

Illusions of Glory

GREAT WAR ON THE EASTERN FRONT

Living Player Aid Card • August 2018 • Update is indicated in blue text

Light Fire Table

(If all firing units are SCUs)*

Die Roll	Combat Factors Firing								
	0	1	2	3	4	5	6	7	8+
1	-	-	-	1	1	1	1	2	2
2	-	-	1	1	1	1	2	2	3
3	-	1	1	1	2	2	2	3	3
4	1	1	1	2	2	2	3	3	4
5	1	1	2	2	2	3	3	4	4
6	1	2	2	2	3	3	4	4	5

*Attacks against Uprising Units must use the Light Fire Table.

Heavy Fire Table

(If at least one firing unit is an LCU or a Fort)*

Die Roll	Combat Factors Firing										
	1	2	3	4	5	6-7	8-9	10-12	13-15	16+	
1	-	1	1	2	2	3	3	4	4	5	
2	1	1	2	2	3	3	4	4	5	5	
3	1	2	2	3	3	4	4	5	5	7	
4	1	2	3	3	4	4	5	5	7	7	
5	2	3	3	4	4	5	5	7	7	7	
6	2	3	4	4	5	5	7	7	7	7	

* If a Mountain space is attacked using only Alpine Trails, **attacker and defender** must use the Light Fire Table.









DIE ROLL MODIFIERS (DRMs)

Note: A modified die roll cannot be more than 6 or less than 1.

Unit(s) in Combat include: DRMs

HQ	0, +1, or +2 in attack or defense (<i>may</i> participate in an attack; <i>must</i> participate in defense)
Heavy Artillery	+1 or +2 only when attacking (unit <i>may</i> participate in an attack; does not participate in defense)
Mountain Infantry	+1 if one or more Mountain Infantry units attacks or defends a Mountain space (alone or with any other unit types)
Cavalry	+1 if one or more Cavalry units attacks or defends a Clear space (alone or with any other unit types)
All Units	-1 if units are using Roads, Mixed-Gauge Railroads, Sea Invasion Lanes, or any combination of them , to attack a space

Terrain/Trench/Severe Weather Effects Chart

Terrain Type	Combat Effect	Option to Halt Retreat?	Must Stop Advance In?	Flank Attack Allowed Into?	Make Severe Weather Check?	
	Clear	None	No	No	Yes	N/A
	Mountain	Offensive Fire 1L	Yes	Yes	No	Winter
	Swamp	None	Yes	Yes	No	Summer
	Forest	None	Yes	Yes	Yes	N/A
	Water ¹	Offensive Fire 1L and Defender Fires First ²	OTIS ³	Yes	No	N/A
	Trench 1 ⁴	Offensive Fire 1L and Defensive Fire 1R	Yes	OTIS ³	No	N/A
	Trench 2 ⁴	Offensive Fire 2L and Defensive Fire 1R	Yes	OTIS ³	No	N/A
	Severe Weather ⁴	Offensive Fire 1L	OTIS ³	OTIS ³	OTIS ³	N/A

Notes:

¹ If all units are attacking across Water.

² Apply results before attacker fires.

³ OTIS: Check Other Terrain In Space.

⁴ In addition to other terrain effects.



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Sequence Of Play

A. Mandatory Offensive Phase

B. Action Phase

C. Attrition Phase

D. Siege Phase

E. War Status Phase

1. Check for Automatic Victory
2. Check for Armistice
3. Check War Commitment Levels
4. Check for National Collapse

F. Rebellion/Revolution Phase

1. National Will Check
2. Russian Revolution

G. Replacement Phase

H. Strategy Card Draw Phase

1. Discard Combat Cards
2. Draw Cards
3. Reshuffle

I. End of Turn



Replacement Cost Table

Action	RP Cost
1. Repairing an LCU on the mapboard	1 RP per step
2. Rebuilding an LCU in the Replaceable Units Box	3 RPs*
3. Repairing an SCU on the mapboard	1 RP for every 2 steps
4. Rebuilding a destroyed SCU in the Replaceable Units Box	1 RP for every 2 steps

* 1 RP for SCU cadre and then 1 RP for each LCU step.

Summer 1914 Turn (Turn 1) Restrictions

1. The players do not roll for Mandatory Offensives during the Summer 1914 Turn (Turn 1). For that turn, the CP player's Mandatory Offensive Table selects "AH(SB)", and the AP player's Mandatory Offensive Table selects "RU".
2. Trenches cannot be built during the Summer 1914 Turn.
3. Although cards can be played to increase a player's War Commitment Level, he cannot change his War Commitment Level until the Fall 1914 Turn (Turn 2).
4. Neither player can move into Bulgaria during the Summer 1914 Turn, or in any later turn until BULGARIA is played as a Neutral Entry Event.
5. Neither player can move into Romania during the Summer 1914 Turn, or in any later turn until ROMANIA is played as a Neutral Entry Event.
6. Neither player can move onto the Italian Front Inset Mapboard during the Summer 1914 Turn, or in any later turn until ITALY is played as a Neutral Entry Event.

Victory Point (VP) Table

VP Level is...

0:	AP Automatic Victory: The Allied Powers dominate Eastern Europe and the Balkans for the next 20 years (or more).
1-7:	AP Marginal Victory: The Allied Powers gain significant political and economic leverage over Eastern Europe and the Balkans.
8-14:	AP Endurance Victory: Both alliances are exhausted, but the Allied Powers have gained a slight edge in political and economic influence over Eastern Europe and the Balkans for a few years.
15:	Draw: The alliances have fought to a stalemate, with neither side gaining an advantage in political and economic influence over Eastern Europe and the Balkans.
16-22:	CP Endurance Victory: Both alliances are exhausted, but the Central Powers have gained a slight edge in political and economic influence over Eastern Europe and the Balkans for a few years.
23-29:	CP Marginal Victory: The Central Powers gain significant political and economic leverage over Eastern Europe and the Balkans.
30 or above:	CP Automatic Victory: The Central Powers dominate Eastern Europe and the Balkans for at least the next 20 years.

