

Sequence of Play

1. Advance the Turn and USA Entry Marker (4.1)
2. Resolve The Eastern Front (5.0)
3. Production Phase (6.0)
 - Economic Maintenance (6.1).
 - Manpower Deployment/Attrition (6.2).
 - Collect Economic Points (6.3).
 - Naval Warfare (6.4).
 - Spend Economic Points (6.5).
 - Reveal Initiative Bid (6.6).
 - Allocate Supply (6.7).
4. Action Phase 1 (7.0) –Player with Initiative First
 - 1) Aerial Dogfighting and Reconnaissance (7.1).
 - 2) Block Movement (7.2).
 - 3) Combat (7.3).
 - 4) Breakout Movement/Combat (optional 7.4).
 - 5) Repeat 1-4 for Passive player then go to step 6 (7.5).
 - 6) Refresh Air Squadron and Artillery counters (7.6).

Advance Turn marker and proceed to Action Phase 2.
5. Action Phase 2 (7.0)
 - Same as procedure as Action Phase 1.

Proceed to Strategic Reorganization Phase.
6. Strategic Reorganization (8.0)
7. Scoring Phase (9.0)
 - Consult the Scenario details for Victory Conditions and Scoring.

Resolve The Eastern Front (5.0)

1. Advance the Eastern Front marker one space toward Bolshevik Revolution.
2. Add the number of red cubes indicated on the track to the Eastern Front draw bag.
3. Draw three cubes at random from the bag.
4. If any red cubes are drawn, roll 1d6 and consult the Eastern Front Loss Table. Apply losses by reducing the value of the Eastern Front marker on the General Information Track.
5. If all three cubes drawn are red, place one red cube in a box labeled “Major Russian Victory.” If Russia has three major victories, Berlin has fallen and the game ends immediately with the Central Powers losing the game.
6. Return all red and black cubes to the bag with the exception of any red cubes used to mark a major victory.
7. If the Eastern Front marker reached “Bolshevik Revolution” Russia exits the war. At the start of the next Strategic Reorganization Phase, place CP blocks with SPs equal to the Eastern Front marker’s value on the General Information Track into any friendly-contested, friendly-controlled, or Frontline hexes.

Production Phase (6.1-6.3)

- **Econ Maintenance:** Reduce the value on the Supply Capacity, Artillery and Air Maintenance Tracks by 1 (supply by 2 if over 20).
- **Manpower Deployment:** Place new SPs into the deployment hexes. See Economy & Reinforcements for total SP values.
- **Manpower Attrition:** Roll on the Attrition Table (map) and take losses in Frontline hexes.
- **Collect Economic Points:** Collect EPs from supply. See Economy & Reinforcements for EP totals.

2-Player Aid Card

FIELDS OF DESPAIR

Economy & Reinforcements

Allies			Turn	Central Powers		
Econ Pts	Reinforcements			Econ Pts	Reinforcements	
	Paris	England		Koblenz	EF	
4	15	4	1	8	30	5
6	20	6	2	10	40	15
8	20	18	3	12	50	20
11	35	30	4	12	40	10
12	30	40	5	11	35	5
12	30	25	6	9	30	5
10	10	15	7	8	10	0
9	10	10	8	7	0	0
8	10	10	9	6	0	0

Naval Warfare Sequence (6.4)

1. Declare Prize Regulations or Unrestricted Submarine Warfare (USW).
2. Draw three cubes from the Naval Warfare Bag.
3. Determine Economic Losses then increase Naval Blockade by one if any blue cubes were drawn in step 2.
4. Resolve USW (if declared; adjust the USW Track and determine loss of British SPs) (6.4.4).
5. Return Cubes to the Bag (remove any white cubes from the game).

Spend Economic Points (6.5)

EP Cost	EP Turn Limit	Production Items
1	no	Increase Air Maintenance, Artillery Maintenance, or Supply Capacity by one
1	no	Add one Artillery or Tank/Stosstruppen Counter
1	1	Belgian “Bribe” (optional)
1	1	Convert Infantry into Cavalry
1	2	CP – Add EP to the Eastern Front draw bag
1	1 per Fortress	Fortress Repair
1	no	Initiative Bid
1	3	Logistic Point
1	CP:2 Allies: 3/1*	Naval Blockade*/U-boat Offensive
1	1 per tech	Technology Advancement

* Only 1 if Great Britain is neutral.

Logistic Point Uses (10.0)

- Aircraft Repair
- Big Bertha Artillery Fire
- Emergency Reorganization
- Reinforcement
- Re-Supply
- Retreat before Combat

Reveal Initiative Bid (6.6)

1. Players secretly place any EPs spent to bid on Initiative in 6.5 into their hands then simultaneously reveal.
2. Higher bid wins the Initiative; goes first during each Action Phase.
3. All EPs spent, win or lose, are returned to supply.
4. A tied bid does not change Initiative



Allocate Supply (6.7)

1. Place an Out of Supply (OOS) marker in all hexes without a Supply Line.
2. May supply a number of hexes equal to Supply Capacity.
3. Mark hexes in excess of Supply Capacity OOS (player choice).

Aerial Dogfighting and Reconnaissance (7.1)

1. Alternate placement of Air Squadron counters (7.1.1).
2. Resolve Dogfighting in all hexes with Air Squadron counters from both Powers.
3. Active player resolves Reconnaissance where his Air Squadrons remain.

Dogfighting Procedure - begins Turn 2 (7.1.2)

- Players total the value of their Air Squadron counters.
- Roll 1d6 equal to the total value.
- Roll 2d6 for each "Ace" separately (if applicable).
- Set aside 6's (Hits) and 5's (Aborts).
- Adjust results for Air Improvement Tech (if applicable).
- Apply Hits then apply Aborts.

Dogfighting Table

1d6	Result	Explanation
1-4	Miss	No effect
5	Abort	Allied and CP Aborts cancel each other. Remaining Aborts reduce the recon value of a squadron by one.
6	Hit	Place one "Air Damage" marker on an enemy Squadron for each Hit. Reduces the Active player's recon value of a squadron by one.

Reconnaissance Procedure - one hex at a time (7.1.3)

- Active player totals Air Squadron value less the sum of Damage markers and Aborts.
- The total (if positive) is the number of enemy blocks that must be laid face up.
- Active player picks which blocks are revealed.
- Revealed blocks remain face up until the end of the Active player's current Action Phase.

Block Movement (7.2)

1. Active player may move some, all, or none of his blocks
2. Infantry move up to 2 hexes, cavalry up to 3 hexes. Deception blocks do not move during this step.
3. Blocks marked OOS or that do not currently have a Supply Line suffer OOS movement restrictions (6.7.4).
4. Blocks may be broken down into smaller or combined to form larger blocks at any time.
5. If moving into a hex makes it newly contested, movement ends immediately.
6. Movement out of a contested hex must first enter a friendly-controlled or friendly-contested hex. If into a friendly-contested hex, movement ends.
7. If moving from a contested hex must leave one block behind (any value).
8. Blocks are never revealed during this step.

Combat Sequence (7.3)

1. Artillery Fire.
2. Active player option to end Combat.
3. Infantry/Cavalry Combat.

Artillery Fire (7.3.1)

1. Alternate placement of Artillery counters.
2. Resolve in all hexes, reducing SPs *without* revealing blocks.
3. Artillery Fire may never reduce SPs in a hex to zero.
4. Additional rules for Fortress hexes, Big Bertha, and Poison Gas. See rule book 7.3.1.1.

Artillery Fire Results Table

1d6	Result	Modifies (7.3.1.1)
1-3	Miss	
4	Miss	Research of Chlorine/Mustard Gas turns die rolls of 4 into Poison Gas Hits.
5	Hit	Fortress in hex allows owner to ignore Hits on die roll of 5.
6	Hit	

Active Player Option to End the Combat Seq. (7.3.2)

1. In each contested hex, Active player chooses to end the combat sequence or initiate Infantry Combat.
2. Hexes resolved in any order (Active player choice).

Infantry Combat (7.3.3)

1. Active player selects hex and declares Infantry Combat.
2. Passive Player option to retreat or reinforce (*LP required*).
3. Reveal all blocks and roll 1d6 per SP.
4. Resolve simultaneously- Hits scored on 5 or 6.
5. Passive Player ignores 5's if friendly Fortress in hex.
6. If no Passive player SPs remain, place a "Breakout Move!" marker in the hex.
7. *Once Trench Warfare begins:*
 - a. Passive Player adds Trench Defense dice to total dice and rolls first.
 - b. Active Player takes losses before determining how many dice to roll.

Breakout Movement & Combat (7.4)

1. Blocks in a hex with a "Breakout Move!" marker may optionally move again following the rules of 7.2.
2. *Once Trench Warfare begins:*
 - a. All Breakout movement reduced to one hex.
 - b. Tank/Stosstruppen counter must be spent.
 - c. Level of Tank/Stosstruppen Tech limits the number of SPs that may move (see Player Board).

Strategic Reorganization (8.0)

1. Strategic Reorganization is completed simultaneously by both players. The player with Initiative may make any final adjustments after the other player is finished.
2. A block must be in supply to participate otherwise its SPs may not move during Strategic Reorganization.
3. A hex must have a Supply Line otherwise no SPs can move into or out of it.
4. A block being decreased and the block being increased as a result must have a Supply Line to each other.
5. Every Frontline hex that began Strategic Reorganization with a block must end the phase with at least one block.
6. Deception blocks may be moved in this phase and may replace a block to meet the previous rule.
7. The total SPs in play may never change during this phase.
8. The Allied player cannot mix British, French, USA or Belgian SPs. For example, a French block reduced in one hex must increase a French block in another hex.
9. At the end of the phase, no hex may contain more than 3 blocks.