

# GAME MANUAL

# GUNS OF AUGUST

World War I 1914-1918™



ADANAC  
COMMAND STUDIES



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# GUNS OF AUGUST

World War I 1914 - 1918

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## 1.0 Guns of August™

Thank you for purchasing Guns of August!

### 1.1 Minimum System Requirements

To play Guns of August, your computer system must meet these requirements:

Windows XP/Vista  
500 MHz CPU  
256 MB Free RAM  
Windows Compatible Soundcard

### 1.2 Recommended System Requirements

For maximum performance, your computer system must meet these requirements:

1+ GHz CPU  
500 MB+ Free RAM

### 1.3 Installation Procedures

Insert the game CD into the CD-ROM drive. Setup will run automatically. If Setup does not start, run Setup.exe from the Windows directory on the CD.

When the Setup screen appears, click Install Guns of August. Double-click the Guns of August icon. On the introductory screen, click Play Guns of August. The introductory video plays, and the Main screen appears.

### 1.4 Uninstalling the Game

Please use the Add/Remove Programs option from the Windows Control Panel to uninstall the game.

### 1.5 Product Updates

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## 1.6 Game Forums

Our forums are one of the best things about Matrix Games. Every game has its own forum with our designers, developers and the gamers playing the game. If you are experiencing a problem, have a question or just an idea on how to make the game better, post a message there. Go to <http://www.matrixgames.com> and click on the Forums hyperlink.

## 1.7 Technical Support

Should you have a technical problem with the game, the best way to get help is to post a note in the Technical Support sub-forum within the Close Combat forum at <http://www.matrixgames.com>. You'll then hear back from our personnel, or from one of the many helpful players of the game. This is usually the fastest way to get help. Alternatively, you can email your problem to [support@matrixgames.com](mailto:support@matrixgames.com).

# 2.0 Introduction

The Guns of August (GoA) is a strategic game covering the First World War. The map of Europe stretches from Ireland to the Persian Gulf. A hexgrid of 51 by 52 is superimposed.

Units are roughly a corps in size consisting of about 2-3 divisions or about 2,000 men per strength point. Artillery units represent abstract concentrations of artillery. HQs are roughly equivalent to historical Army headquarters. However there tend to be less HQs than there were historically.

Naval units represent groupings of like ship types, the numbers represented by each counter are different depending on the type and the number itself is simply an approximation. What was important to the game was that the right naval balance feel was achieved.

## 3.0 Start Up

Guns of August runs in a resolution of 1024 by 768 using 24 bit color. Please select a compatible resolution when the game starts.



After setting the screen resolution you will be taken to the Initial screen. This is where you select what type of game you wish to play, solitaire, hotseat or PBEM, the scenario and balancing tools.

There are scenarios for each year of the war. What these are in reality are different starting points for the campaign. They can be played for a year or may be continued on as far as the end of the overall campaign.

## 4.0 The Scenarios

### 4.1 Opening Guns

The very important opening campaign of 1914. Only 3 turns long. No trenches, just existing fortresses.

### 4.2 Stalemate

1915, 6 turns long. The trench systems of the western front are underway. The offensive potential of

the western powers is temporarily exhausted. In the east, however, things are much more open.

## 4.3 War Without End

1916, 6 turns long. The trench systems of the western front are now pretty much impregnable. In the east the Austrians are exhausted but the Russian army has been pushed back. Italy has joined the war but that front is stalemated. In the Balkans, Bulgaria has joined and Serbia has been knocked out.

## 4.4 Revolution

1917, 6 turns long. The trenches of the western powers are still very strong but new tanks and tactics are on the way that might break the stalemate. In the east, Russia is close to collapse, can the Kerensky government survive? The Italian front is stalemated.

## 4.5 Breaking the Line

1918, 6 turns long. There is no longer an eastern front. The Turks and Austrians are on the verge of collapse. Italy and France are exhausted. Tanks and assault troops have arrived in large numbers and US forces are on the way. This is the last chance for Germany to break through, knock out France and win the war.

# 5.0 Balance (Level of Difficulty)

The effect of this is that the side given the help receives a 50% increase in industrial points chosen.

Also, since the Central Powers are the more difficult side to play, there is the option to have Greece, Romania or Italy change from a pro-Entente stance to a pro-CP stance.

# 6.0 Interface

Near the top of the game screen are groups of buttons and text.



In order from left to right the buttons are:

1. **Load Game:** Previously saved games should be placed in the SavedGames folder within the Guns of August folder. This button allows for one of those games to be loaded and play to continue from the point of the save.
2. **Save Game:** Saves the data for the current game under a name provided by the player. The game should be saved in the SavedGames folder.
3. **Load Setup:** Visible during the mobilization phase.

# The Interface

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4. **Save Setup:** Visible during the mobilization phase. These buttons are used to record the current positions of your units on the map or load in a previously saved set of positions.
5. **Show Control:** This button is a toggle. When its on, the map is overlaid with a flag in each hex showing national control.
6. **Show Resources:** This button is also a toggle. When its on, each hex that contains industry, raw materials or food displays an appropriate symbol.
7. **Show Forces:** Another toggle. This one simply turns on and off the display of units on the map.
8. **Show Map:** Pops up a map showing the entire map and the forces on it at a reduced scale. Clicking on the reduced map makes it go away.
9. **Play Sound Effects:** Toggles on or off the sound effects within the game.
10. **Play Music:** Toggles on or off the music within the game.
11. **Show Victory:** This button brings up the victory display. This display pops up automatically at the end of each scenario period and at the end of the game but it can also be brought up here simply to check on how things are going.
12. **Select Nation:** Is for selecting the country you wish to work with. Clicking on it will bring up a list of the active countries on your side, selecting one will make that country the current one.
13. **Research:** Brings up that side's R&D screen.
14. **Diplomacy:** Brings up that side's Diplomacy screen.
15. **National Status:** Brings up the national status display.
16. **Naval Orders:** Brings up the naval orders screen.
17. **Refits Reloads:** Opens the Refit panel in the bottom area of the screen.
18. **Airpower:** Brings up the air force orders display.
19. **Build Forces:** Brings up the screen allowing new units to be purchased.
20. **Continue Button:** for continuing the game to the next phase.

Below the buttons is a series of text spaces. They are:

1. **Date**
2. **Number of impulses remaining in the turn**
3. **Current Phase**
4. **Rail Moves:** The number of Rail points the country has. These are used to move units from one friendly hex to another. The cost is one rail point per 5 hexes moved. One rule that might be confusing however is that units of one country in a different friendly country use the Rail points of the country they're in. So British units in France use French Rail points to move strategically. Rail movement occurs only during the Orders phase.
5. **Entrenchments:** Trench points. These are used to increase the trench strength of friendly hexes containing at least one infantry unit. Only one trench point may be spent in a hex in any turn and the maximum number of trench points is whatever the current R&D level is for that side. Trenches may only be constructed during the strategic phase of the turn.
6. **Reinforcements:** The number of points available to replace losses and build new units.
7. **Poison Gas:** The amount of available Gas-Barrage points available. Same rules as regular Barrage points.
8. **Barrages:** A "loaded" artillery unit is able to fire on an adjacent enemy hex. To "load" an artillery unit requires the spending of a Barrage point. Artillery can only be reloaded during the Orders phase.
9. **HQ Refits:** Also called "offensives". These points can be assigned to HQs only during the Strategic phase and spent only during the Activation phase.
10. **Air Recce:** Availability of air-reconnaissance points for each theatre. The note "W2" for example means there are 2 air- reconnaissance points available on the western front. That means that during the Activation phase only the player may select that many enemy hexes and see a list of what's in them. The shorthand for the other fronts are "E" for east front, "B" for Balkans, "I" for Italian front, "C" for Caucasus and "M" for Mesopotamia/Palestine.

# Playing the Game

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- 11. Amphibious:** Similar to above. It lists the number of available amphibious points for each zone available to the side. To move a unit from one port to another requires an amphibious point in each sea zone moved through. The shorthand is as follows “A” means Atlantic, “N” means North Sea, “B” means Baltic, “W” means Western Med, “E” means Eastern Med and “Bl” means Black Sea. Example, to move a British unit from Plymouth to Alexandria would require that the Entente have amphibious points in the North Atlantic, the Western Med and the Eastern Med (and that the Central Powers not control any of those seas).

In the bottom part of the screen, just below the map display is another panel containing bits of information.



Messages. These are simple instructions to the player such as what to do to deploy a unit or whether a hex is eligible to be entered.

The current hex coordinates the mouse is hovering over.

The home nation of the current hex.

The side that controls the current hex.

The number of stacking points in the hex and what it can hold.

The strength of any fortifications or trenches in the hex.

The strength of the side's supply system in the hex.

## 7.0 Deployment

When the game loads up you click the Continue button and the game goes to the Central Powers Deployment Phase. If the Central Powers player is a human the game waits for you to deploy your units as you like. There are buttons on the left side that allow for past setups to be loaded or the current setup to be saved for future use.

To deploy corps, artillery and HQs simply click on one and then left-click at some other eligible hex and the unit, artillery or HQ will be placed there.

Once deployment is completed just click the continue button.

## 8.0 The Turn

Each turn consists of 2 months of time. Within each turn there are two to four impulses. The first part of a turn is the Interphase. This is where strategic choices are made such as declaring war, allocating industry, new builds and refits as well as research

### 8.1 Sequence of Play

#### 8.1.1 Activation Phase

HQs have only one important value, their Offensive Points. Each impulse one of these points per HQ may be spent. Once all activations have been ordered the Continue button is clicked and the Orders Phase begins.



#### 8.1.2 Orders Phase

This is where all movements are done including the movement of activated units into enemy hexes and strategic and amphibious movement. The Orders Phase is also where artillery barrages are ordered against enemy hexes. At this time units in contested hexes may be ordered to withdraw.

#### 8.1.3 Resolution Phase

In this phase the actual orders given previously are carried out. The game sorts into a list every unit's orders. Units activated by HQs will tend to move sooner than other units. Every unit's ordering is subject to its terrain type, whether it was activated and its quality. Once the ordering is completed the game starts with the highest ordered unit and moves them one at a time. This is why some units may appear not to have moved. If two opposing stacks of activated units are ordered to attack each other's hex then the side that moves first will be the only one to move. The defending stack will be unable to move since its hex is being attacked.

After all movements have been resolved the game checks for artillery barrages, resolves those and then moves on to the resolution of battles and retreats.

#### 8.1.4 Playback Phase

Each player sees a playback of what happened during the resolution phase. In the case of barrages and battles the playback is halted to allow the player to view a display of each in the bottom panel.

# Playing the Game

## 9.0 Stacking

Each terrain type can hold a different number of stacking points.

|          |    |
|----------|----|
| Straits  | 7  |
| Open     | 14 |
| City     | 14 |
| Forest   | 12 |
| Marsh    | 11 |
| Rough    | 10 |
| Mountain | 7  |

Each corps counts as 3 points, cavalry counts as 2 and artillery and HQs count as 1.

## 10.0 Fog of War

In Guns of August a player does not have easy access to the positions and strengths of enemy forces. Instead, he knows where the front line is but nothing beyond it. If the Central Powers player has 10 corps stacked up in hexes behind the front the Triple Entente player won't know about it, regardless of whether the Entente player is human or the computer opponent.

During a battle you can see the strengths of opposing forces. The only other way of seeing what the enemy has in a hex is with airpower. If you have air points assigned to a front then after any air battles your surviving air points might be able to spot 1 or more enemy hexes along that front.



## 11.0 National Status

The first line is the name of the country.

The second line lists the amount of available manpower, the number of troops already serving in the army, the casualties taken so far and the number of corps on the map.

|                          |             |            |            |                        |                      |                    |
|--------------------------|-------------|------------|------------|------------------------|----------------------|--------------------|
| Germany                  |             |            |            |                        | <b>BUY H.Q.</b>      |                    |
| Manpower                 | Enlisted    | Casualties | Corps      | Current: 4 Next: 0-0   |                      |                    |
| 140                      | 960         | 62         | 41         | <b>BUY ARMS REFIT</b>  |                      |                    |
| Morale                   | Political   | Naval      | Food       | Current: 0 Next: 48-36 |                      |                    |
| 100%                     | 0           | -0         | -0         | <b>BUY DIPLOMATIC</b>  |                      |                    |
| Exhausted Level (0)      |             |            |            | Current: 0 Next: 0     |                      |                    |
| <b>Technologies</b>      |             |            |            | <b>BUY NAVAL ASSET</b> |                      |                    |
| Aircraft                 | Artillery   | Assault    | ASW        | Gas                    | Tanks                | Trench             |
| 0                        | 3           | 0          | 0          | 0                      | 0                    | 1                  |
| <b>Economy</b>           |             |            |            | <b>BUY ARTILLERY</b>   |                      |                    |
| <b>TRANSFER MATERIAL</b> |             |            |            | Current: 53 Next: 0-0  |                      |                    |
| Pre-Prod RMs             | Prod        | Trade      | Capt/Avail | Current                | <b>BUY R&amp;D</b>   |                    |
| 9                        | 8           | 0          | 0/0        | 0                      | Current: 0 Next: 1-1 |                    |
| Food                     | Prod        | Trade      | Capt/Avail | Consumed               | Current              | <b>BUY TRENCH</b>  |
| 14                       | 7           | 0          | 1/0        | 10                     | 11                   | Current: 0 Next: 2 |
| Industry                 | Current Pts | Operating  |            |                        | <b>BUY AIRCRAFT</b>  |                    |
| 25/17                    | 17          | 92%        |            |                        | Current: 0 Next: 0-0 |                    |
| <b>Cancel</b>            |             |            |            | <b>OK</b>              |                      |                    |

The third line contains four values. First, the current domestic morale of the population which is also displayed by the colored bar below. Second is the domestic morale gains and losses from political events such as a nation declaring war or surrendering. Third is the gains and losses from Naval victories and fourth is the morale losses due to lack of food.

The fourth line is the current level of exhaustion which is also repeated in the colored bar to the right of the text.

The fifth line is the display of technology levels.

Next is the button to Transfer food, resources and even industrial points to other nations of the same side and where its possible to trace a path between. Clicking the button will take the player to the Transfer form.

The next text line is all to do with raw materials. "Pre-Prod RMs" is the amount of raw materials in the national pool at the start of the phase. "Prod" is the number of raw materials produced within the country that turn. "Trade" is the number of raw materials gained through maritime trade within the turn. "Capt/Avail" is two numbers, the number of raw material hexes in other countries controlled by

# Politics, Economy & War

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the current nation and the number of those raw materials added to national stocks. "Current" is the number of raw materials still in the national pool after the previous numbers are totaled and those used by industry are subtracted.

The second last line from the bottom is the display of food data. Just like for raw materials above the food data is organized in the same way with one addition. "Consumed" is the amount of food the nation's population consumed that turn.

The bottom line is the industrial points, also called economic points. These are the currency by which you purchase new stuff. The first number is the number of industry in the country. This doesn't mean the number of industrial points being produced, it's simply the amount of actual industrial infrastructure. The number to the right of the slash is the number currently operating. This increases each turn as your war economy gets underway. Each industry can produce 2 industrial points when operating at full capacity. So a number of 12/24 is possible. The second number on the line is the current number of economic points available to the country. This number goes down as points are spent on the various products on the right of the national status display. The third number on the line is the percentage of your industry that has been switched to the war economy.

On the right-hand side of the national status display are a series of buttons. This is the National Priorities column. It's where the player makes his economic choices, allocating where to spend his economic points.

The first button is for purchasing HQ points (offensives). The cost is 3 economic points for one HQ point. It takes one turn before the purchase is available for deployment.

The second button is for buying the equipment to outfit troops. Germany receives 7 Arms points for each economic point spent. Britain and France receive 6 Arms points for each EP spent and everyone else receives 5. It takes two turns before any Arms points purchased become available.

The third button is for buying diplomatic points. One EP buys one diplomatic point which can be used to persuade a country to join your side or stay neutral. Diplomatic points show up one turn after they're purchased.

The fourth button is for buying naval assets. One EP purchases 6 Naval Asset points. Naval Assets are used for either performing naval missions or purchasing new ships. There is a 2 turn delay before the assets purchased become available in the national pool.

The fifth button is for purchasing artillery barrages. In 1914 the expenditure of an EP buys 2 Reloads. After 1914 an EP buys 3 Reloads. There is a 1 turn delay before the Reloads become available.

The sixth button is for purchasing Research points. One EP buys one R&D point. There is a 2 turn delay before R&D points become available.

The seventh button is for purchasing trenches. One EP buys 3 Trench points. There is a 2 turn delay before Trench points are available for deployment.

The eighth button is for purchasing aircraft. One EP buys 1 Aircraft point. There is a 2 turn delay before the air point can be deployed.

## 12.0 Economics

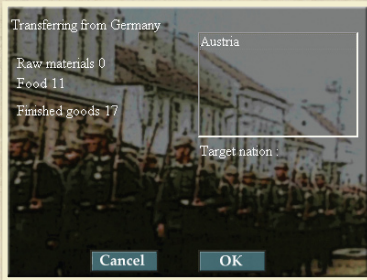
Basically each country has a number of cities that contain industry. Each country also has a number of hexes that produce food and a number of hexes that contain raw materials. These industries require the raw materials in order to produce economic points which are the currency of production in the game. There is also a national food requirement which if you can't sustain will lower both your nation's production and its morale.

There is also a national industrial multiplier. This starts at between 30 and 50% for most countries and can rise as high as 125% for Britain and Germany.

*Example: Let's say there are 12 industry in Germany and a multiplier of 50%. That equals 6. Germany needs 10 food, let's assume there are only 8 available. So the 6 industry are multiplied by 80% (food) and the result is 4. Germany should be able to produce 4 economic points but let's assume there are only 3 raw materials in Germany so industrial production drops to 3 and so Germany would receive 3 economic points.*

## 13.0 National Transfers

The lines of text on the left of the form display the nation you're transferring food/material or EPs out of and how many raw materials, food and EPs are available to be transferred.



The screenshot shows a game window titled "Transferring from Germany". On the left, it lists available resources: "Raw materials 0", "Food 11", and "Finished goods 17". On the right, there is a list of target nations with "Austria" selected. Below the list is a "Target nation:" label. At the bottom are "Cancel" and "OK" buttons. The background of the window shows a historical photograph of soldiers in a trench.

The list on the right side of the form shows which nations its possible to transfer items to. Once selected a button for each item type will appear if there are any of that item available. The player continues to click the appropriate button depending on which type of item he wishes to transfer until he has transferred as many as he can or wishes to.

## 14.0 National Morale and Exhaustion

Each nation has an overall morale. This number represents the staying power of the country, the ability to “see it through.” Each nation also contains an Exhaustion rating which starts at zero. Whenever any nation takes a casualty, there is a 12% chance of that casualty causing an Exhaustion increase; each nation gets exhausted at a different value.

Each nation has three levels of Exhaustion. When reaching a level, the nation loses about 20% of its starting morale. Also, when a nation reaches level one Exhaustion, all of its HQs lose one offensive point and all of its corps lose one level of quality. This is repeated at level two and three; additionally, at level three, all HQs are forced to retreat.

Furthermore, each city on the map has a certain value to their owning sides; losing a city can strike a severe blow to national morale while providing a certain boost to the other side’s morale. For example, if Germany captures Verdun, France would lose the full value of Verdun from its morale while Germany would gain half the value of Verdun.

During the Morale Phase, exhaustion is added to the effects of political events, territorial losses and gains and naval battles. If the resulting number exceeds the starting morale of the nation, it surrenders.

When a nation surrenders, its forces are removed from the map.

Besides exhaustion and losing cities, national morale is also lost when ships are sunk, when friendly nations surrender, and when there is a lack of food.

## 15.0 Diplomacy

This dialog provides a list of the countries still neutral. Selecting a country displays a bar, giving a rough idea on where the country stands in terms of who it sides with and how long till it enters the war. Once a neutral is selected the alliance may either declare war or spend a point on a diplomatic effort aimed at either speeding up or delaying entry. Only one diplomatic point may be spent on a country each turn. The effect on the neutral of the diplomatic point will be either ignored, or moving it one or two points towards neutrality or alliance.

Many of the neutrals start the game leaning to one side or the other and also start with a timeline of when they will intervene.



*Belgium, for example, leans towards the Entente but its timeline would mean it would never intervene on its own.*

There are three ways of changing these timelines. One is through declarations of war which obviously bring the attacked nation into the opposing alliance immediately. Second is that when a neutral is attacked it may spark outrage from other neutrals.

*For example, a German attack on Holland could lead the USA to decrease by several turns the date at which it declares war.*

Third, the use of diplomatic points by major powers has the effect of swaying neutrals, either by decreasing the delay until they declare war or in fact increasing that delay.

## 16.0 Build Forces

The text at the top is Arms points, Manpower points, Barrage points, HQ points and Naval Assets. Under this line are columns showing what's required in the national pools to build each type of item. Infantry require only Arms points and Manpower points. Artillery requires both of those plus a Barrage point. Etc.

| Germany    |      |          |         |    |     |            |
|------------|------|----------|---------|----|-----|------------|
|            | Arms | Manpower | Barrage | HQ | Ref | Nav Assets |
| Available  | 0    | 140      | 14      | 4  |     | 53         |
| HQs        |      | 1        |         | 2  |     |            |
| Submarines |      | 1        |         |    |     | 18         |
| Destroyers |      | 1        |         |    |     | 32         |
| Transports |      | 1        |         |    |     | 12         |

|               |          |
|---------------|----------|
| Ger 39th Inf. | CV 24(1) |
| Ger 40th Inf. | CV 24(1) |
| Ger 41st Inf. | CV 24(1) |
| Ger 42nd Inf. | CV 24(1) |
| Ger 43rd Inf. | CV 24(2) |
| Ger 44th Inf. | CV 24(2) |
| Ger 45th Inf. | CV 24(2) |
| Ger 46th Inf. | CV 24(3) |
| Ger 47th Inf. | CV 24(3) |
| Ger 48th Inf. | CV 24(3) |
| Ger 49th Inf. | CV 24(3) |
| Ger 50th Inf. | CV 24(3) |
| Ger 51st Inf. | CV 24(3) |
| Ger 52nd Inf. | CV 24(3) |
| Ger 53rd Inf. | CV 24(4) |
| Ger 54th Inf. | CV 24(4) |
| Ger 55th Inf. | CV 24(4) |
| Ger 56th Inf. | CV 24(4) |
| Ger 57th Inf. | CV 24(5) |
| Ger 58th Inf. | CV 24(6) |

On the right side of the text columns is a list of buttons such as Infantry, Cavalry, Artillery, Siege Arty, etc. Buttons that are visible mean this item type can be built.

Often it may seem that you can't build anything. This is usually caused by having auto-refits on. As casualties exceed available manpower and/or Arms it means you won't be able to build anything.

On the far right is a list of everything, regardless of what it is, that's due to arrive in the coming turns. The item is identified and then there a bracketed number which is the number of turns away before

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the item arrives.

## 17.0 Refits

To bring back up the strength of an HQ or a corps the player has to click the Refit button. The Refit panel will be opened up. The first unit that can be refitted will be highlighted on the map. On the left side of the refit panel are three buttons: HQ List, Corps List, and Artillery List.

To the right of those buttons is text that displays the current mode (Refitting HQs, Refitting Corps, Refitting Artillery), the manpower required to bring all corps up to full strength, the HQ refit points required to bring all HQs up to full strength, and the number of barrage points required to reload all the artillery units. There is also a "Done" button here for when you've completed.



On the panel to the right is information about the particular unit within the focus. In the case of HQs, in the above screenshot the text field in the top left corner of this panel says "Available Refits 1" which means only 1 HQ can receive a new offensive point. Note that an HQ can receive only 1 point per turn even if more than one refit point is available which means it could take awhile for an HQ to be able to recover fully from a multi-impulse offensive.

Below the number of refits available is the name of the general in command of the current HQ. In this case, Fabeck. In the next column it says his HQ can contain a maximum of 3 offensive points and below that it says Fabeck's HQ currently has 1. Now since a refit point is available and the HQ has the capacity to carry more Offensive points and the HQ hasn't already been refitted this turn the Reinforce button is visible. Clicking this will add a new Offensive point to the HQ and spend one of the player's HQ refit points.

The Next button switches the display to a new HQ.

Refitting a corps works much the same way except that corps may be reinforced often until they are brought up to full strength.



In the above screenshot the text field in the top left corner says "Manpower 160" and below that "Available Arms 80". The identifier of the corps is on the top right where it says "1Gd". The current

strength is 1 below the maximum strength so the Reinforce button is available. In the case of corps this can be clicked multiple times until the corps is either at full strength or you run out of manpower or arms.

The Next button switches the display to a new corps.

Artillery may only be reloaded once. Unlike HQs and units, artillery may be reloaded each impulse, not just at the end of a turn.

## 18.0 Research

There are several areas where spending on research can provide alliances with either improvements to their existing weapons or new technology altogether. The types of technologies which may be invested in are Artillery, Trench, Gas, Aircraft, Assault, Tanks, and ASW. Only one Research point may be spent on a technology in a turn. When you spend a research point on a technology the amount of research actually done is random. It could be from 0 to 3 points. The coloured bar gives some idea of how close a technology is to being increased a level.

The bars are coloured as follows:

- Level 0 – Black
- Level 1 – Lime
- Level 2 – Yellow
- Level 3 – Blue
- Level 4 – Silver

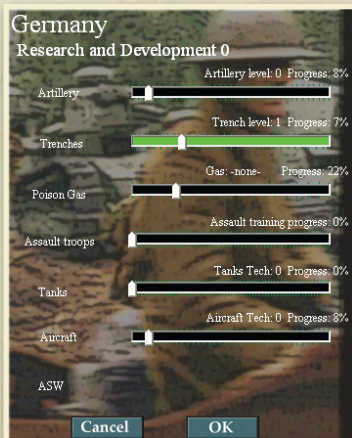
In the case of artillery, levels start at level 3. So for artillery only, level 3 is black and so on up to level 7, which is silver.

### 18.1 Aircraft

Aircraft are unable to shoot down opposing aircraft until the alliance's aircraft technology has been increased to 1. Level 1 is 6 points, level 2 is 12 points, level 3 is 18 points, level 4 is 24 points, and level 5 is 30 points. Each increase in technology increases the effectiveness of aircraft destroying enemy aircraft by 10%. Better aircraft technology also increases the effectiveness of artillery that it is spotting for.

### 18.2 Trenches

Trenches are very important. The better the system of trenches the better protected are units from opposing artillery and attacks.



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Trenches represent the knowledge of how to make better defensive systems to better withstand artillery barrages and enemy attacks. Level 2 requires 10 points. Level 3 requires 15 points and Level 4 requires 20 points.

Trenches are the best way to protect infantry from enemy artillery. Against an opponent that didn't invest in better artillery a Level 4 trench would be practically impervious.

## 18.3 Artillery

Artillery technology increases the killing power of artillery barrages. As trench systems get better at protecting troops, better artillery is the only way of restoring the balance.

Artillery starts at level 3. The strength of artillery increases to 4 when 9 points of investment have been reached. To move from level 3 (which is where both sides start out at in 1914) to level 4 requires 9 points. To move from Level 4 to Level 5 requires 18 points. Level 6 requires 27 points and Level 7 requires 36 points.

The better the artillery is the more casualties it will inflict and the better chance it has of overcoming elaborate trench systems.

## 18.4 Gas

Gas technology is unlike any of the others because there are three levels of gas and only the alliance that first achieves one of the levels is able to benefit from its use. The three levels are green cross, yellow cross and blue cross (chlorine, mustard and phosgene). Once the gas technology has been achieved for the first time the artillery units of that side may be reloaded with poison gas instead. Up to four artillery units may be reloaded with poison gas before the other side is considered to have taken defensive measures.

To invent Green Cross or Level 1 poison gas requires 5 points. To increase the technology to Level 2 (Yellow Cross) requires 10 points. And to attain Level 3 (Blue Cross) requires 15 points.

When a side reaches a new level of poison gas technology that side gets up to 4 reloads for their artillery of gas. Each level is more effective than the one previous at diminishing the readiness of the targeted units. If a nation is the second side to attain a level of poison gas technology then they don't receive any reloads because the other side is considered to have already put in place effective counter measures.

## 18.5 Assault Troops

Assault Troops requires first that trench technology be at Level 2. If it is then it is possible to invest in Assault training. Level 1 training requires 18 points. Level 2 requires 36. Once available, assault troops are built by taking existing corps and removing them from the map for assault training, which takes one full turn.

When defending against Level 1 Assault troops the defending trenches are considered to be only half as capable. Against Level 2 Assault troops they're considered to be non-existent.

## 18.6 Tanks

Like Assault training, tank technology requires that Level 2 trenches already be attained. To move to Level 1 requires 16 points. Level 2 requires 32 points and Level 3 requires 48 points.

Once available, tanks may increase their combat value by investing in further tank technology. For each level of Tank technology the tank units become more effective at destroying at least one level of enemy trenches, will lose less readiness (due to breakdowns with low tech tanks) and will reduce the effectiveness of enemy trenches according to the level of tank tech. So a Level 3 Tank unit will attack a Level 4 trench as if it was a Level 1 trench.

## 18.7 Anti-Submarine Warfare (ASW)

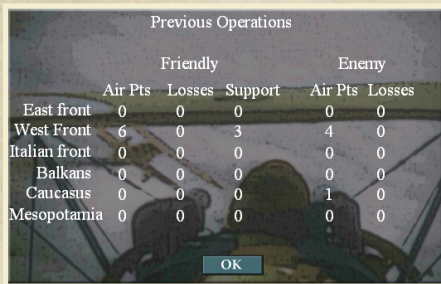
ASW technology is of interest only to the Triple Entente player. It increases the chances of destroyers hitting submarines in battle. There are two levels of this technology.

Level 1 costs 20 points and level 2 costs 40. Each level of tech increases the chances of a destroyer hitting a submarine by 25%.

## 19.0 Airpower Rules

Airpower can be pretty much ignored and its still possible to win the game. However, there are many things where airpower can be very useful. Aerial reconnaissance allows you to see the strength of an enemy hex. This ability to see what the enemy consists of before you attack can obviously be of benefit.

Another effect is on artillery barrages. When a barrage is being fired against a target that has been the subject of a reconnaissance mission then the effectiveness of the barrage will be increased.



|               | Friendly |        |         | Enemy   |        |
|---------------|----------|--------|---------|---------|--------|
|               | Air Pts  | Losses | Support | Air Pts | Losses |
| East front    | 0        | 0      | 0       | 0       | 0      |
| West Front    | 6        | 0      | 3       | 4       | 0      |
| Italian front | 0        | 0      | 0       | 0       | 0      |
| Balkans       | 0        | 0      | 0       | 0       | 0      |
| Caucasus      | 0        | 0      | 0       | 1       | 0      |
| Mesopotamia   | 0        | 0      | 0       | 0       | 0      |

This display shows the number of air assets the player assigned to each front, the losses and any

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available reconnaissance missions he can perform during the Activation phase. The display also shows the enemy air assets assigned to the front and any losses they took.

To be assigned to a front, the nation has to have forces on that front. Once distributed the Reset button may be used to undo the current distribution.

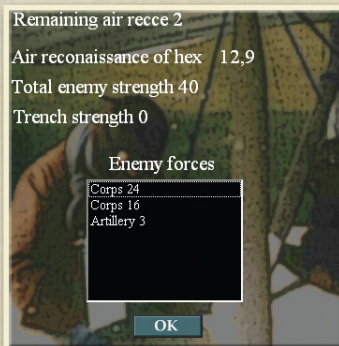


| Germany          |   | Previous Operations |              |
|------------------|---|---------------------|--------------|
| Air strength : 0 |   | Air Pts             | Enemy        |
| Select front     |   | Total/Losses        | Total/Losses |
| East Front       | 0 | 0(0) /0             | 0/0          |
| West Front       | 6 | 6(6) /0             | 4/0          |
| Italian Front    | 0 | 0(0) /0             | 0/0          |
| Balkans          | 0 | 0(0) /0             | 0/0          |
| Caucasus         | 0 | 0(0) /0             | 1/0          |
| Mesopotamia      | 0 | 0(0) /0             | 0/0          |

The display shows not only the air assets available to the current nation but also the number currently assigned, how many were lost in the last turn and the enemy air strength for each front.

## 19.1 Air Reconnaissance

When a player has achieved some air superiority on a front he can select enemy hexes in order to see what's there. He will be given the type and strength of each enemy unit in the hex in a list.



| Remaining air recce 2     |      |
|---------------------------|------|
| Air reconnaissance of hex | 12,9 |
| Total enemy strength      | 40   |
| Trench strength           | 0    |
| Enemy forces              |      |
| Corps                     | 24   |
| Corps                     | 16   |
| Artillery                 | 3    |

## 20.0 Naval Rules

The naval rules of Guns of August are not meant to be a detailed treatment. They are aimed at providing for strategic naval decisions to be made that affect the nations involved without going into the detail of operations. Instead, players assign their naval squadrons to various sea zones such as the North Sea or the Atlantic. When opposing forces are in the same zone a naval battle occurs. Naval forces moving through a zone to another one also trigger battles if intercepted.

### 20.1 Naval Status

On the bottom left hand side of the Naval Orders dialog is a list of all the naval squadrons of that nation, damaged or not. Clicking on one of the squadrons provides the player with a list of data

describing the squadron such as the gun rating, protection rating and that sort of thing. If the squadron is currently damaged (and therefore unable to sortie) a button will come up allowing the player to spend a naval asset point to repair up to a single point of damage.

**Auto Refits.** If this checkbox is checked then on each following turn that naval assets are available, any damaged squadrons will receive a naval asset point and repairs will be performed automatically.

**Unrestricted warfare:** Germany only has a checkbox which when selected makes their u-boats more effective against Entente shipping. The cost however is that it can seriously hurt relations with neutrals.

## 20.2 Naval Missions

The top left of the form has a list of possible mission types. When selecting one of these missions a box next to it will come up with a list of the possible objectives. When one of these is selected the third box will display a list of available squadrons that can perform that type of mission.

In the case of the first two boxes, missions and objectives, only one choice can be made. In the third box the player may select any or all of the listed squadrons available. To select more than one squadron, hold the Ctrl key down at the same time as clicking on additional squadrons.

Once this has been done select the Assign button under the objective box and the orders will be sent. All missions except Return require the expenditure of an asset point for each squadron assigned. A further asset point is spent if the squadrons stay at sea longer than 2 turns.

The available missions are as follows:

**Return:** This is for ordering any ships currently at sea to return to their home port. It doesn't cost an asset point.

**Rebase:** Orders squadrons to move to a new port. This is handy for such situations as Germany wanting to deploy ships to the Baltic without entering the North Sea.

**Sea Supply:** Increases the supply of friendly ports adjacent to the sea zone the transport is deployed into by 25%.

**Amphibious:** To move a corps/artillery or HQ from one port to another requires that a transport on an Amphibious mission be in the sea zones moved through. One transport can only carry one unit. To move 2 corps, 1 artillery and 1 HQ from Plymouth to Alexandria would require 4 transports on Amphibious missions in the Atlantic, 4 more in the Western Med and 4 more in the Eastern Med. The reason transports are required in each sea zone is to represent the greater amounts of shipping and planning required.

**Shipping:** The movement of both raw materials and food to home ports. Each country has certain sea zones that they gain materials and food from up to a maximum. Germany benefits from Baltic and Atlantic trade. Britain from Atlantic and Eastern Med trade. France from Western Med and Atlantic trade.

**Patrol:** The sending of warships to patrol a sea zone to both destroy enemy warships and prevent the use of the sea by enemy transports.

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**Raider:** The sending of warships out to a sea zone to hunt specifically for enemy shipping.

**Anti-Shipping:** The order for submarines to hunt enemy shipping.

**ASW Patrol:** Destroyers use this mission to hunt for enemy subs.

## 20.3 Naval Battles

There are several types of naval battles, surface, asw vs sub and sub vs shipping. All naval battles follow the general format of each naval unit selecting a target, alike if possible, and firing.

*Subs for example will have to fight destroyers before being able to attack dreadnaughts.*

Only destroyers can attack subs. If you leave your dreadnaughts without destroyer protection they are easy targets. On the other hand destroyers are easily destroyed if alone and attacked by capital ships.

At the end of the naval phase, shipping takes place in whichever zones are controlled by an alliance.

*The British for example may have 12 transports assigned to a general shipping mission. If they require 7 transports for maximum shipping in the Atlantic then that leaves 5 transports for other shipping such as in the Eastern Med.*

Squadrons may be either sunk or damaged. If damaged they return to port and must receive a naval asset point each turn to repair one point of damage. Only one damage per ship may be repaired in one turn.

In the above screenshot is 3 lists. The two top ones are a list of the naval units engaged in a battle. The larger list on the bottom is a “blow by blow” view of the battle, displaying the damage inflicted, if any, by each ship and the resulting sinkings, if any.



## 20.4 Naval Results

This form shows each sea zone and whether naval forces were deployed there by either side, whether its contested and/or which side controls it.

| Sea        | Control                      | Ships |     |     |     |     |     |     |
|------------|------------------------------|-------|-----|-----|-----|-----|-----|-----|
|            |                              | DNs   | BCs | PDs | CAs | DDs | UBs | TRs |
| Atlantic   | Controlled by Central Powers | 3     | 1   | 0   | 3   | 4   | 2   | 0   |
| North Sea  | Controlled by the Entente    | 0     | 0   | 0   | 0   | 0   | 0   | 0   |
| Baltic Sea | Controlled by the Entente    | 0     | 0   | 0   | 0   | 0   | 0   | 0   |
| West Med   | Controlled by the Entente    | 0     | 0   | 0   | 0   | 0   | 0   | 0   |
| East Med   | Controlled by the Entente    | 0     | 0   | 0   | 0   | 0   | 0   | 0   |
| Black Sea  | Controlled by the Entente    | 0     | 0   | 0   | 0   | 0   | 0   | 0   |

OK

The right side of the display also shows the number and types of surviving ships assigned to each zone by the player.

The Naval form is split into two areas. The top half of the form is where missions are ordered. The bottom is where the status of individual squadrons can be checked.

No operation  
Return  
Rebase  
Sea Supply  
Amphibious  
Shipping  
Patrol  
Raider  
Anti-Shipping  
ASW Patrol

North Atlantic  
North Sea  
Baltic Sea  
Western Med  
Eastern Med  
Black Sea

1st Transport (Rostock)  
2nd Transport (Rostock)  
3rd Transport (Rostock)  
4th Transport (Rostock)

ASSIGN SQUAD

Nassau (DN)  
Hageland (DN)  
Kaiser (DN)  
Fommern (PD)  
Elsass (PD)  
Blucher (BC)  
Roon (CA)  
Yarck (CA)  
Graudenz (CA)  
Kohn (CA)  
1st (DD)  
1st (DD)

Nassau  
Wilhelmshaven  
Dreadnaught  
Quality 2  
Guns 9  
Protection 23  
Damage 0  
Speed 3  
Mission None  
No objective

Naval assets 53  
☒ Auto Refits  
☐ Unrestricted Submarines  
The Atlantic should have 6 transports  
The Baltic should have 2 transports

Cancel OK

## 21.0 Ground Units, Readiness, and Movement

Military units, artillery and HQs move one hex at a time. Depending on the terrain type crossed there is a loss of readiness to the unit. The more difficult terrain lowers the readiness of a unit by a greater amount. Infantry, artillery and HQs may not enter enemy hexes unless they have been *activated* (see Offensives).

Cavalry are an exception; they are the only units allowed to enter enemy hexes without being

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activated. In order to do so, unactivated cavalry must be stacked with infantry, and then can be only be ordered to enter an enemy clear terrain hex. If cavalry is not stacked with infantry, it can't enter enemy hexes.

This makes cavalry very useful for seizing ground when unopposed. However, cavalry are unable to take cities, or enter enemy controlled hexes that are rough, mountain, forest or marsh. These must be left to infantry. Cavalry is good for leading infantry across open terrain when unopposed so that activations are only necessary when there's an enemy presence.

Readiness of a unit falls as its used to move or fight. At the end of each impulse readiness is restored based on the supply level of the hex. The supply level is a percentage between 0 and 100. The unit tests twice each impulse against that percentage in order to recover readiness.

Readiness is an important part of the equation when determining effectiveness in battle. Units with less than 5 readiness should avoid battle against fresh enemy units, regardless of the strengths.

Units may also move via Strategic Movement. This means from one friendly hex to another. The hexes must have been friendly at the start of the turn which prevents units arriving at the front as the front moves forward. The reason for this is that strategic movement represents, for the most part, railroad transport, and it takes time to repair railbeds and add the new track to the existing system. Each nation has its own strategic allowance per turn. This may not be shared between members of an alliance. The actual movement of a unit is limited by the fact that a route between the origin and destination must consist of friendly controlled land. The distance moved is also limited by the number of strategic points available to the nation as every 5 hexes moved costs another point. There is no readiness cost to strategic movement.

Units may be moved from a friendly port hex across the sea via Amphibious Movement to another port hex if the enemy does not control any of the intervening sea zones. If the port is enemy held the units will have to fight the defenders during the combat phase, failure to take the port results in their destruction. Units overseas are supplied from available ports. The further inland a unit moves the less supply will be available for the recovery of readiness.

## 21.1 Offensives

Offensives are launched by HQs. Each HQ starts the game with a full complement of offensive supply. During the Activation Phase of an alliance, any of the HQs of that alliance may be activated, that is declare an offensive. Declaration of an offensive means the current value of the HQ (a number from 1 to 3) is reduced by one and all the ground units within one hex of the HQ are activated. Once activated, during the resulting Orders Phase the units are allowed to move up to one hex into enemy controlled hexes and engage in battle.

An offensive lasts for only a single impulse, not the entire turn. To keep an army on the offensive for 3 consecutive impulses would therefore exhaust any HQ if the readiness of the corps involved could stand it.

Offensives are expensive, costing 3 industrial points per point.

## 21.2 Barrages

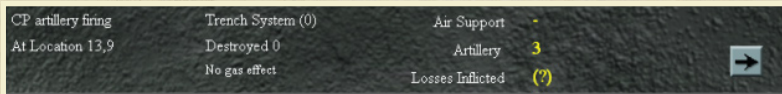
Artillery units may fire at adjacent enemy units. They do not have to be activated to fire. Player selects the units he wishes to fire and the hex he wants to fire on. The total amount of artillery firing on a hex is multiplied by 10 and that is the percentage chance of the artillery bombardment destroying a single point of defending trench.

Each artillery point is then fired at the enemy units in the hex. The chances of hitting are based on terrain and remaining trenches. Open terrain is the deadliest if you're the target. Rough, mountainous, woods and marsh all provide some protection from artillery fire.

The best defence against artillery fire is trenches and existing fortifications. As artillery becomes more effective due to R&D spending the only defence is spending on better trenches.

The quality of the units being fired upon is also an important factor as for each hit there is a chance of readiness being lost too. Higher quality units do much better at retaining their readiness level.

|                     |                   |             |     |
|---------------------|-------------------|-------------|-----|
| CP artillery firing | Trench System (0) | Air Support | -   |
| At Location 13,9    | Destroyed 0       | Artillery   | 3   |
| No gas effect       | Losses Inflicted  |             | (?) |



*In the preceding screenshot the text fields show the side firing, the location of the target, the strength of the trenches in the target hex, how much of those trenches were destroyed, the effect of gas, whether there's air support for the artillery, how much artillery is firing and the losses inflicted.*

The effects of artillery barrages are repeated for each point of artillery firing on a hex. Therefore, increases to the technology of an alliance's artillery make a great deal of difference in the effectiveness of that artillery.

Poison Gas is an attack that works differently. Its primarily an attack on the readiness of the defences in preparation for an assault. There is no To Hit roll. Instead, every enemy unit in the hex is fired on 3 times. Three random numbers are rolled for each attack. In the case of green cross the number is between 1 and 10. In the case of yellow cross the number is between 4 and 12 and in the case of blue cross its between 6 and 12. If the number rolled exceeds the quality of the unit there is a loss of readiness and a possible loss of a strength point.

Siege artillery is especially good at destroying fortresses. A fortress can only exist at a city. They represent large permanent defences. Siege artillery firing on a fortress has a 33% chance of destroying it completely. Otherwise, the fortress is automatically reduced by one strength.

## 22.0 Combat

When activated forces end their movement in the same hex as enemy forces, a battle is fought. The strength of each unit is modified by its readiness. That is, the combat strength is multiplied by the readiness and divided by 7. For assault troops its divided by 5.

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*Example, a 24 strength unit at readiness level 5 would have a modified strength of 17.  
A 24 strength assault corps at readiness 7 would have a modified strength of 24.*

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The strength is also modified for entrenchments/forts:

- If defending level 1 entrenchments the defender's strength is increased by 10%
- If defending level 2 entrenchments the defender's strength is increased by 15%
- If defending level 3 entrenchments the defender's strength is increased by 20%
- If defending level 4 entrenchments the defender's strength is increased by 25%
  
- If attacking level 1 entrenchments the attacker's strength is decreased by 5%
- If attacking level 2 entrenchments the attacker's strength is decreased by 10%
- If attacking level 3 entrenchments the attacker's strength is decreased by 15%
- If attacking level 4 entrenchments the attacker's strength is decreased by 20%

Each unit also has its own To Hit number which is a percentage:

- For attacking infantry 90%
- For defending infantry 85%
- The quality of the unit acts as a further bonus.
- Assault troops receive a 10% bonus.
- Troops attacked with gas receive a penalty from 10% to 18% depending on the type of gas.

For each modified strength point a random number between 1 and 100 is rolled and compared against the unit's To Hit number. If the random number exceeds the To Hit number a hit is the result and a target from the enemy stack is selected and reduced by one strength. That same unit may also lose readiness although the chances of doing so are less if within a trench system.

Once all defending units have fired the attacking casualties are removed and the attacker then conducts the same procedure.

|                    |           |                          |            |           |                          |            |
|--------------------|-----------|--------------------------|------------|-----------|--------------------------|------------|
| Location 13,9      | Inf 68    | Quality 9                | Losses 6   | Inf 20    | Quality 8                | Losses 15  |
| Terrain: Urban (1) | Cav 0     | Readiness 5              | Rdy Lost 0 | Cav 0     | Readiness 5              | Rdy Lost 5 |
| Trench 0           | Tanks 0   | Firepower 30             |            | Tanks 0   | Firepower 13             |            |
| Atk Successful     | Assault 0 | Attacker: Central Powers |            | Assault 0 | Defender: Triple Entente | ➔          |

Regarding the screenshot above:

The leftmost column consists of:

- The location of the battle
- The type of terrain and in brackets, the battle modifier
- The strength of the defender's trenches
- Whether or not the attack was successful

The middle panel consisting of:

- Strength of attacking infantry
- Strength of attacking cavalry
- Strength of attacking tanks
- Strength of attacking assault troops
- Average unit quality on the attacking side
- Average readiness on the attacking side
- Total firepower on the attacking side
- Which side is doing the attacking
- Losses taken by the attacking side
- Average readiness lost by the attacking units

The right-hand panel consists of:

- Strength of defending infantry
- Strength of defending cavalry
- Strength of defending tanks
- Strength of defending assault troops
- Average unit quality on the defending side
- Average readiness on the defending side
- Total firepower on the defending side
- Which side is doing the defending
- Losses taken by the defending side
- Average readiness lost by the defending units

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## 22.1 Retreats

When both sides in a battle are finished firing there is a retreat check. On the Western and Italian fronts, if the defender takes 50% more casualties than the attacker he is forced to retreat. On the other fronts, if the defender takes more casualties than the attacker then he is forced to retreat.

The defender is also forced to retreat if at the conclusion of the battle the remaining attackers far outnumber the defenders as modified by the strength of any entrenchments.

Besides the forced retreat above, corps will also retreat individually from a hex if their strength or readiness fall to 0.

## 23.0 PBEM

Playing via PBEM game works exactly the same as a regular game except that each side takes turns inputting their orders. When the game is started its necessary to give the PBEM game a name. The game will then begin by asking the CP player for his password and then to do his setup. The game will then exit and the file with the name given to the game then has to be sent to the TE player. Back and forth this will go, turn playback being available to both sides.

Hot-seat works the same as PBEM without the need for the sending of files.

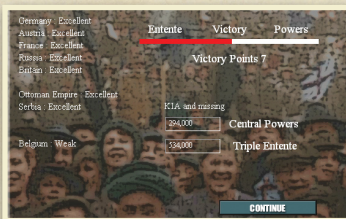
## 24.0 Victory Conditions

To win a decisive victory in the full campaign the Entente player must force Germany to surrender and the Central Powers player must force Russia and France to surrender.

If a decisive victory can't be achieved the game will look at the morale of each of the major powers, the cities held, whether any countries have been conquered already and subtract the Entente victory points from the Central Powers victory points. The higher the remaining number, the better the CP is doing, the lower the number, the better the Entente is doing.

### 24.1 Russian Revolution

Russia does not surrender like other powers. Instead, once its morale reaches a point close to zero there is a random chance each turn of a revolution breaking out. When this occurs, the czarist government collapses and the Kerensky government takes over. For up to six turns the Kerensky government will be checked to see if it survives or whether it collapses and the Bolsheviks take over. If the Bolsheviks take over there is an immediate cease-fire and the Russians surrender territory.



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#### Our Strength

We thank God for giving us the ability and  
strength to complete this project and follow our  
dream.

We also like to thank our families and friends  
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during this project.

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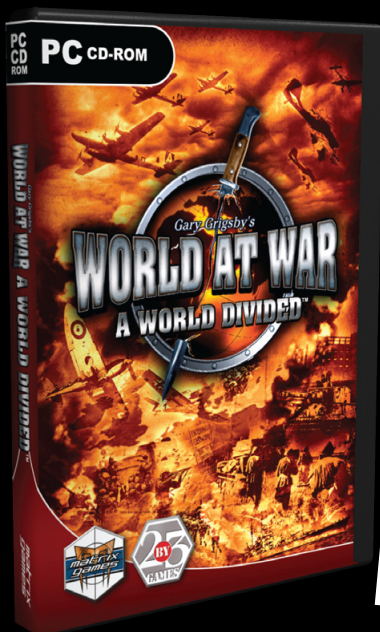
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