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02

MOBILIZATION**VON FRANÇOIS CC**

Any CP attack or defense that includes a GE LCU receives +2 DRM.

Cannot be played as a Combat Card after Summer 1915 Turn (Turn 5).

AH:1 GE:1

3

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MOBILIZATION**MASURIAN LAKES CC**

Any AP attack or defense that includes
an RU LCU receives -1 DRM.

AH:1 GE:2

LIMITED WAR**CHLORINE GAS CC**

When a GE LCU is attacking or defending, the AP player must—before the players make their Combat die rolls—reduce an RU, RO, or SB LCU involved in the Combat by one step.

CP-A:1 H:2 GE:3



U-BOATS IN THE MEDITERRANEAN* (1)

+1 VP

AP player cannot conduct Sea Invasions, Withdrawals By Sea, or SR By Sea using Ports in Greece and Albania.

Place "U-Boats in the Med." marker in its space on the mapboard.

Event cannot be played if CONVOY has been played.

AH:1 GE:2

2

TOTAL WAR

**NOVEMBER COUP***

Bolsheviks overthrow the Kerensky Provisional Government. Place “November Coup” marker on the current turn space.

For the rest of the game, +1 OPS to activate any space containing an RU LCU for Attack.

Event cannot be played until FALL OF THE TSAR has been played.

GE:1

2

MOBILIZATION



RUSSIAN REINFORCEMENTS*

RU XXVI, XXVIII, III Sib.,
XXII Finn. Inf. Corps

*RU XXVI and XXVIII Inf. Corps come
onto the mapboard with a step reduction
if RU Troop Quality is 1.*

RU:1