**2** **MOBILIZATION**

**RUSSIAN REINFORCEMENTS**

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

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

RU:1

**3** **LIMITED WAR**

**THE SERBS RETURN**

Use this card for OPS

-1 VP

Take all SB LCUs in the Replaceable and Eliminated Units Boxes and put them—at full strength—on Lemnos. Put all SB SCUs in the Reserve Box.

Event cannot be played before Serbian Collapse (26.6.2).

AP-A:1 IT:1 RU:2

**5** **TOTAL WAR**

**CAVALRY SCREEN CC**

If CP units attack a space occupied by an AP cavalry unit, the defending units can avoid damage by retreating to a connected space or region before Combat (subject to stacking limits). Every defending unit must retreat. Up to three full-strength attacking units may advance into the vacated space and stop.

Cannot be played as a Combat Card if opposing units are unable to retreat.

AP-A:3 IT:3 RU:4

**2** **TOTAL WAR**

**GREECE**

Neutral Entry Event

-1 GE National Will

Greece enters the war as an AP ally (but not if Greece is already a CP ally).

-1 VP for each VP space in Greece that is not CP-controlled.

Event is cancelled (and this card goes into the AP Dissard Pile) if King Constantine is played in the CP Action Round immediately after this Event.

RU:1
**MOBILIZATION**

**VON FRANÇOIS**

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).*

**WIRELESS INTERCEPTS**

If any AP attack includes an RU LCU, the CP player rolls first to inflict losses on AP units, and AP Combat Strength is reduced by losses taken before the AP player rolls to inflict losses on CP units. *An AP Flank Attack Attempt that includes an RU LCU automatically fails.*

**MASURIAN LAKES**

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

**EISENBAHNTRUPPEN** (1)

(“Railroad Troops”)

Use this card for OPS Mixed-Gauge Railroads are now treated as Single-Gauge Railroads when used by CP units for Attack or for SR. *Place “CP Railroads” marker on the current Turn space.*

*Event cannot be played until OBEROST has been played.*

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**LIMITED WAR**

**CHLORINE GAS**

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.

**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 CONPOS has been played.*

**THE BLACK Hand**

AP player must remove one supplied SB LCU from the mapboard and put it in the Replaceable Units Box.

*Event cannot be played after SERBIEN COLLAPSE (see Rule 26.6.2).*

**SURRENDER OF FORT RUPEL** (1)

+1 VP

CP units in spaces connected to Ft. Rupe1 or Doiran can advance just one space to capture the Fort and/or Trench intact without violating Greek neutrality. *All GR units are moved to Lamia (does not include BR/GR Nat’l Def. Corps).*

*Event cannot be played unless Greece is neutral and Salonika is AP-controlled.*
**RUSSIAN WAR MATERIEL SHORTAGE**
-1 RU National Will

For the rest of this turn, any AP attack or defense that includes an RU LCU must use the Light Fire Table.

*Event cannot be played if POLIZANOV has been played.

CP-A2 AH:3 GE:4

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**GERMAN WAR INDUSTRY** (2)
Use this card for OPS
GE receives +1 RP for use in the Replacement Phase of each turn for the rest of the game.

*Place “GE War Industry” marker on the current turn space.

CP-A1 AH:2 GE:3

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**CLEARING THE DOBRUJA CC**
CP Flank Attack Attempt against a space in the Balkans receives +1 DRM when both TU and BU LCUs participate in the Attack.

Ignored Severe Weather Effects on Combat.

CP-A2 AH:3 GE:4

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**RUSSIAN FOOD RIOTS**
-1 RU National Will

Collapse of Russian railroad system impedes delivery of food to civilian populace.

*Place the “Russian Food Riots” marker in its space on the Russian Revolution Track.

GE:1

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**RUSSIAN REVOLUTION**
Catastrophic military losses, and scarcity of food and medicines in the cities, cause the Russian people to revolt against their government.

*Place the “Revolution” marker on the next turn space.

Event cannot be played until RUSSIAN FOOD RIOTS has been played and an Uprising Unit presently occupies an RU space or region.

AH:1 GE:2

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**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