

(3.0) KAISERKRIEG! ● Game Setup (1914 Campaign Scenario) ● Second Edition

① **Turn Chits:** Place the gray “1” Turn Chit in the August 1914 (“Turn 1”) Calendar Box on the map. The other 27 Turn Chits go into the Chit Draw Cup.

② **Army Setup:** “Reserve Armies” go in the six “Reserve” boxes on the Counter Tray, unless otherwise noted. Put all “Over the Top” (‘OTT’) Tiles in their respective nation’s Reserves (one Russian OTT Tile in Lithuania Reserves, and the other in Ukraine Reserves). All “AAO” units, including the OTT, remain on the Counter Tray.

FRANCE: Put the 2nd and 3rd Armies in France, and the 1st, 4th, and 5th Armies in France Reserves.

RUSSIA: Put the 1st, 2nd, and 4th Armies in Lithuania, and the 6th and 10th in Lithuania Reserves.

Put the 3rd, 5th, and 7th Armies in Ukraine, and the 8th and 9th in Ukraine Reserves.

All four Russian C Armies go to the “Yerevan” Reserve box on the map.

ITALY: Put the 1st, 2nd, and 3rd Armies in Italy, and the 4th and Carnia Armies in Italy Reserves.

SERBIA: Put the 1st, 2nd, and 3rd Armies in Serbia, and the Užice and Montenegro Armies in Serb Reserves.

INDIA: Put three Indian C Armies in the “India” Reserve box on the map, and one in German East Africa.

BELGIUM: Put the one Belgian “Albert” Army in Belgium.

BRITAIN: Put the “BEF” and 1st Army in Belgium, and the 3rd and 4th Armies in Belgium Reserves. Leave the British 2nd Army and the MEF on the Counter Tray. Put the “Lawrence” and “XX” British C Armies in the “Egypt” Reserve box on the map.

SOUTH AFRICA: Put the South African C Army in the “Egypt” box.

ARAB NORTHERN ARMY: Put the “ANA” Army **face down** in the Palestine box on the map.

③ Place one “Border Forts” Tile each in Belgium and France. All 11 “City” Tiles go in the “Ruhe” skyline box.

④ The German “RM” coin Tile, and the Turkish “Lira” coin Tile, both go in the “zero” box of the Omnibus Markers Track. Put the “Krupp” Tile in the “5” box of the Omnibus Markers Track, and “Kaisertreu” in the 3 box. Place one “Socialist Revolution” Tile in the zero box of the Omnibus Markers Track.

⑤ Place the “High Seas Fleet” Tile in Germany. Three German Blockade Runners go in the “Neutral Ports” box on the map, and the other one in the “Blockade Runners” box. Put one British Cruiser in the “British Cruisers” box. **Pay attention:** The other three Cruisers can be placed (a) in the Turn Chit Cup, **or** (b) on the Calendar in the boxes for Turns 4, 16, and 22. (*Chits in the cup will give you a swingier, more random game; putting them on the Calendar provides for a more historical, predictable game. It’s your choice!*)

⑥ Place the appropriate “Neutral” Tiles in Bulgaria, Italy, Roumania, and Ottoman Turkey.

⑦ Place the three “Civil Society” (★) Tiles in Germany. In German East Africa, place one German “Askari” Army. Put the “Armenians (-1)” Tile in Ottoman Armenia. Place the “France in Danger” Tile in France.

⑧ Place all the numbered Turkish Lira Coin chits in the Turkish Lira Cup. *Shake it vigorously to randomize it! Likewise, thoroughly shake up the Chit Draw Cup.*

⑨ Place the “Air Superiority” Tile in the “Aéronautique militaire” box of the Air Superiority Track. *Founded in France in 1909, this was the world’s first air force.*

The game is now set up and you are ready to play!