

Combat Shifts	1L W	2L E	1L ME	0 W	1L E	0 ME	0 W	0 E	1L ME	0 W	1L E	0 ME	
1914	I (Winter) On E Map, Ice every Winter: no cost to cross rivers; all swamps north of hexrow xx31 are treated as Clear			II (Spring)			III (Summer) Units ignore EZOC for normal and forced march movement only Units may not entrench RR movement only within own country Production x4 (Rusx4, RR: 10)				IV (Autumn) Ottomans join CP Entente may land at Salonika, supply Serbs Production x4 (Rus x4, RR: 9)		
	Impulse	1	2		1	2	3	1 <sup>1</sup>	2 <sup>A</sup>	3 <sup>R</sup>	4	1	2
1915	I (Winter) Begin 3 div corps  Production x6 (Rus x4, RR 8)			II (Spring) Italy DoW on AH only <sup>2</sup> British 1914 reinforcements may leave Br Production x8 (Rus x4. RR: 7)			III (Summer)  Production x8 (Rusx4, RR: 6)				IV (Autumn) Bulgaria joins CP  Production x8 (Rusx12, RR: 5)		
	Impulse	1	2		1	2	3	1	2	3	4	1	2
1916	I (Winter) Begin 4 div corps  Production x8 (Rusx12, RR: 4)			II (Spring) Greece joins Entente  Production x8 (Rusx12, RR: 3)			III (Summer)  Production x8 (Rusx12, RR: 2)				IV (Autumn) Rumania joins Entente Italy at war with all CP  Production x8 (Rusx8, RR: 1)		
	Impulse	1	2		1	2	3	1	2	3	4	1	2
1917	I (Winter)  Production x8 (Rusx4, RR: 0)			II (Spring) Earliest US entry  Production x6 (Rusx4, RR: 0)			III (Summer)  Production x6 (Rusx4, RR: 0)				IV (Autumn) Italy rolls for Br, Fr  Production x6 (Rusx4, RR: 0)		
	Impulse	1	2		1	2	3	1	2	3	4	1	2
1918	I (Winter)  Production x4 (Rusx4, RR: 0)			II (Spring)  Production x4 (Rusx4, RR: 0)			III (Summer)  Production x4 (Rusx4, RR: 0)				IV (Autumn)  Production x4 (Rusx4, RR: 0)		
	Impulse	1	2		1	2	3	1	2	3	4	1	2
1919	I (Winter)  Production x4 (Rusx4, RR: 0)			II (Spring)  Production x4 (Rusx4, RR: 0)			III (Summer)  Production x4 (Rusx4, RR: 0)				IV (Autumn)  Production x4 (Rusx4, RR: 0)		
	Impulse	1	2		1	2	3	1	2	3	4	1	2

<sup>A</sup>A-H 2nd Army is placed on any A-H rail hexes at the end of the second impulse

<sup>R</sup>Russian reinforcements appear on or adjacent to their deployment hex at the beginning of the third Entente impulse

<sup>1</sup>In this impulse the Russian player may only move and attack with units of the 1st Army

<sup>2</sup>This turn Italian units may only move in the first impulse, and may attack from only one hex

Weather shifts apply to all land, naval and air tables. Subtract 1 from all Contact Table die rolls whenever a shift is in effect

## CENTRAL POWERS TURN RECORD TRACK

Combat Shifts	1L W	2L E	1L ME	0 W	1L E	0 ME	0 W	0 E	1L ME	0 W	1L E	0 ME	
1914	I (Winter) On E Map, Ice every Winter: no cost to cross rivers; all swamps north of hexrow xx31 are treated as Clear			II (Spring)			III (Summer) Units ignore EZOC for normal and forced march movement only Units may not entrench RR movement only within own country				IV (Autumn) Ottomans join CP Entente may land at Salonika, supply Serbs		
							Production x4				Production x4		
	1	2					1	2	3	1	2 <sup>A</sup>	3 <sup>R</sup>	4
1915	I (Winter) Begin 3 div corps			II (Spring) Italy DoW on A-H only <sup>1</sup> British 1914 reinforcements may leave Br			III (Summer)				IV (Autumn) Bulgaria joins CP		
	Production x6			Production x8			Production x8				Production x8		
	1	2		1	2	3	1	2	3	4	1	2	3
1916	I (Winter) Begin 4 div corps			II (Spring) Greece joins Entente			III (Summer)				IV (Autumn) Rumania joins Entente Italy DoW against Ger		
	Production x8			Production x8			Production x8				Production x8		
	1	2		1	2	3	1	2	3	4	1	2	3

<sup>A</sup>A-H 2nd Army is placed on any A-H rail hexes at the end of the second impulse

<sup>R</sup>Russian reinforcements appear on or adjacent to their deployment hex at the beginning of the third Entente impulse

<sup>1</sup>This turn Italian units may only move in the first impulse, and may attack from only one hex

Weather shifts apply to all land, naval  
and air tables. Subtract 1 from all  
Contact Table die rolls whenever a shift  
is in effect

## CENTRAL POWERS TURN RECORD TRACK

Combat Shifts	1L W	2L E	1L ME	0 W	1L E	0 ME	0 W	0 E	1L ME	0 W	1L E	0 ME	
1917	I (Winter)			II (Spring) Earliest US entry			III (Summer)				IV (Autumn) Italy rolls for Br, Fr		
	Production x8			Production x6			Production x6				Production x6		
	1	2		1	2	3	1	2	3	4	1	2	3
1918	I (Winter)			II (Spring)			III (Summer)				IV (Autumn)		
	Production x4			Production x4			Production x4				Production x4		
	1	2		1	2	3	1	2	3	4	1	2	3
1919	I (Winter)			II (Spring)			III (Summer)				IV (Autumn)		
	Production x4			Production x4			Production x4				Production x4		
	1	2		1	2	3	1	2	3	4	1	2	3

Weather shifts apply to all land, naval and air tables. Subtract 1 from all Contact Table die rolls whenever a shift is in effect

# ENTENTE TURN RECORD TRACK

Combat Shifts	1L W	2L E	1L ME	0 W	1L E	0 ME	0 W	0 E	1L ME	0 W	1L E	0 ME	
1914	I (Winter) On E Map, Ice every Winter: no cost to cross rivers; all swamps north of hexrow xx31 are treated as Clear			II (Spring)			III (Summer) Units ignore EZOC for normal and forced march movement only Units may not entrench RR movement only within own country				IV (Autumn) Ottomans join CP Entente may land at Salonika, supply Serbs		
	Production x4 (Rus x4, RR: 10)						Production x4 (Rus x4, RR: 9)						
Impulse	1	2		1	2	3	1	2 <sup>A</sup>	3 <sup>R</sup>	4	1	2	3
1915	I (Winter) Begin 3 div corps			II (Spring) Italy DoW on A-H only <sup>1</sup> British 1914 reinforcements may leave Br			III (Summer)				IV (Autumn) Bulgaria joins CP		
	Production x6 (Rus x4, RR 8)			Production x8 (Rus x4. RR: 7)							Production x8 (Rus x4, RR: 6)		
Impulse	1	2		1	2	3	1	2	3	4	1	2	3
1916	I (Winter) Begin 4 div corps			II (Spring) Greece joins Entente			III (Summer)				IV (Autumn) Rumania joins Entente Italy DoW against Ger		
	Production x8 (Rus x12, RR: 4)			Production x8 (Rus x12, RR: 3)							Production x8 (Rus x12, RR: 2)		
Impulse	1	2		1	2	3	1	2	3	4	1	2	3

<sup>A</sup>A-H 2nd Army is placed on any A-H rail hexes at the end of the second impulse

<sup>R</sup>Russian reinforcements appear on or adjacent to their deployment hex at the beginning of the third Entente impulse

<sup>1</sup>This turn Italian units may only move in the first impulse, and may attack from only one hex

Weather shifts apply to all land, naval  
and air tables. Subtract 1 from all  
Contact Table die rolls whenever a shift  
is in effect

## ENTENTE TURN RECORD TRACK

Combat Shifts	1L W	2L E	1L ME	0 W	1L E	0 ME	0 W	0 E	1L ME	0 W	1L E	0 ME	
1917	I (Winter)			II (Spring) Earliest US entry			III (Summer)				IV (Autumn) Italy rolls for Br, Fr		
	Production x8 (Rus x4, RR: 0)			Production x6 (Rus x4, RR: 0)			Production x6 (Rus x4, RR: 0)				Production x6 (Rus x4, RR: 0)		
Impulse	1	2		1	2	3	1	2	3	4	1	2	3
1918	I (Winter)			II (Spring)			III (Summer)				IV (Autumn)		
	Production x4 (Rus x4, RR 0)			Production x4 (Rus x4. RR: 0)			Production x4 (Rus x4, RR: 0)				Production x4 (Rus x4, RR: 0)		
Impulse	1	2		1	2	3	1	2	3	4	1	2	3
1919	I (Winter)			II (Spring)			III (Summer)				IV (Autumn)		
	Production x4 (Rus x4, RR: 0)			Production x4 (Rus x4, RR: 0)			Production x4 (Rus x4, RR: 0)				Production x4 (Rus x4, RR: 0)		
Impulse	1	2		1	2	3	1	2	3	4	1	2	3

1/2	3 1 1-3-2	3 2 1-3-2	3 3 1-3-2	3 4 1-3-2	3 5 1-3-2	
1/2	3 BEF 1-3-2	3 Terr 1-3-2	3 Egypt 1-3-2	3 India 1-3-2		

1/2	3 1 1-3-2	3 2 1-3-2	3 3 1-3-2	3 4 1-3-2	3 5 1-3-2	3 6 1-3-2
1/2	3 7 1-3-2	3 8 1-3-2	3 9 1-3-2	3 10 1-3-2	3 N Air 1-3-2	3 Alp 1-3-2

4 1 1-3-2	4 2 1-3-2
4 3 1-3-2	1/2

1/2	4 1 1-3-2	4 2 1-3-2	4 3 1-3-2
1/2	4 4 1-3-2	4 5 1-3-2	4 6 1-3-2

1/2	4 7 1-3-2	4 8 1-3-2	4 9 1-3-2	4 10 1-3-2	4 11 1-3-2	4 12 1-3-2
1/2	4 14 1-3-2	4 17 1-3-2	4 18 1-3-2	4 19 1-3-2	4 N 1-3-2	4 S 1-3-2

1/2	1	2	3	Air Fleet 1	Air Fleet 2	
1/2	4	5	6	Air Fleet 3	Air Fleet 4	

1	Air Fleet 1	1/2
2	Air Fleet 2	1/2

1/2	Air Fleet 1	Air Fleet 2
1/2	Air Fleet 3	Air Fleet 4

Air Fleet 1	Air Fleet 2	Air Fleet 3	Air Fleet 4	Air Fleet 5	Air Fleet 6
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3 5 2-3-E	3 4 2-3-E	3 3 2-3-E	3 2 2-3-E	3 1 2-3-E	NO IND. LoC
3 India 2-3-E	3 Egypt 2-3-E	3 Terr 2-3-E	3 BEF 2-3-E	NO IND. LoC	

3 6 2-3-E	3 5 2-3-E	3 4 2-3-E	3 3 2-3-E	3 2 2-3-E	3 1 2-3-E	NO IND. LoC
3 Alp 2-3-E	3 N Air 2-3-E	3 10 2-3-E	3 9 2-3-E	3 8 2-3-E	3 7 2-3-E	NO IND. LoC

4 3 2-3-E	4 2 2-3-E	4 1 2-3-E	NO IND. LoC	4 2 2-3-E	4 1 2-3-E
4 6 2-3-E	4 5 2-3-E	4 4 2-3-E	NO IND. LoC	NO IND. LoC	4 3 2-3-E



4 12 2-3-E	4 11 2-3-E	4 10 2-3-E	4 9 2-3-E	4 8 2-3-E	4 7 2-3-E	NO IND. LoC
4 S 2-3-E	4 N 2-3-E	4 19 2-3-E	4 18 2-3-E	4 17 2-3-E	4 14 2-3-E	NO IND. LoC


Air Fleet 2	Air Fleet 1	NO IND. LoC
Air Fleet 4	Air Fleet 3	NO IND. LoC

Air Fleet 2	Air Fleet 1	NO IND. LoC	NO IND. LoC	Air Fleet 1
Air Fleet 4	Air Fleet 3	NO IND. LoC	NO IND. LoC	Air Fleet 2

Air Fleet 6	Air Fleet 5	Air Fleet 4	Air Fleet 3	Air Fleet 2	Air Fleet 1
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TAC 6-1-5	TAC 6-1-5	TAC 6-1-5	TAC 6-1-5	TAC 6-1-5	TAC 6-1-5	TAC 6-1-5
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TAC 6-1-5	TAC 6-1-5	TAC 6-1-5	1	Air Fleet 1	
BMB 2-3-10	BMB 2-3-10	BMB 2-3-10	2	Air Fleet 2	

Devastate	Devastate	Devastate	Devastate	Devastate	
Devastate	Devastate	Devastate	Devastate	Devastate	

A	B	C	D	E	F
G	H	I	J	K	L

1/2	Railcap left	1/2	1	Air Fleet 1	1
1/2		1/2	2	Air Fleet 2	Air Fleet 1

1/2	1/2	1/2	1/2	1/2	1/2
1/2	1/2	1/2	1/2	1/2	1/2

1	2	Air Fleet 1	Air Fleet 2	Air Fleet 3	1/2	1/2
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Air Based	Air Based	Air Based	Air Based	Air Based	Air Based	Air Based
Air Fleet 1					Air Based	Air Based
Air Fleet 2					Air Based	Air Based

Devastate	Devastate	Devastate	Devastate	Devastate
Devastate	Devastate	Devastate	Devastate	Devastate

F	E	D	C	B	A
L	K	J	I	H	G

Air Fleet 1	Air Fleet 1	NO IND. LoC	Railcap left	NO IND. LoC
	Air Fleet 2	NO IND. LoC		NO IND. LoC

NO IND. LoC	NO IND. LoC	NO IND. LoC	NO IND. LoC	NO IND. LoC	NO IND. LoC
NO IND. LoC	NO IND. LoC	NO IND. LoC	NO IND. LoC	NO IND. LoC	NO IND. LoC

NO IND. LoC	NO IND. LoC	Air Fleet 3	Air Fleet 2	Air Fleet 1
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