

Die Roll + Turn #	<p><b>Gratis!</b>                      <b>Extra-Blatt.</b>                      <b>Gratis!</b></p> <h1 style="margin: 0;">Berliner  Tageblatt</h1> <p style="margin: 0; text-align: center;">und Handels-Zeitung.</p> <hr/> <p style="margin: 0; text-align: center;">Nr. 389a.                      Montag, 3. August 1914.                      43. Jahrgang.</p>
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Special ■ Events 7.1.1		General Events 7.1.2
2	(No Effect)	
3-4	■ Putnik	
5-6	■ Putnik	
7-8	■ British Shell Shortage	Turkish Entry
9-10	■ Poison Gas	Turkish Entry, Italian Entry
11-12	■ Mackensen	Turkish Entry, Italian Entry, Bulgarian Entry
13-14	■ Place of Execution	Italian Entry, Bulgarian Entry, Hinden-Luden
15-16	■ Brusilov	Bulgarian Entry, Hinden-Luden
17-18	■ Poison Gas	Roumanian Entry, Hinden-Luden
19-20	■ Stosstruppen	Roumanian Entry, Siegfried Line
21-22	■ Hoffmann	Roumanian Entry, Siegfried Line, German Bombers, Arab Revolt
23-24	■ Alpenkorps	Siegfried Line, US Entry, German Bombers, Arab Revolt
25-26	■ Foch	US Entry, German Bombers, Arab Revolt
27-28	■ Spanish Flu	US Entry, British Bombers
29-30	■ U.S. Assistance	British Bombers, French Tank Army, Nervenkrieg
31-32	■ Diaz	British Bombers, French Tank Army
33	■ Black Day of the Army	French Tank Army

**[5.2.1.1] US “OVER THERE” SCHEDULE:**

1 TURN AFTER US ENTRY	USA “I” CORPS	REPLACES FRENCH 4 <sup>TH</sup> ARMY	FRENCH 4 <sup>TH</sup> ARMY REPLACES ITALIAN 4 <sup>TH</sup> ARMY
4 TURNS AFTER US ENTRY	USA “V” CORPS	REPLACES BRITISH 3 <sup>RD</sup> ARMY	BRITISH 3 <sup>RD</sup> ARMY REPLACES ITALIAN CARNIA ARMY
5 TURNS AFTER US ENTRY	USA “IV” CORPS	REPLACES FRENCH 3 <sup>RD</sup> ARMY	
6 TURNS AFTER US ENTRY	USA “VI” CORPS	REPLACES BRITISH 4 <sup>TH</sup> ARMY	

# KAISERKRIEG! • SECOND EDITION • SEQUENCE OF PLAY

## A. Chit Draw Phase (4.0, 4.1)

Randomly draw Cruiser (4.2) or Turn Chit (4.3)

## B. Turn Start Phase (5.0)

Place Turn Chit on Calendar (5.1)  
Deploy Units from Calendar Turn Box (5.2)  
Play Calendar Events (5.3)  
Play Chit-Based Events (5.4)

## C. Entente Powers (EP) Attack Phase (6.0)

Deploy EP Armies (6.1); consult 6.2 for any special EP Deployment Limits  
Resolve any “Over the Top” EP Offensives (6.3)  
British Attack Irish, win on a  $\boxed{3}$  (6.4)  
Senussi War in Libya, win on a  $\boxed{3}$  (6.5)  
‘Dig’ (place) Trenches (starting Turn 3; 6.6)

## D. Berliner Tageblatt Phase (7.0)

Roll die and add Turn Number;  
Resolve any Special ■ or General Events (7.1.1, 7.1.2)

## E. Alliances Phase (8.0) – Neutrals join EP or CP depending on Events from previous Phase

## F. Naval/Air Warfare Phase (9.0)

Blockade Runners (9.1) and Economic “Haul”  
Hindenluden 2 RM Bonus (if applicable; 9.2)  
Determine Control of the Skies (9.3)  
German Bombers (9.4)  
British Bombers (9.5)  
Zeppelin Raids (9.6)  
“The Red Baron” Air Combat (9.7)

## G. Central Powers (CP) Attack Phase (10.0)

Ground Attacks against EP Armies (10.1), possibly

modified by the Red Baron (10.1.1) and Special ■ Events (10.2)  
*Beware:* Attack Forts and Trenches first (10.3)  
*Beware:* Alpine Winter in Italy (10.4)  
*Beware:* Skull/Crossbones (☠) Armies (10.5)  
*Beware:* French Tank Army *absorbs attack* (10.6)  
Resolve any “Kaiserschlacht” (10.7)

## H. Emergency Finances (11.0), supplement to 10.0

– Earn additional CP Attacks

## I. Near East (NE) Phase (12.0)

*Beware:* No NE Phase in Summer Turns (12.1)  
Build Askari (1 RM, 12.2)  
Indians Attack Askari (one or two 2d6 rolls: 12.3)  
Roll one die to Deploy EP “C” Armies (12.4)  
– Check for Ottoman Surrender (then see 12.7)  
Draw Ottoman Income if you wish (12.5)  
Ottoman Ground Combat (12.6)  
– Armenian Genocide if  $\boxed{3}$  is rolled in Armenia (12.6.1)  
– Siege of Kut if  $\boxed{3}$  is rolled in Mesopotamia (12.6.2)  
– Kemal (limited reroll in Armenia, 12.6.3)  
Ottoman Surrender (12.7) if necessary

## J. Industrial Phase (13.0)

Build U-Boats (2 RM, 13.1)  
Build Blockade Runners (2 RM, 13.2)  
Build the Siegfried Line (2 RM, 13.3)

## K. Turn End Phase (14.0)

German and Ottoman Banking (14.1)  
Cancel Special ■ Event (14.2)  
Miracle of the Marne (14.3, Turn 2 only)  
Naval Reset (14.4)  
End of Turn (14.5) – Return to Step “A”

## BRITISH CRUISERS TABLE • Designed by Wes Erni

Die Roll	1 Cruiser	2 Cruisers	3 Cruisers	4 Cruisers
2	2a	[2b,2b]	[2c,2c], 2b	[1a,1a], 2a, 4
3	2b	[2a,2a]	[2b,2b], 2c	[2c,2c], 1a, 1b
4	3	[3,3]	[2a,2a], 2c	[2b,2b], 2a, 2c
5	3	[4,4]	[3,3], 2b	[2a,2a], 1b, 2c
6	3	2a, 3	[4,4], 2a	[4,4], 2b, 3
7	4	2b, 4	2c, 3, 4	[3,3], 2c, 4
8	4	2c, 4	2b, 3, 4	2b, 2c, 3, 4
9	4	2c, 3	2a, 3, 4	2a, 2b, 3, 4
10	4	3, 4	2b, 2c, 4	[4,4], 1a, 2a
11	2c	3, 4	2a, 2c, 3	1b, 2a, 2b, 3
12	2a	2b, 4	2a, 2b, 4	1a, 2a, 3, 4

[Brackets] indicate a “doubles” result which can sink a German Blockade Runner – see 9.1.3.