

Setup:

- A. Place markers:
 - Game Turn Marker on August 1914 (Turn);
 - Victory Point Marker on 10; War Status Marker (3x) on 0;
 - Replacement Marker GE, AH, Allied, BR, FR, RU on 0;
 - US Entry Marker on "US Neutral"
 - Russian Capitulation Marker on „God Save the Tsar“
 - Mandated Offensive Marker to MO Tables
 - Action Round Charts (each player): 6 Action Markers
- B. Place Allied and Central Power units according to setup table in rulebook / symbols printed on Deluxe Board (place units of Neutral states during setup or immediately after they enter war, as you prefer (Turkey Entry refer to 16.1.3.1)
Optional: AH Corps on Stanislaw, RU Corps on Lutsk, both from Reserve Box
- C. Initiale card distribution: CP player may add „Guns of August“ (GoA) to his card hand: each player gets 7 cards (including GoA) from his Mobilization Deck.

Objective is to collect Victory Points (VPs), which you receive by:

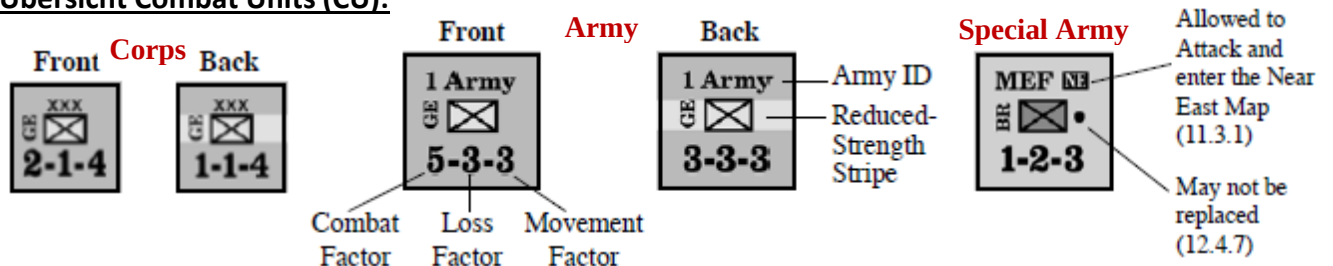
VP

- ✓ Conquering red bordered areas during operations
- ✓ Playing specific Events which provide VPs (see cards)
- ✓ Non completion of Mandated Offensives by your opponent (respective check is during Phase E, War Status)
- ✓ Victory:
 - Automatic Victory when reaching 0/20 VPs (AP/CP) in Phase E
- ✓ In Winter 1919 the side, whichever has more VPs, wins
- ✓ A draw if both sides accept Peace Terms

Important Special Rules:

- A. Stacking Limit: max. 3 CUs allowed per area
 (Move through an area containing 3 CUs is allowed, but not to stop in)
- B. Limitations in first round (August 1914):
 - a. RU: no attack / siege against German forts allowed
 - b. No Reinforcement Events can be played (but RPs are allowed)
 - c. No Check of War Commitment Levels (Limited War nicht vor „Fall 1914“)
- C. Limitations GE
 - a. No attack against Russian forts until German Warstatus ≥ 4 or „Oberost“
 - b. No move to Calais/Amiens/Ostend until Warstatus ≥ 4 or „Race to the sea“
- D. Near East Map (special rules regarding MEF and NE Map refer to rulebook):
 Turkey enters war, as soon as CP reach „Limited War“ within Warstatus Phase
 RU/GE/BR maximum 1 Corps / game turn towards Near East via SR

Übersicht Combat Units (CU):



Sequence of Play (Game Turn)

A. **Mandated Offensive** (Roll die each side, place MO marker accordingly)

B. **Action Rounds** (6 rounds; beginning with Central Powers)

Play a card for one of these following actions:

a. Operations (w/ Operation Points): Activating units, the execute Move / Attack for the activated units:

- i. Activating units costs 1 OPS per field and per nation on the field
- ii. All units on a field must be activated
- iii. Activating is either for MOVE or for ATTACK (use marker!); not both
- iv. First all MOVE, then all ATTACK orders are executed
- v. Instead of executing MOVE, an Army can (try to) build a „Trench“
- vi. Activated units on a field can move/attack combined, but also each unit may move/attack in several directions;
- vii. Units, which are Out-of-Support, cannot be activated.

b. Strategic Redeployment (SR)

- i. Army = 4 OPS, Corps = 1 OPS
- ii. AP max 1 Corps per round may be redeployed per sea connection
- iii. GE/BR/RU can redeploy each max. 1 Corps to Near East
- iv. Corps may be transferred between Reserve Box and Supply Centers

c. Replacement Points (RP): Only the RP line of the card is used

d. Event: Execute event as stated on the card.

Cards with * are removed after using as event, other cards are discarded.

War status needs to be adjusted accordingly.

Neutral Entry: Only once per Game Turn allowed

Reinforcement Event: Only once per nation per Game Turn allowed

e. Offer Peace Terms (without card);

- i. Only leading player may offer peace terms, i.e. CP > 11 VP, AP < 9 VP
- ii. If accepted by opponent, game ends in a draw (both have lost).
- iii. If rejected by opponent, roll a die and see result according to the Peace term table on player aid

f. „Automatic Operation“ with OPS value 1 (without card)

C. **Attrition:** Units without a direct connection to a supply center (Out Of Supply) are removed; OOS Armies are removed permanently, OOS Corps are removed to „replacable units“ box; then fields without connection to a supply center change side (it does not matter if they don't have connection to any supply center of the new owner!!!)

D. **Siege:** For each fort under siege roll a die individually. The fort is destroyed if die result > Loss Factor of the fort (in Aug/Sep 1914 add a -2 modifier to the die roll)

E. **War Status:** Denote VPs

- a. Check, if Mandated Offensive was completed, resp. give VP penalty.
- b. Check for automatic victory
- c. Check for each player if War Commitment Level has changed (WS4, WS11); If War Commitment Level changed, then build a new deck by adding the additional deck (limited / total war) and the discard pile to the draw deck and reshuffle.

F. **Replacement:** RPs are placed now (Allied first) (unused RPs are gone)

G. **Draw cards:** each player draws cards so he has 7 cards at his hand; Combat Cards can be discarded before redrawing. If less than 7 cards are available, reshuffle discard pile.

H. **End of turn:** Move game turn marker.

