

Brusilov Offensive Scenario

Living Player Aid Card • August 2018

Updates are indicated in blue text

Brusilov Offensive Game Setup

- Use only the following AP Strategy cards: AP #3, 5, 8, 9, 16, 19, 23, 24, 26, 27, 29-32, 34, 36-55.
- Use only the following CP Strategy cards: CP #2, 6, 9, 11, 17, 18, 21, 26, 28-30, 32-55.
- Use the Brusilov Offensive Unit Setup Charts.
- Place the Turn marker in the Summer 1916 (Turn 9) space on the Turn Track.
- Place the VP marker in the "23" space on the General Records Track.
- Place the AP War Status marker in the "14" space, and place the CP War Status marker in the "14" space, on the General Records Track.
- Place the Combined War Status markers in the "28" space on the General Records Track.
- Place the RU National Will marker in the "3" space, the AH National Will marker in the "7" space, and the GE National Will marker in the "7" space on the General Records Track.
- Place the RU Troop Quality marker in the "4" space, the AH Troop Quality marker in the "3" space, GE Troop Quality in the "5" space, and IT Troop Quality in the "6" 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 MO Modifier marker in the "2" space on the AP Mandatory Offensive Modifier Track. Place the CP MO Modifier marker in the "1" space on the CP Mandatory Offensive Modifier Track.
- Place the "1 GE RP to TU RP" marker on its space in the CP Reserve Box, and place the "1 AP-A RP to RU RP" marker on its space in the AP Reserve Box.
- Place the "AP Railroads", "CP Railroads", and "GE War Industry" markers in the Summer 1916 (Turn 9) space on the Turn Track. Place the "Royal Navy Blockade", "Sea Invasions Allowed", "U-Boats in the Med.", "No AP Convoys", and "RU Amphib Assaults Allowed" markers in their spaces on the mapboard. Place a "Landing" marker on the Sea Invasion space connected to Salonika.
- Place a Destroyed Fort marker on each of the following Fort spaces: Lotzen, Kovno, Olita, Grodno, Lomza, Warsaw, Ivangorod, Brest-Litovsk, Przemysl, Lutsk, and Belgrade.
- Place GE Control markers on Mitava, Radviliskaya, Panevezys, Sventsyany, Molodechno, Baranovichi, Pinsk, and Lutsk. The CP player controls all RU spaces west of this line and may put GE or AH Control markers on those spaces. Place a GE Control marker on Monastir and AH or GE Control markers on all other spaces in Serbia and Montenegro.
- 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 reach.

Brusilov Offensive Game Start

Starting the Game for the AP Player:

- The AP player makes a deck from his cards
- The AP player then takes THE BRUSILOV OFFENSIVE card from his deck and shows this card to the CP player.
- The AP player shuffles the remaining AP cards and draws a hand of 6 more cards.
- The AP player makes a Draw Pile from the rest of his cards.
- The AP player is not required to play THE BRUSILOV OFFENSIVE first.

Starting the Game for the CP Player:

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

Allied Powers



Russia (RU)

Space	Grid	Units
Riga	D7	RU XXV, II Cauc., I Turk. Inf. Corps
Valka	D7	RU I, III, XVIII Inf. Corps
Jakobshtadt	D7	RU XXI, XXIII, XXVI Inf. Corps
Dvinsk	D7	RU IV, XIV Inf. Corps
Postavy	E7	RU XV, III Sib. Inf. Corps
Minsk	E6	RU XXIV, Grenadier, III Cauc. Inf. Corps
Luniniec	E6	RU XX, XXXIII, Guards Inf. Corps; Brusilov HQ
Sarny	E5	RU XXX, XXXI Inf. Corps
Dubno	E5	RU VIII, XXXII Inf. Corps
Tarnopol	E5	RU VI, VII, XVII Inf. Corps
Proskurov	E5	RU II, XIII, XXII Finn Inf. Corps
Kamenets-Podolsk	E4	RU XI, XII Inf. Corps
Odessa	E4	RU Black Sea SCU
AP Reserve Box		10 x RU Inf. SCU; 5 x RU Elite Inf. SCU; 20 x RU Cav. SCU
AP Replaceable Units Box		RU V, IX, X, XVI, XIX, XXVII Inf. Corps.

Central Powers



Germany (GE)

Space	Grid	Units
Mitava	C7	GE I, XX Inf. Corps
Konigsberg	C7	GE I Res. Inf. Corps; Trench 1
Panevezys	D7	GE XXI, Guards Res., XXXVIII Res. Inf. Corps
Sventsyany	D7	GE II, XVII, I Res. Inf. Corps
Molodechno	D6	GE XI, XXV Res. Inf. Corps; 1st Cav. Kdo.
Baranovichi	D6	GE X, Guards, Woysch Inf. Corps
Czernowitz	D6	GE Bothmer Inf. Corps
CP Reserve Box		10 x GE Reg. Inf. SCU; 10 GE Res. Inf. SCU; 5 x GE Elite Inf. SCU; 5 x GE Cav. SCU
CP Replaceable Units Box		I Res., XVII Res., XXXIX Res. Inf. Corps; 3rd Cav. Kdo.



Austria-Hungary (AH)

Space	Grid	Units
Lutsk	D5	AH X, XII, Inf. Corps
Brody	D5	AH IV, V, XIII Inf. Corps
Lemberg	D5	AH VI, IX, Kummer Inf. Corps
Pinsk	D4	AH VIII, XI Inf. Corps
Czernowitz	D6	AH Szurmay, Hoffman Inf. Corps
CP Reserve Box		10 x AH Inf. SCU; 10 x AH Cav. SCU
CP Replaceable Units Box		AH I, II, XIV Inf. Corps

Eastern Front Unit Setup

Brusilov Offensive Scenario (continued)

Allied Powers



Great Britain (BR)

Space	Grid	Units
The Struma	D2	XII, XVI Br. Inf. Corps; BR/GR Nat'l. Def. Corps SCU
AP Reserve Box		5 x BR Inf. SCU



France (FR)

Space	Grid	Units
Florina	C2	FR Orient 1, Orient 2; RU 2/4 Special SCU; Sarrail HQ
AP Reserve Box		5 x FR Inf. SCU



Serbia (SB)

Space	Grid	Units
Lemnos	D2	3 x SB Inf. SCU
AP Reserve Box		3 x SB Inf. SCU; 1 x SB Cav. SCU



Italy (IT)

Space	Grid	Units
Vlore	C2	IT XVI Inf. Corps

Neutral



Greece (GR)

Space	Grid	Units
Lamia		3 x GR Inf. SCU

Central Powers



Germany (GE)

Space	Grid	Units
Monastir		GE/BU LXI Kdo., LXII Kdo., AH/BU Combined SCU, Mackensen HQ



Bulgaria (BU)

Space	Grid	Units
Doiran		BU 1st Army; Trench 2
Ft. Rupel		BU 2nd Army, 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; 1 x BU Cav. SCU
CP Reserve Box		5 x BU Inf. 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

Balkan Front Unit Setup

Allied Powers



Italy (IT)

Space	Grid	Units
Breno	A3	IT III Inf. Corps
Pasubio	A3	IT V, X Inf. Corps
Asiago	A3	IT XX, XXII Inf. Corps; 1 x IT Mtn. SCU
Veneto	A3	IT XVIII, XXVI, Inf. Corps; 1 x IT Mtn. SCU
Belluno	A3	IT I, IX Inf. Corps; 1 x IT Mtn. SCU
Tolmezzo	B3	IT XII Inf. Corps; 1 x IT Mtn. SCU
Caporetto	B3	IT II, IV Inf. Corps
Udine	B3	IT VI, XI Inf. Corps
Padua	A2	IT XIV, XXIV Inf. Corps; GHQ Res. Cav. Corps
Palmanova	B3	IT VII, XIII Inf. Corps
Treviso	A3	IT VIII Inf. Corps
AP Reserve Box		9 x IT Inf. SCU; 3 x IT Cav. SCU

Central Powers



Austria-Hungary (AH)

Space	Grid	Units
Rovereto	A3	AH XX, XXI Inf. Corps
Cles	A3	1 x AH Mtn. Inf. SCU
Pergine	A3	AH III, XVII Inf. Corps; 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
Villach	B3	1 x AH Mtn. Inf. SCU
Radmannsdorf	B3	AH VII Inf. Corps
Gorizia	B3	AH XV, XVI Inf. Corps

Italian Front Unit Setup