

Allied Powers



Italy (IT)

Space	Grid	Units
Breno	A3	IT III Inf. Corps
Pasubio	A3	IT V Inf. Corps
Asiago	A3	IT I Inf. Corps; 1 x IT Mtn. Inf. SCU
Veneto	A3	IT IX Inf. Corps; 1 x IT Mtn. Inf. SCU
Belluno	A3	IT XII Inf. Corps; 1 x IT Mtn. Inf. SCU
Tolmezzo	B3	IT II, IV Inf. Corps; 1 x IT Mtn. Inf. SCU
Udine	B3	IT VI, VIII Inf. Corps
Padua	A2	IT GHQ Cav. Corps
Palmanova	B3	IT VII, X, XIV Inf. Corps
Venice	B3	IT XI, XIII Inf. Corps
Vlore*	C2	IT XVI Inf. Corps
AP Reserve Box		8 x IT Inf. SCU; 3 x IT Cav. SCU

* If the space is CP-controlled or overstacked, place this AP unit in Durres or on Lemnos.

Italian Entry



Great Britain (BR)

Space	Grid	Units
Put these units on the next Turn Space.		
When the Turn marker enters that Turn Space, place the units in Lemnos.	D1	BR XII, XVI Inf. Corps
AP Reserve Box		5 x BR Inf. SCU



France (FR)

Space	Grid	Units
Lemnos	D1	FR Army Orient 1, Army Orient 2
AP Reserve Box		5 x FR Inf. SCU

Bulgarian Entry

Neutral Entry Setup

Romanian Entry



Romania (RO)

Space	Grid	Units
Craiova	D3	RO 1st Army; 1 x RO Inf. SCU
Ploesti	E3	RO 2nd Army; 1 x RO Inf. SCU
Turtucaia	E3	RO 3rd Army
Focsani	E4	RO 4th Army
Bucharest	D3	1 x RO Inf. SCU; 1 x RO Cav. SCU
Targu Jiu	D3	1 x RO Inf. SCU
Pitesti	D3	1 x RO Inf. SCU
AP Reserve Box		4 x RO Inf. SCU



Russia (RU)

Space	Grid	Units
Odessa*	E3	RU XLVII Inf. Corps; RU VI Cav. Corps
Constanta	E3	RU/SB Yugo SCU; 2 x RU Inf. SCU

* If the space is CP-controlled or overstacked, place these AP units in the nearest supplied space that is AP-controlled.

Central Powers



Austria-Hungary (AH)

Space	Grid	Units
Rovereto	A3	1 x AH Mtn. Inf. SCU
Cles	A3	1 x AH Mtn. Inf. SCU
Pergine	A3	1 x AH Mtn. Inf. SCU
Bozen	A3	1 x AH Mtn. Inf. SCU
Lienz	A3	1 x AH Mtn. Inf. SCU
Spittal	B3	1 x AH Mtn. Inf. SCU
Gorizia	B3	2 x AH Inf. SCU from the Reserve Box or elsewhere on the mapboard (must be able to trace SR route)
Caporetto	B3	2 x AH Inf. SCU from the Reserve Box or elsewhere on the mapboard (must be able to trace SR route)
Rodmannsdorf	B3	2 x AH Inf. SCU from the Reserve Box or elsewhere on the mapboard (must be able to trace SR route)
Brixen	A3	AH XX, XXI Inf. Corps



Bulgaria (BU)

Space	Grid	Units
Vidin	D3	BU 1st Army; 1 x BU Cav. SCU
Sofia	D2	BU 2nd Army
Rustchuk	D3	BU 3rd Army
Xanthi	D2	1 x BU Inf. SCU
Strumica	D2	1 x BU Inf. SCU
Varna	E3	1 x BU Inf. SCU
Plevna	D3	1 x BU Inf. SCU
Any space in Bulgaria	D3	AH/BU Combined Inf. SCU
CP Reserve Box		5 x BU Inf. SCU



Germany (GE)

Space	Grid	Units
Novi Sad*	C3	GE/BU LXII Gen. Kdo. LCU
Temesvar*	C3	GE/BU LXI Gen. Kdo. LCU
Hatszég*	D3	GE Alpenkorps (if not already on map)

* If the space is AP-controlled or overstacked, place these CP units in the nearest supplied space that is CP-controlled.



Germany (GE)

Space	Grid	Units
Hatszég*	D3	GE Alpenkorps (if not already on map)

* If the space is AP-controlled or overstacked, place this CP unit in the nearest supplied space that is CP-controlled.



Austria-Hungary (AH)

Space	Grid	Units
Hermannstadt*	D3	1 x AH Inf. Corps from any elsewhere on the mapboard (must be able to trace SR route)
Schlossberg*	D3	1 x AH Inf. Corps from elsewhere on the mapboard (must be able to trace SR route)
Temesvar*	C3	GE Schmettow Cav. Corps

* If the space is AP-controlled or overstacked, place these CP units in the nearest supplied space that is CP-controlled.



Illusions of Glory

GREAT WAR ON THE EASTERN FRONT

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

1914 Mobilization Setup

Allied Powers



Russia (RU)

Space	Grid	Units
Kovno	D7	RU III, XX Inf. Corps; 1 x RU Cav. SCU
Olita	D7	RU II, IV Inf. Corps; 1 x RU Cav. SCU
Grodno	D6	RU XIII, XV Inf. Corps; 1 x RU Cav. SCU
Lomza	C6	RU I, VI Inf. Corps; 1 x RU Cav. SCU
Warsaw	C6	RU XXVII, XXIII Inf. Corps; 1 x RU Cav. SCU
Kielce	C5	RU Grenadier, III Cauc. Inf. Corps; 1 x RU Cav. SCU
Ivangorod	C5	RU XIV, XVI Inf. Corps; 1 x RU Cav. SCU
Lublin	C5	RU V, XVII Inf. Corps; 1 RU Cav. SCU
Kowel	D5	RU XIX, XXV Inf. Corps; 1 x RU Cav. SCU
Lutsk	D5	RU IX, X Inf. Corps; 1 x RU Cav. SCU
Dubno	E5	RU XI, XXI Inf. Corps; 1 x RU Cav. SCU
Proskurov	E4	RU VII, VIII Inf. Corps; 1 x RU Cav. SCU
Kamenets-Podolsk	E4	RU XII, XXIV Inf. Corps; 1 x RU Cav. SCU
Odessa	E4	RU Black Sea SCU
AP Reserve Box		10 x RU Inf. SCU; 5 x RU Elite Inf. SCU; 7 x RU Cav. SCU



Serbia (SB)

Space	Grid	Units
Belgrade	C2	SB 1st Army, 3rd Army; 1 x SB Cav. SCU
Kragujevac	C2	SB 2nd Army
Uzhitse	C2	1 x SB Inf. SCU
Nis	C2	1 x SB Inf. SCU
Veles	C2	1 x SB Inf. SCU
AP Reserve Box		3 x SB Inf. SCU



Montenegro (MN)

Space	Grid	Units
Cetinje	C3	1 x MN Mtn. Inf. SCU

Neutral



Greece (GR)

Space	Grid	Units
Lamia	C1	1 x GR Inf. SCU
Ft. Rupel	D1	1 x GR Inf. SCU
Doiran	D2	1 x GR Inf. SCU; Trench 2 (Doiran)

Central Powers



Germany (GE)

Space	Grid	Units
Konigsberg	C7	GE I Inf. Corps; 2 x GE Res. Inf. SCU; Trench 1
Lotzen	B6	GE XVII Inf. Corps; 1 x GE Res. Inf. SCU; Trench 1
Allenstein	C6	GE I Res. Inf. Corps
Marienburg	C6	GE XX Inf. Corps
Thorn	B6	1 x GE Res. Inf. SCU
Posen	B6	1 x GE Res. Inf. SCU
Breslau	B5	GE Woysch Inf. Corps (-1 Step)
Insterburg	C6	1 x GE Cav. SCU
CP Reserve Box		10 x GE Reg. Inf. SCU; 5 GE Res. Inf. SCU; 5 x GE Elite Inf. SCU; 4 x GE Cav. SCU



Austria-Hungary (AH)

Space	Grid	Units
Tarnow	C5	AH I, X Inf. Corps; 1 x AH Cav. SCU
Jaroslau	C5	AH V, II Inf. Corps; 1 x AH Cav. SCU
Rawa Ruska	D5	AH VI, XVII Inf. Corps; 1 x AH Cav. SCU
Lemberg	D5	AH XI, XIV Inf. Corps; 1 x AH Cav. SCU
Tarnopol	D5	AH III Inf. Corps; 1 x AH Cav. SCU
Czernowitz	D4	AH XII Inf. Corps; 1 x AH Cav. SCU
Novi Sad	C3	AH IV, VII Inf. Corps (may not attack or enter SB/MN spaces until Serbian Collapse)
Temesvar	C3	AH IX Inf. Corps, 1 x AH Cav. SCU (may not attack or enter SB/MN spaces until Serbian Collapse)
Sarajevo	C3	AH VIII, XIII Inf. Corps
Osijek	C3	AH XV, XVI Inf. Corps
Krakow	C5	AH Kummer Inf. Corps
CP Reserve Box		10 x AH Inf. SCU; 3 x AH Cav. SCU



Turkey (TU)

Space	Grid	Units
Constantinople	E2	TU I Inf. Corps
Edirne	E2	TU II Corps; Trench 1
Catalca	E2	TU III Inf. Corps
Bosporus Forts	E2	1 x TU Inf. SCU
CP Reserve Box		4 x TU Inf. SCU; 3 x TU Elite Inf. SCU





Illusions of Glory

GREAT WAR ON THE EASTERN FRONT

Starting the Game

Mapboard Setup

- Place the Turn marker in the “Summer 1914” (Turn 1) space on the Turn Track.
- Place the VP marker in the “15” space on the General Records Track.
- Place the AP War Status, CP War Status, and Combined War Status markers in the “0” space on the General Records Track.
- Place the Armistice marker in the “40” space on the General Records Track.
- Place the RU, GE, and AH National Will markers in the “12” space on the General Records Track.
- Place the RU, IT, GE, and AH Troop Quality markers in the “16” space on the General Records Track.
- Place the Replacement Point (RP) markers for each Nation next to the General Records Track.
- Place the AP and CP Mandatory Offensive (MO) markers in the “None or Made” space on each player’s Mandatory Offensive Table. Place the AP and CP MO Modifier markers in the “0” space on each player’s Mandatory Offensive Modifier Track.
- Place the “1 GE RP to TU RP” marker on its space in the CP Reserve Box.
- Place the “No AP-A RPs to RU” marker on its space in the AP Reserve Box.
- Place the “No Royal Navy Blockade”, “No Sea Invasions”, “No Subs”, “No AP Convoys”, and “RU Amphib Assaults Allowed” markers in their spaces on the map.
- Place the AP Action markers next to the AP Action Round Chart, and place the CP Action markers next to the CP Action Round Chart.
- Place the Move/Attack activation markers where both players can reach them.
- Place all other markers within easy reach.

Unit Setup

- Place AP and CP combat units in the mapboard spaces shown on the 1914 Mobilization Unit Setup charts. Space names are indexed by map grid references to facilitate setting up the units.
- Some Small Combat Units (SCUs) start in the AP and CP Reserve Boxes, as indicated on the 1914 Mobilization Unit Setup chart.
- Some spaces start with Trench markers, as indicated on the 1914 Mobilization Unit Setup chart.
- Combat units for Bulgaria, Italy, and Romania are not placed on the mapboard until the Neutral Entry Event for that Nation is played. Then those units are placed in the mapboard spaces shown on the Neutral Entry Unit Setup charts.
- Uprising Units for a particular Nation do not come onto the mapboard until Rebellion breaks out in that Nation.

Dealing the Cards

Strategy Cards are dealt out to the AP and CP players, as described here:

For the AP Player:

- The AP player makes a Draw Pile from all of his Mobilization cards.
- The AP player then takes DRIVE ON EAST PRUSSIA or GALICIA OFFENSIVE from the Draw Pile, and shows it to the CP player.
- The AP player shuffles the remaining AP Mobilization cards and draws a hand of 6 more cards.
- The AP player makes a Draw Pile from the rest of the Mobilization cards.
- The AP player is not required to play DRIVE ON EAST PRUSSIA or GALICIA OFFENSIVE first, but it must be played sometime during the Summer or Fall 1914 Turns (Turns 1 and 2).

For the CP Player:

- The CP player makes a Draw Pile from all of his Mobilization cards.
- The CP player then takes a 4 OPS Mobilization card of his choice from the Draw Pile, and shows it to the AP player.
- The CP player shuffles the remaining CP Mobilization cards and draws a hand of 6 more cards.
- The CP player makes a Draw Pile from the rest of the Mobilization cards.
- The CP player is not required to play his chosen 4 OPS Mobilization card first, and is not required to play the card as an Event if the card is played.

Playing the Strategy Cards

Any card played for an Event that affects the entire turn is left face-up in front of the player for the rest of that turn. At the end of the turn, the card is removed from the game if it has an asterisk. If the card has no asterisk, it is put into the player’s Discard Pile.

Summer 1914 Turn Special Rules

- The players do not roll for Mandatory Offensives in the Summer 1914 Turn (Turn 1). For that Turn, the AP player’s Mandatory Offensive Table selects “RU”, and the CP player’s Mandatory Offensive Table selects “AH(SB)”.
- Trenches cannot be built during the Summer 1914 Turn.
- A player cannot change his War Commitment Level during the War Status Phase of the Summer 1914 Turn.
- Neither player may move into Bulgaria during the Summer 1914 Turn, or in any later turn, until BULGARIA is played as a Neutral Entry Event.
- Neither player may move into Romania during the Summer 1914 Turn, or in any later turn, until ROMANIA is played as a Neutral Entry Event.
- Neither player may move onto the Italian Front Inset Map during the Summer 1914 Turn, or in any later turn, until ITALY is played as a Neutral Entry Event.

Combat Sequence Chart

Resolve each Combat using the following steps in the order presented:

A. Declare the Combat

The attacking player declares what units are participating in the Attack and which space they are attacking.

B. Announce Flank Attack

If the conditions for a Flank Attack are met, the attacking player can announce a Flank Attack Attempt by placing Flank Attack markers on his units.

C. Resolve Severe Weather Check

The attacker rolls a six-sided die to determine if units attacking into Mountains (during a Winter Turn), or into Swamps (during a Summer Turn), will be affected by Severe Weather.

D. Calculate Combat Strengths

Each player adds the Combat Factors (CFs), of his units involved in the Combat to determine his total Combat Strength. The defending player also adds the strength of any Fort in the defending space to his Combat Strength total.

E. Play Combat Cards

The attacking and defending players can play any number of CCs, as long as the conditions printed on each CC are met. The attacker plays his CCs first, followed by the defender. **All CCs are discarded after the Combat, regardless of the outcome.**

F. Attempt Flank Attack

If the attacking player announced a Flank Attack, he rolls a six-sided die to resolve the Flank Attack Attempt before resolving any other Combat.

G. Resolve Combat

1. Determine Die Roll Modifiers (DRMs)

Each player examines his cards played and units involved to determine his DRMs for the Combat. These DRMs are cumulative. The modified die roll cannot be reduced to less than 1 or increased to more than 6.

2. Determine Fire Table and Fire Column

Each player determines which Fire Table he must use, as follows:

- If a player uses one or more Large Combat Units (LCUs) in an attack or defense, he rolls a six-sided die on the Heavy Fire Table.
- If a player uses only Small Combat Units (SCUs) in an attack or defense, he rolls a six-sided die on the Light Fire Table.
- If a player attacks or defends a Mountain space using only Alpine Trails, he rolls a six-sided die on the Light Fire Table.
- If a player attacks Uprising Units, he rolls a six-sided die on the Light Fire Table.
- If a Fort is defending alone, the defending player rolls a six-sided die on the Heavy Fire Table.

- Each player finds his Combat Strength (total CFs firing) on the appropriate Fire Table and determines his Fire Column, shifting columns as required by Trench, Terrain, and Severe Weather Effects. Note that Trench, Terrain, and Severe Weather Effects are cumulative, but column shifts that cause the Fire Column to shift off the Fire Table are ignored.

3. Roll Dice and Determine Results

- Each player rolls a six-sided die, modifies it by his DRMs, and cross-references the result with his Fire Column to determine his Loss Number—the potential damage that he inflicts on the enemy.
- The players make their die rolls simultaneously, unless there is Flank Attack Attempt, or all attacking units are crossing Water Obstacles, or a Combat Card is played requiring that players roll sequentially to inflict damage.

4. Determine Combat Winner

- The player who rolls the higher Loss Number on the Fire Tables wins the Combat.
- The winner can keep any CCs played in this Combat. All other CCs used in this Combat are discarded.
- If both players’ Loss Numbers are the same, there is no winner and both players discard any CCs that they used in the Combat.

5. Apply Losses

- If the Loss Number is equal to or greater than the smallest Loss Factor (LF) among the units taking fire, then those units must absorb all the damage indicated by Loss Number.
- If the Loss Number is less than the smallest LF among the units taking fire, then those units absorb no damage.
- In a Flank Attack, or when all attacking units have attacked across Water Obstacles, damage will be rolled for and absorbed sequentially—not simultaneously. It is possible that the winner will absorb more damage than the loser.
- A player’s units absorb damage by applying the entire Loss Number rolled by his opponent to his units’ LFs. This is started by selecting a unit to absorb damage. If the Loss Number equals or exceeds a full-strength unit’s LF, the unit loses a step. If the Loss Number equals or exceeds a reduced-strength unit’s LF, the unit is destroyed.
 - If the destroyed unit is an SCU, put it into the Replaceable Units Box and select another unit to absorb damage.
 - If the destroyed unit is an LCU, replace it with an SCU unless the LCU is Out-Of-Supply. The SCU absorbs the remaining damage from the Loss Number. If the SCU is also destroyed, the LCU is permanently eliminated.
- If the defending units are in a Fort space, and the attacker’s Loss Number exceeds what is needed to destroy or permanently eliminate those defending units, the unused portion of the Loss Number can be applied to destroy the Fort. If the remaining Loss Number is equal to or greater than the Fort’s own Combat Factor, the Fort is destroyed.

Armistice Chart

Armistice occurs when neither player achieves an Automatic Victory by the end of the Fall 1918 Turn (Turn 18). Armistice also occurs in any turn where the Combined War Status marker and the Armistice marker occupy the same space on the General Records Track during Step 2 of the War Status Phase.

The Armistice marker starts the game at “40” on the General Records Track, but can move downward or upward again (but not beyond “40”). The Armistice marker moves downward on the

General Records Track by playing RUSSIAN WAR WEARINESS, and moves upward on the General Records Track by playing LONG LIVE THE TSAR! The Armistice marker also moves downward on the General Records Track when Nations collapse, as follows:

Serbian Collapse	–2
Romanian Collapse	–2
Bulgarian Collapse	–3
Austro-Hungarian Collapse	–4