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1. Credits

Design: David Schroeder.
Development: David Schroeder
Map Graphics: David Schroeder
Counter Graphics: David Schroeder
Box Graphics: David Schroeder
Order of Battle: David Schroeder
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2. Introduction

This rulebook includes the scenario specific rules, set up instructions, and tables for two separate games: Serbia the Defiant and Romania: Transylvanian Gambit. Each of these games use the same basic rules. These rules are contained in the Standard Rules booklet for World War One Scenarios. This should be read first. The games described in this booklet can be played separately, or linked together with other games of the series to form a larger game.

Serbia the Defiant depicts the Campaigns in Serbia in 1914 and 1915. Romania: Transylvanian Gambit depicts the Campaigns in Romania and Transylvania in 1916.

3. Serbia The Defiant

August 1914 Scenario
Scenario Specific Rules

Note - All Rules in the following section apply to playing a Serbia the Defiant August 1914 scenario alone.

Map: 6-5.

First Turn: Turn 3 of August 1914.
Last Turn: Turn 4 of December 1914.

Combatants: Austria-Hungary vs. Serbia and Montenegro.

Rail Lines: All part of the network of the country they are in.

Rail Capacities:
The Austro-Hungarian Rail Network has a capacity of 3 divisions in this scenario. It may not be used until turn 5 of August.

The Serbian Rail Network has a capacity of 1 division. It may not be used until Turn 5 of August.

3-1 Anytime during or after September 1914, if the Entente player has a Serbian ground combat unit in Belgrade (map 6-5 hex 1607), Central Powers River Flotillas that move between hexes 1606 and 1707 may be attacked. No supply points are expended for the attack. On a die roll of ‘1’, the attacked River Flotilla is flipped to its reduced strength side. If already at reduced strength, the Flotilla is eliminated.
Special Restrictions

Many of the Austro-Hungarian forces involved in this scenario mobilized and then acted automatically in accordance with plans drawn up well before the war began. Other units had to react to decisions made by a 'higher authority', such as the Supreme Command. Some Serbian units could not leave their stations until specific Austro-Hungarian threats disappeared. To reflect the conditions, the following restrictions are in force for the scenario:

3-2 During the 3rd turn of August, all Austro-Hungarian units capable of movement must move into an enemy Zone of Control if possible, by expending as few movement points as possible. If such a unit is already in an enemy Zone of Control, it may not move.

All Austro-Hungarian units under the control of the 5th Austro-Hungarian army (see setup instructions for the list of those units) in an enemy Zone of Control during the combat phase of the 3rd turn of August must participate in an attack.

During the 4th turn of August, all Austro-Hungarian units capable of movement, except Headquarters, must end the movement phase in an enemy Zone of Control if possible. Units that start the turn already in an enemy Zone of Control may move, but must still end the movement phase in an enemy Zone of Control.

The Saga of the ‘Go Here, No, Go There’ AH 2nd Army.

The Austro-Hungarian Chief of the General Staff, General Conrad von Hotzendorff (usually just referred to as Conrad), wanted to use the 2nd army to attack Serbia in conjunction with the 5th and 6th armies. This army had originally been assigned to the Russian front under the contingency plans should Russia mobilize. This had happened, but Conrad still wanted to use the 2nd army against Serbia. His political bosses, not to mention the German High Command, hit the roof when they found out that the Austro-Hungarian 2nd army was being sent not to face the Russian threat but to attack Serbia. Conrad was forced to move the 2nd army from the Serbian front to the Russian front. The following rules place the 2nd army in the situation that Conrad had placed them in at the start of the war.

3-3 Conrad was successful in keeping some of the 2nd army units in the Serbian Theater. The following units may be used by the Central Powers player as he sees fit: The 29th Infantry Division, the 14th and 107th LW Infantry Brigades, and the 10th Cavalry Division (until this unit is withdrawn). These units must move as mandated by the Special Restriction rules of the scenario, and become attached to the Austro-Hungarian 5th army after the departure of the 2nd army Headquarters from the map. Other units of the Austro-Hungarian 2nd army may neither move nor attack while they are on map 6-5, until they are required to exit off of the map (to transit to Galicia).

3-4 The 61st infantry brigade is a special case. Its commander was one of the very few Austro-Hungarian generals to show initiative. He refused to stay in place while awaiting transit out of the theater and his brigade participated in the campaign against Serbia as long as they could. This brigade may move and attack (following the rules for movement on the 3rd and 4th August turns as given under the scenario special instructions), until it is required to leave. The Central Powers player may take losses from this brigade only if he has no other choice.

3-5 The Austro-Hungarian 2nd Army Headquarters can only expend supply points for attack to those units that will remain in the Serbian Theater, and to the 61st infantry brigade. It may only expend supply points for counterattack purposes for any other units. It cannot transfer supply points to other Headquarters.

3-6 On the turn that they are required to leave the map, the Central Powers player must use all available Rail Capacity to exit units from the map. Those that must leave for which there is no rail capacity must move normally along rail lines until the Rail Capacity to move them off the map becomes available.

The following units are required to leave the Serbian Theater (map 6-5) during the movement phase of the 5th turn of August: The AH 2nd Army Headquarters, the 17th, 23rd, and 34th Infantry Divisions, and the 8th Engineer Regiment.

The following units are required to leave the Serbian Theater (map 6-5) during the movement phase of the 7th turn of August: The 32nd Infantry Division, the 61st and 62nd Infantry Brigades, and the 10th Cavalry Division. Should the 61st Infantry Brigade have taken losses, the Austro-Hungarian player is not required to exit other units off of the board in its stead.

3-7 The Serbs had to defend their Danubian border while the threat existed from the Austro-Hungarian 2nd Army. As a result, the Serb player must have either a unit or a Zone of Control present in each hex of their country that borders the Danube river prior to the Serb movement phase of the 7 August turn.

Victory Conditions

While playing the scenario, Demoralization Points (DM’s) are accumulated for enemy losses (See DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates). Do not count DM points for territory captured.

Austro-Hungarian Decisive Victory: The Austro-Hungarian player occupies Belgrade by the end of September. It is never retaken by the Serbs. In addition, the Austro-Hungarian player inflicts a total of at least 25 Demoralization points worth of unit losses on the Serbians in the course of the game. No Austro-Hungarian city is ever occupied by Serb or Montenegran forces.

Austro-Hungarian Substantial Victory: The Austro-Hungarian player occupies Belgrade by the end of October. It is never retaken by the Serbs. In addition, the Austro-Hungarian player inflicts a total of at least 20 Demoralization points worth of unit losses on the Serbians in the course of the game. No Austro-Hungarian city is ever occupied by Serb or Montenegran forces.

Austro-Hungarian Marginal Victory: The Austro-Hungarian player occupies Belgrade at the end of the game. No Austro-Hungarian city is ever occupied by Serb or Montenegran forces.

Serbian Marginal Victory: The Serbian player occupies all Serbian cities including Belgrade at the end of the game. A line of Serbian units and/or their ZOCs from the Montenegran to the Romanian or Bulgarian border exists. Belgrade is on or behind this line.

Serbian Substantial Victory: Same as per Marginal Victory; in addition, the Serbian player inflicts a total of at least 20 Demoralization points worth of unit
losses on the Austro-Hungarians in the course of the game.

**Serbian Decisive Victory:** Same as per Marginal Victory; in addition, the Austro-Hungarian player never occupies Belgrade. In addition, the Serbian player inflicts a total of at least 25 Demoralization points worth of unit losses on the Austro-Hungarians in the course of the game OR a Austro-Hungarian city is occupied by Serb or Montenegran forces at the end of any game turn.

4. Serbia The Defiant
August 1914 Scenario

Set-up Instructions

4-1 Austro-Hungarian Set-Up

Note that some units may be set up understrength.

**2nd Army.** The following units start the game under 2nd Army control.

<table>
<thead>
<tr>
<th>Hex</th>
<th>Unit</th>
<th>Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1005</td>
<td>1 x 4-4 Inf XX</td>
<td>23</td>
</tr>
<tr>
<td>1006</td>
<td>1 x 1-6 Cav XX</td>
<td>10</td>
</tr>
<tr>
<td>1204</td>
<td>1 x 1-4 Inf X</td>
<td>107L</td>
</tr>
<tr>
<td>1205</td>
<td>2nd XXXX HQ</td>
<td>(20sp)</td>
</tr>
<tr>
<td>1206</td>
<td>1 x 3-4 Inf XX</td>
<td>29</td>
</tr>
<tr>
<td>1307</td>
<td>2 x 2-4 Inf X</td>
<td>61, 62</td>
</tr>
<tr>
<td>1407</td>
<td>1 x 4-4 Inf XX</td>
<td>32</td>
</tr>
<tr>
<td>1507</td>
<td>1 x 1-4 Inf X</td>
<td>14</td>
</tr>
<tr>
<td>1706</td>
<td>1 x 4-4 Inf XX</td>
<td>17</td>
</tr>
<tr>
<td>1905</td>
<td>1 x 4-4 Inf XX</td>
<td>34</td>
</tr>
</tbody>
</table>

**5th Army.** The following units start the game under 5th Army control.

<table>
<thead>
<tr>
<th>Hex</th>
<th>Unit</th>
<th>Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>0406</td>
<td>1 x 1-4 Inf X</td>
<td>104L</td>
</tr>
<tr>
<td>0807</td>
<td>5th XXXX HQ</td>
<td>(20sp)</td>
</tr>
<tr>
<td>1007</td>
<td>1 x 3-4 Inf XX</td>
<td>21</td>
</tr>
<tr>
<td>1008</td>
<td>2 x 3-4 Inf XX</td>
<td>9, 36</td>
</tr>
<tr>
<td>1009</td>
<td>1 x 1-4 Inf X</td>
<td>13</td>
</tr>
<tr>
<td>1010</td>
<td>1 x 3-4 Inf XX</td>
<td>42</td>
</tr>
</tbody>
</table>

**6th Army.** The following units start the game under 6th Army control.

<table>
<thead>
<tr>
<th>Hex</th>
<th>Unit</th>
<th>Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>0813</td>
<td>6th XXXX HQ</td>
<td>(20sp)</td>
</tr>
<tr>
<td>0814</td>
<td>1 x 1-4 Mtn X</td>
<td>5M</td>
</tr>
<tr>
<td>0818</td>
<td>1 x 1-4 Mtn X</td>
<td>3M</td>
</tr>
<tr>
<td>0912</td>
<td>1 x 1-4 Mtn X</td>
<td>12M</td>
</tr>
<tr>
<td>0914</td>
<td>1 x 1-4 Mtn X</td>
<td>13M</td>
</tr>
<tr>
<td>0915</td>
<td>2 x 1-4 Mtn X</td>
<td>4M, 6M</td>
</tr>
<tr>
<td>1013</td>
<td>1 x 1-4 Mtn X</td>
<td>10M</td>
</tr>
<tr>
<td>1014</td>
<td>2 x 1-4 Mtn X</td>
<td>1M, 2M</td>
</tr>
<tr>
<td>1015</td>
<td>1 x 1-4 Mtn X</td>
<td>8M</td>
</tr>
<tr>
<td>1019</td>
<td>1 x 1-4 Mtn X</td>
<td>14M</td>
</tr>
<tr>
<td>1113</td>
<td>1 x 1-4 Mtn X</td>
<td>9M</td>
</tr>
<tr>
<td>1213</td>
<td>1 x 1-4 Mtn X</td>
<td>7M</td>
</tr>
</tbody>
</table>

**Fortresses**

<table>
<thead>
<tr>
<th>Size</th>
<th>Name</th>
<th>Hex</th>
</tr>
</thead>
<tbody>
<tr>
<td>(2)</td>
<td>Cattaro</td>
<td>1210</td>
</tr>
</tbody>
</table>

**River Flotillas**

Note that the second ‘Koros’ unit needs to be taken from the Romania scenario counter mix.

<table>
<thead>
<tr>
<th>Hex</th>
<th>Unit</th>
<th>Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1204</td>
<td>2 x 3*-R Flot.</td>
<td>Koros, Koros Maros</td>
</tr>
<tr>
<td></td>
<td>1 x 2*-R Flot.</td>
<td></td>
</tr>
</tbody>
</table>

4-2 Serbian Set-Up

Note that some units may be set up understrength.

Note that some units may be set up in enemy territory (due to very quick movement).

**1st Army.** The following units start the game under 1st Army control.

<table>
<thead>
<tr>
<th>Hex</th>
<th>Unit</th>
<th>Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1807</td>
<td>1 x 1-6 Cav XX</td>
<td>Cav</td>
</tr>
<tr>
<td>1809</td>
<td>1 x 2-4 Inf XX</td>
<td>Mor2</td>
</tr>
<tr>
<td>1909</td>
<td>1 x 3-4 Inf XX</td>
<td>Tim1</td>
</tr>
<tr>
<td>1910</td>
<td>1st XXXX HQ</td>
<td>(10 sp)</td>
</tr>
<tr>
<td></td>
<td>1 x 2-4 Inf XX</td>
<td>Tim2</td>
</tr>
<tr>
<td></td>
<td>1 x 0-3 Eng III</td>
<td>1</td>
</tr>
<tr>
<td>2006</td>
<td>1 x 2-4 Inf XX</td>
<td>Dan2</td>
</tr>
</tbody>
</table>

**2nd Army.** The following units start the game under 2nd Army control.

<table>
<thead>
<tr>
<th>Hex</th>
<th>Unit</th>
<th>Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1607</td>
<td>1 x 2-4 Inf X</td>
<td>Bel G</td>
</tr>
<tr>
<td>1508</td>
<td>1 x 3-4 Inf XX</td>
<td>Dan1</td>
</tr>
<tr>
<td>1510</td>
<td>1 x 3-4 Inf XX</td>
<td>Shu1</td>
</tr>
<tr>
<td>1609</td>
<td>1 x 3-4 Inf XX</td>
<td>Cmp</td>
</tr>
<tr>
<td>1710</td>
<td>2nd XXXX HQ</td>
<td>(10 sp)</td>
</tr>
</tbody>
</table>

**3rd Army.** The following units start the game under 3rd Army control.

<table>
<thead>
<tr>
<th>Hex</th>
<th>Unit</th>
<th>Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1109</td>
<td>1 x 1-4 Inf III</td>
<td>Ljes</td>
</tr>
<tr>
<td>1208</td>
<td>1 x 2-4 Inf X</td>
<td>Sabc</td>
</tr>
<tr>
<td>1209</td>
<td>1 x 2-4 Inf XX</td>
<td>Drn2</td>
</tr>
<tr>
<td>1210</td>
<td>1 x 1-4 Inf III</td>
<td>Ljub</td>
</tr>
<tr>
<td>1408</td>
<td>1 x 2-4 Inf X</td>
<td>Obrn</td>
</tr>
<tr>
<td>1410</td>
<td>3rd XXXX HQ</td>
<td>(10 sp)</td>
</tr>
<tr>
<td></td>
<td>1 x 3-4 Inf XX</td>
<td>Drn1</td>
</tr>
</tbody>
</table>

**Uzice Army.** The following units start the game under Uzice Army control.

<table>
<thead>
<tr>
<th>Hex</th>
<th>Unit</th>
<th>Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1214</td>
<td>1 x 1-4 Inf III</td>
<td>Lim</td>
</tr>
<tr>
<td>1312</td>
<td>1 x 2-4 Inf X</td>
<td>Uzic</td>
</tr>
<tr>
<td>1314</td>
<td>1 x 1-4 Inf III</td>
<td>Mk G</td>
</tr>
<tr>
<td>1412</td>
<td>Uzice XXXX HQ</td>
<td>(5 sp)</td>
</tr>
<tr>
<td></td>
<td>1 x 2-4 Inf XX</td>
<td>Shu2</td>
</tr>
</tbody>
</table>

4-3 Montenegran Set-Up

<table>
<thead>
<tr>
<th>Hex</th>
<th>Unit</th>
<th>Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1016</td>
<td>1 x 1-4 Mtn X</td>
<td>Kol</td>
</tr>
<tr>
<td>1018</td>
<td>1 x 1-4 Mtn X</td>
<td>Nik</td>
</tr>
<tr>
<td>1215</td>
<td>1 x 1-4 Mtn X</td>
<td>Plev</td>
</tr>
<tr>
<td>1219</td>
<td>1 x 2-4 Mtn X</td>
<td>Cet</td>
</tr>
<tr>
<td>1419</td>
<td>1 x 1-4 Mtn X</td>
<td>Podr</td>
</tr>
<tr>
<td>1818</td>
<td>1 x 1-4 Mtn X</td>
<td>Ipek</td>
</tr>
</tbody>
</table>

5. Serbia the Defiant
August 1914 Scenario

Mobilization Completion Schedule

Units are not available to move or attack until they have completed mobilization. Once a unit completes mobilization, the controlling player may move and attack with the unit for the rest of the game.

Units that are attacked that have not yet completed mobilization are considered to immediately complete the mobilization process and may thereafter move and attack for the rest of the game.

Mobilization only effects a Headquarters ability to move. Headquarters may expend Supply points for units at any time.
6-2 Serbian Reinforcement Schedule

3 September 1914
1 x 2-3 Inf XX RPL 2413

3 November 1914
1 x 2-3 Inf XX RPL 2413

1 December 1914
5 Supply Points

7. Serbia The Defiant November 1914 Scenario Specific Rules

Note - All Rules in the following section apply to playing a Serbia the Defiant November 1914 scenario alone.

Map: 6-5.

First Turn: Turn 2 of November 1914.
Last Turn: Turn 4 of December 1914.

Combatants: Austria-Hungary vs. Serbia and Montenegro.

Rail Lines: All part of the network of the country they are in except those behind enemy lines, which are inoperative.

Rail Capacities:
The Austro-Hungarian Rail Network has a capacity of 3 divisions in this scenario.
The Serbian Rail Network has a capacity of 1 division.

Victory Conditions

While playing the scenario, Demoralization Points (DM’s) are accumulated for enemy losses (See DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates). Do not count DM points for territory captured.

Austro-Hungarian Decisive Victory: The Austro-Hungarian player occupies Belgrade and one other Serbian city by the end of the scenario.

Austro-Hungarian Substantial Victory: The Austro-Hungarian player occupies Belgrade at the end of the scenario.

Austro-Hungarian Marginal Victory: The Austro-Hungarian player inflicts at least 20 Demoralization points worth of unit losses on the Serbians, and takes less in losses than the Serbian player.

Serbian Marginal Victory: The Serbian player inflicts at least 20 Demoralization points worth of unit losses on the Austro-Hungarians, and takes less in losses than the Austro-Hungarian player. A line of Serbian units and/or their ZOCs from the Montenegrans to the Romanian or Bulgarian border exists. Belgrade is on or behind this line.

Serbian Substantial Victory: The Serbian player occupies Belgrade at the end of the game. A line of Serbian units and/or their ZOCs from the Montenegrans to the Romanian or Bulgarian border exists. Belgrade is on or behind this line.

Serbian Decisive Victory: The Austro-Hungarian player never occupies Belgrade. A line of Serbian units and/or their ZOCs from the Montenegrans to the Romanian or Bulgarian border exists. Belgrade is on or behind this line. In addition, the Serbian player inflicts a total of at least 20 Demoralization points worth of unit losses on the Austro-Hungarians in the course of the game OR an Austro-Hungarian city is occupied by Serb or Montenegrans at the end of any game turn.

8. Serbia the Defiant November 1914 Scenario Set-Up Instructions.

8-1. The Front Line at Start

Units in this scenario are deployed on or behind the Front Line that existed at the start of the scenario. The Front Line defined here is given as those most forward hexes that can be occupied by Austro-Hungarian forces. Serbian and Montenegrans forces can setup in hexes to the south and east of the described front line.

The Front Line is defined as follows: Starting at the Serbian/Austro-Hungarian/Romanian border (hex 2405) the Front Line is hexes to the north of the Danube river, to hex 1606. The Front Line is then defined as the following hexes: 1507, 1407, 1308, 1207, 1108,
8-2 Austro-Hungarian Set-Up

Note that some units may be set up understrength.

5th Army. The following units start the game under 5th Army control.

These units must be set up in or adjacent to the Front line from hex 1507 to hex 1008. NO units are allowed to the north or east of the Danube river.

<table>
<thead>
<tr>
<th>Unit</th>
<th>Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>5th XXXX HQ</td>
<td>(17sp)</td>
</tr>
<tr>
<td>3 x 3-4 Inf XX</td>
<td>9, 21, 29</td>
</tr>
<tr>
<td>5 x 1-4 Inf X</td>
<td>14, 8L E, 104L, 107L, 109L</td>
</tr>
<tr>
<td>1 x 0-3 Eng III</td>
<td>8</td>
</tr>
</tbody>
</table>

6th Army. The following units start the game under 6th Army control.

These units must be set up in or adjacent to the Front line from hex 1009 to hex 1113.

<table>
<thead>
<tr>
<th>Unit</th>
<th>Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>6th XXXX HQ</td>
<td>(17sp)</td>
</tr>
<tr>
<td>1 x 4-4 Inf XX</td>
<td>40</td>
</tr>
<tr>
<td>1 x 3-4 Inf XX</td>
<td>42</td>
</tr>
<tr>
<td>1 x 1-4 Inf XX</td>
<td>36</td>
</tr>
<tr>
<td>1 x 1-4 Inf X</td>
<td>13</td>
</tr>
<tr>
<td>13 x 1-4 Mtn X</td>
<td>1M, 2M, 4M, 5M, 6M, 7M, 8M, 9M, 10M, 11M, 12M, 13M, 14M</td>
</tr>
</tbody>
</table>

These units must be set up in or adjacent to the Front line from hex 1013 southwards.

<table>
<thead>
<tr>
<th>Unit</th>
<th>Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 x 1-4 Mtn X</td>
<td>3M, 15M, 16M, 17M</td>
</tr>
</tbody>
</table>

8-3 Serbian Set-Up

Order of Battle: All Serbian units present in the August 1914 Scenario are also available in this scenario. The difference is that the following units are reduced by 1 strength point from the strengths given for that scenario: Sabc, obrn, Tim1, Cmp

Placement - The Serb player must place his units according to the following restrictions:

In or south of hex 1311: a total of 8 infantry strength points. East of Belgrade, adjacent to the Danube river: a total of 2 infantry strength points.

In hex 1607 (Belgrade): A minimum of 2 infantry strength points.

Each of the following hexes must be occupied by a minimum of 2 infantry strength points:

1109, 1208, 1209, 1309, 1310, 1408, 1508.

The Serbian Cavalry Division may be placed anywhere behind the Serbian front, so long as it is not in an enemy Zone of Control.

The Serbian HQ units may be placed anywhere in Serbian controlled territory.

Supplies - The Serb player has a total of 23 supply points. These may be allocated among the Serbian HQ units as the player sees fit.

8-4 Montenegrin Set-Up

Order of Battle: All Montenegrin units present in the August 1914 Scenario are also available in this scenario.

Placement - The Entente player may place the Montenegrin units anywhere desired within the borders of Montenegro or to the west of Montenegro out to the Austro-Hungarian front line (but not north of hex 1115).
10-2 The Central Powers player must make withdrawals during the game. Twelve infantry strength points of German units must be withdrawn on each of the following turns: 3rd November, 4th November, and 5th November. Remove entire units equal to or exceeding the strength point totals each turn from the map.

Greece

Greece was a kind of ‘special situation’ in World War One. The king was of German decent, a blood relative of the Kaiser, and thus rather pro-German. So was the Army Chief of Staff. On the other hand, the civilian Prime Minister was very pro Entente, and, if the country was to be involved in the war, he wanted to enter the war on the Entente side. Besides the personalities involved, the Greeks had a mutual defense treaty with the Serbs against the Bulgarians. And of course there were the traditional hatreds against the Ottoman Turks, who were now German allies. All of these factors contributed to a very bizarre situation. The Entente were allowed to occupy and operate out of the Greek port of Salonika. The Central Powers tried to keep Greece out of the war by not violating her territory until the danger from the Entente forces there presented too much of a danger. The Greeks found a technicality in their treaty with Serbia that would allow them to stay out of the war. The result was a situation during the course of 1915 that is reflected by the following special rules:

10-3 British and French forces appear in Greece as reinforcements in the course of this scenario. These forces may move freely within Greece, or may cross the Greek border into Serbia, Albania, and Bulgaria. These units may use the Serbian rail capacity to move from Salonika into Serbia.

Serbian and Montenegrin units may enter Greece once French or British units have appeared in Salonika.

10-4 Although Entente forces are operating in and out of Greece, it is still considered a neutral country by the Central Powers. Central Powers units may not cross the Greek Border if Greece is neutral. They may, however, attack Entente units across the border. Greek units are ignored in doing so.

10-5 OPTIONAL Greece comes to Serbia’s aid. When using this rule, Greece joins the Entente on the turn after Bulgaria joins the Central Powers. When this rule is used, all Greek units are available to the Entente player at that time. Greek units may cross into any adjacent country and operate as the Entente player desires.

Victory Conditions

While playing the scenario, Demoralization Points (DM’s) are accumulated for enemy losses (See DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates). Do not count DM points for territory captured.

Central Powers Decisive Victory: Every Serbian city is occupied by Central Powers units by the end of the game. No Entente units in Serbia in any hex that contains a clear or broken terrain hexside.

Central Powers Substantial Victory: Every Serbian city is occupied by Central Powers units by the end of the game. Also, Central Powers units control each hex of a rail line from Austria-Hungary to Bulgaria and on to an eastern map edge of Bulgaria. No part of this rail line contains an Entente Zone of Control. In addition, the Central Powers inflict a total of at least 30 Demoralization points worth of unit losses (do not count DM points for territory captured) on the Serbians in the course of the game.

Central Powers Marginal Victory: Every Serbian city is occupied by Central Powers units by the end of the game. Also, Central Powers units control each hex of a rail line from Austria-Hungary to Bulgaria and on to a eastern map edge of Bulgaria. No part of this rail line contains an Entente Zone of Control.

Entente Marginal Victory: The Entente player controls at least one Serbian city at the end of the game.

Entente Substantial Victory: The Entente player controls at least one Serbian city at the end of the game AND prevents the Entente player desires.

Entente Decisive Victory: The Entente player controls at least two Serbian cities at the end of the game AND prevents the Central Powers player from having a rail line from Austria-Hungary to the eastern edge of Bulgaria by having a Zone of Control in at least one hex of each such possible rail connection.

11. Serbia the Defiant
October 1915 Scenario
Set-Up Instructions.

11.1 Austro-Hungarian Set-Up

Note that Austro-Hungarian and German units are set up together in hexes 1507 and 1806.

<table>
<thead>
<tr>
<th>Hex</th>
<th>Unit</th>
<th>Designation</th>
</tr>
</thead>
<tbody>
<tr>
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</tr>
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<td>0919</td>
<td>1 x 1-4 Mtn X</td>
<td>14M</td>
</tr>
<tr>
<td>1007</td>
<td>1 x 1-4 Inf X</td>
<td>Bilj</td>
</tr>
<tr>
<td>1009</td>
<td>1 x 1-4 Inf X</td>
<td>Zvor</td>
</tr>
<tr>
<td>1011</td>
<td>1 x 1-4 Inf X</td>
<td>Frt A</td>
</tr>
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<td>1013</td>
<td>1 x 1-4 Inf X</td>
<td>9L E</td>
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<td>1015</td>
<td>1 x 1-4 Inf X</td>
<td>Frt B</td>
</tr>
<tr>
<td>1108</td>
<td>1 x 1-4 Inf X</td>
<td>Ybl</td>
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<tr>
<td>1205</td>
<td>3rd XXXX HQ (30sp)</td>
<td></td>
</tr>
<tr>
<td>1026</td>
<td>1 x 2-4 Inf X</td>
<td>Schs</td>
</tr>
<tr>
<td>1009</td>
<td>1 x 0-3 Eng III</td>
<td>3</td>
</tr>
<tr>
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<td>4 x 2-4 Mtn X</td>
<td>2M, 4M, 6M, 18M</td>
</tr>
<tr>
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<td>4 x 2-4 Mtn X</td>
<td>17M</td>
</tr>
<tr>
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<td>2 x 2-4 Inf X</td>
<td>205L, 206L</td>
</tr>
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<td>2106</td>
<td>2 x 1-4 Mtn X</td>
<td>20L M, 21L M</td>
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<td>1507</td>
<td>1 x 2-4 Art III</td>
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<p>| Fortresses |</p>
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<tbody>
<tr>
<td>(2)</td>
<td>Cattaro</td>
<td>1120</td>
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</table>

River Flotillas

Units may be placed anywhere along the Danube river so long as they are not in the same hex as an enemy unit.

Note that the second ‘Koros’ unit and the ‘Almos’ unit need to be taken from the Romania scenario counter mix.
11-2 German Set-Up

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<thead>
<tr>
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<th>Unit</th>
<th>Designation</th>
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<td>2 x 5-5 Inf XX</td>
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<td>1 x 8-5 Inf XX</td>
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<td>2006</td>
<td>1 x 0-3 Eng III</td>
<td>8</td>
</tr>
<tr>
<td>1904</td>
<td>11th XXXX HQ</td>
<td>(80sp)</td>
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<td>107</td>
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<td>1906</td>
<td>2 x 5-5 Inf XX</td>
<td>101 Ba, 105</td>
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<td>1 x 3-4 Art III</td>
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<td>1 x 0-3 Eng III</td>
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<tr>
<td>2008</td>
<td>1 x 2-4 Inf XX</td>
<td>Kraj</td>
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<td>2123</td>
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<td>Pres</td>
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<td>2126</td>
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<td>2207</td>
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<td>Bran</td>
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<td>2311</td>
<td>Timok XXXX HQ</td>
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<td>26, 42</td>
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<td>2616</td>
</tr>
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<td>2718</td>
<td>1 x 1-4 Inf III</td>
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<td>1 x 1-4 Inf III</td>
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<td>2921</td>
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<tr>
<td>2923</td>
<td>1 x 1-4 Inf III</td>
<td>2923</td>
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11-3 Bulgarian Set-Up

<table>
<thead>
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<td>1 x 2-4 Inf XX</td>
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<td>1/6</td>
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<td>2712</td>
<td>3 x 2-4 Inf XX</td>
<td>1/6</td>
</tr>
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<td>2717</td>
<td>2 x 2-4 Inf XX</td>
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<td>1/3, 3/3</td>
</tr>
<tr>
<td>3017</td>
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<td>1/1, 2/1</td>
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<td>1/1, 2/1</td>
</tr>
<tr>
<td>3619</td>
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11-5 Montenegrain Set-Up

<table>
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</tr>
<tr>
<td>1115</td>
<td>1 x 1-4 Inf XX</td>
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<td>1213</td>
</tr>
<tr>
<td>1219</td>
<td>1 x 1-4 Inf XX</td>
<td>1219</td>
</tr>
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</table>

11-6 Greek Set-Up

For Use with Optional Rules covering Greek involvement.

<table>
<thead>
<tr>
<th>Hex</th>
<th>Unit</th>
<th>Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>2527</td>
<td>1 x 2-4 Inf XX</td>
<td>2527</td>
</tr>
<tr>
<td>3226</td>
<td>3rd XXXX HQ</td>
<td>(7sp)</td>
</tr>
<tr>
<td>3326</td>
<td>1 x 0-3 Eng III</td>
<td>3326</td>
</tr>
<tr>
<td>3425</td>
<td>1 x 2-4 Inf XX</td>
<td>3425</td>
</tr>
<tr>
<td>3524</td>
<td>4th XXXX HQ</td>
<td>(7sp)</td>
</tr>
<tr>
<td>3623</td>
<td>1 x 2-4 Inf XX</td>
<td>3623</td>
</tr>
</tbody>
</table>

11-4 Serbian Set-Up

Note that some units may be set up under strength.

<table>
<thead>
<tr>
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<th>Unit</th>
<th>Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1208</td>
<td>1 x 2-4 Inf XX</td>
<td>Dan2</td>
</tr>
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</table>

12. Serbia the Defiant

12-1 German Reinforcement Schedule

<table>
<thead>
<tr>
<th>Date</th>
<th>Unit</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 November 1915</td>
<td>2 x 4-5 Mtn X</td>
</tr>
</tbody>
</table>

12-2 Serbian Reinforcement Schedule

<table>
<thead>
<tr>
<th>Date</th>
<th>Unit</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 October 1915</td>
<td>1 x 2-3 Inf XX</td>
</tr>
</tbody>
</table>

12-3 French Reinforcement Schedule

<table>
<thead>
<tr>
<th>Date</th>
<th>Unit</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 October 1915</td>
<td>1 x 6-4 Inf XX</td>
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</tbody>
</table>

12-4 British Reinforcement Schedule

<table>
<thead>
<tr>
<th>Date</th>
<th>Unit</th>
</tr>
</thead>
<tbody>
<tr>
<td>5 November 1915</td>
<td>1 x 7-4 Inf XX</td>
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</table>

12-5 Greek Reinforcement Schedule

NOTE- These are only used if playing with optional Greek Entente entry rules.
13. Romania: Transylvanian Gambit Scenario Specific Rules

Note - All Rules in the following section apply to playing a Romania scenario alone.

NOTE - Some old version of map 6-6 have an error. Hex 0421 is in Romania. The Danube should flow only along the hexside 0421/0322. The other hexsides of 0421 should NOT contain the Danube.

Map: 6-6.

First Turn: Turn 7 of August 1916 (Entente movement phase).
Last Turn: Turn 4 of December 1916.

Combatants: Germany, Austria-Hungary, Bulgaria, and the Ottoman Empire vs. Romania and Russia.

Rail Lines: All part of the network of the country they are in except those in Serbia, which are part of the Austro-Hungarian network.

Rail Capacities:
The Austro-Hungarian Rail Network has a capacity of 3 divisions in this scenario.

The Bulgarian Rail Network has a capacity of 2 divisions.

The Russian Rail Network has a capacity of 3 divisions in this scenario.

The Romanian Rail Network has a capacity of 3 divisions.

13-1 The Central Powers player may move units by rail between hexes 0112 and 0126. To move between these hexes, units moving by rail must spend 2 movement points equivalent to traveling by rail lines ‘one hex off the edge of the map’ between these hexes.

13-2 The Entente player receives special reinforcements should Romania suffer a serious reverse. This reverse is defined as the Central Powers player having units operating inside Romania in hexes containing clear terrain that are both north of the Danube and Dambovija rivers (ex. Hex 1515). Should this occur, the following Russian units are placed immediately in hex 2603: 3 x 4-4 Inf XX (13, 1 Rfl, 3 CR) and 2 x 3-4 Inf XX (67R, 71R). If this happens, all 3 of the Bucharest fortresses are immediately removed from the map, and no Entente unit may defend inside any of the 3 hexes vacated by these forts (Bucharest is declared an open city).

13-3 The zones of control of Central Powers units do not extend into Romania at the start of the scenario.

Victory Conditions

Central Powers Decisive Victory: The Central Powers player occupies Bucharest and three other Romanian cities at the end of the game. No Entente units are on the south side of the Danube in a hex with the last two digits being 13 or higher (example, this condition not met if there is an Entente unit in hex 2713). No Austro-Hungarian city is occupied by Entente units at the end of the game.

Central Powers Substantial Victory: The Central Powers player occupies Bucharest at the end of the game, and either the south bank of the Danube is clear (see previous victory condition), OR no Austro-Hungarian city is occupied by Entente units at the end of the game.

Central Powers Marginal Victory: No Entente units are on the south side of the Danube in a hex with the last two digits being 13 or higher (example, this condition not met if there is an Entente unit in hex 2713). No Austro-Hungarian city is occupied by Entente units at the end of the game.

Entente Marginal Victory: The Central Powers player cannot meet any of his victory levels.

Entente Substantial Victory: The Entente Player controls Bucharest at the end of the game, and the Central Powers player cannot meet his marginal victory level.

Entente Decisive Victory: The Entente Player controls Bucharest at the end of the game. In addition, the Entente player controls two cities controlled by the Central Powers at the start of the game.

14. Romania: Transylvanian Gambit Set-Up Instructions

14-1 Romanian Set-Up

<table>
<thead>
<tr>
<th>Hex</th>
<th>Unit</th>
<th>Designation</th>
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<tbody>
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<td>0416</td>
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<td>2/20</td>
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<td>0815</td>
<td>1 x 2-4 Inf XX</td>
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<td>3/20</td>
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<td>1 x 3-4 Inf XX</td>
<td>21</td>
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<tr>
<td>1304</td>
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<td>4</td>
</tr>
<tr>
<td>1312</td>
<td>1 x 4-4 Inf XX</td>
<td>4</td>
</tr>
<tr>
<td>1321</td>
<td>1 x 1-4 Inf X</td>
<td>1/16</td>
</tr>
<tr>
<td>1405</td>
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<td>1613</td>
<td>2nd XXXX HQ</td>
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</tr>
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<td>3rd XXXX HQ</td>
<td>(10sp)</td>
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Fortresses

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<tr>
<td>(9)</td>
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<tr>
<td>(2)</td>
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<td>2309</td>
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River Flotillas

Units may be placed anywhere along the Danube river in hexes inside the borders of Romania, but not in hexes adjacent to Bulgaria or Serbia.

<table>
<thead>
<tr>
<th>Unit Designation</th>
<th>Hex Unit Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 x 3*-R Flot</td>
<td>Bratianu, Bratianu</td>
</tr>
</tbody>
</table>

14-2 Russian Set-Up

<table>
<thead>
<tr>
<th>Hex</th>
<th>Unit Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>0901</td>
<td>1 x 1-6 Cav XX 1D K</td>
</tr>
<tr>
<td>1001</td>
<td>1 x 1-6 Cav XX T K</td>
</tr>
<tr>
<td>2507</td>
<td>Dobr XXXX HQ (5sp)</td>
</tr>
<tr>
<td>2707</td>
<td>1 x 2-6 Cav XX 3</td>
</tr>
</tbody>
</table>

14-3 Austro-Hungarian Set-Up

Note that some units may be set up understrength.

<table>
<thead>
<tr>
<th>Hex</th>
<th>Unit Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>0018</td>
<td>1 x 2-4 Inf X 145</td>
</tr>
<tr>
<td>0213</td>
<td>1 x 2-4 Inf X 144</td>
</tr>
<tr>
<td>0307</td>
<td>1st XXXX HQ (10sp)</td>
</tr>
<tr>
<td>0409</td>
<td>1 x 2-6 Cav XX 1D K</td>
</tr>
<tr>
<td>0701</td>
<td>1 x 2-6 Cav XX 3</td>
</tr>
<tr>
<td>0712</td>
<td>1 x 2-4 Inf X 143</td>
</tr>
<tr>
<td>0902</td>
<td>1 x 2-4 Inf X Papp</td>
</tr>
<tr>
<td>1003</td>
<td>1 x 1-4 Mtn X 16M</td>
</tr>
<tr>
<td>1105</td>
<td>1 x 1-4 Mtn X 19M</td>
</tr>
<tr>
<td>1307</td>
<td>1 x 1-4 Inf X 210L</td>
</tr>
<tr>
<td>1311</td>
<td>1 x 2-4 Inf X 141</td>
</tr>
<tr>
<td>1408</td>
<td>1 x 2-4 Inf X 142</td>
</tr>
<tr>
<td>1819</td>
<td>1 x 0-3 Eng III Dnbe</td>
</tr>
</tbody>
</table>

14-4 Bulgarian Set-Up

<table>
<thead>
<tr>
<th>Hex</th>
<th>Unit Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>0323</td>
<td>1 x 2-4 Inf X 1/12</td>
</tr>
<tr>
<td>0622</td>
<td>1 x 2-4 Inf X 2/12</td>
</tr>
<tr>
<td>0923</td>
<td>1 x 2-4 Inf X 3/12</td>
</tr>
<tr>
<td>1724</td>
<td>1 x 0-3 Eng III 1</td>
</tr>
<tr>
<td>1819</td>
<td>1 x 1-4 Inf X Rstck</td>
</tr>
<tr>
<td>2018</td>
<td>1 x 2-4 Inf X 3/4</td>
</tr>
<tr>
<td>2119</td>
<td>1 x 2-4 Inf X 1/4</td>
</tr>
<tr>
<td>2121</td>
<td>3rd XXXX HQ (10sp)</td>
</tr>
<tr>
<td>2219</td>
<td>1 x 2-4 Inf X 2/4</td>
</tr>
<tr>
<td>2320</td>
<td>1 x 3-4 Inf X 1/1</td>
</tr>
<tr>
<td>2420</td>
<td>1 x 2-4 Inf X 2/1</td>
</tr>
<tr>
<td>2520</td>
<td>1 x 2-4 Inf X 3/1</td>
</tr>
<tr>
<td>2620</td>
<td>1 x 1-6 Cav XX 1</td>
</tr>
<tr>
<td>2621</td>
<td>1 x 2-4 Inf X 1/6</td>
</tr>
<tr>
<td>2721</td>
<td>1 x 2-4 Inf X Varna</td>
</tr>
</tbody>
</table>

14-5 German Set-Up

Note that some units may be set up understrength.

<table>
<thead>
<tr>
<th>Hex</th>
<th>Unit Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1721</td>
<td>1 x 1-5 Inf X Brd</td>
</tr>
<tr>
<td>1724</td>
<td>Dnbe XXXX HQ (20sp)</td>
</tr>
</tbody>
</table>

15. Romania:

Translyvanian Gambit

Reinforcement Schedules

15-1 Romanian Reinforcement Schedule

3 September 1916
1 x 2-3 Inf XX RPL 1901

1 October 1916
10 Supply Points
1 x 1-4 Inf X 7 1717

5 October 1916
1 x 2-3 Inf XX RPL 1901

15-2 Russian Reinforcement Schedule

3 September 1916
1 x 3-4 Inf XX 115 2603

6 September 1916
1 x 4-4 Inf XX 3 Rfl 2603

3 October 1916
9th XXXX HQ (5 SP) 1401
1 x 4-4 Inf XX 26 1401
1 x 3-4 Inf XX 103 1401
1 x 2-6 Cav XX 2 G 1401
1 x 0-3 Eng III Carp 1401

4 October 1916
3 x 4-4 Inf XX 25, 30, 9 Sib 2603
1 x 3-4 Inf XX 6BR 2603
1 x 3-3 Inf XX RPL 2603

6 October 1916
2 x 4-4 Inf XX 40, 10 Sib 2603
1 x 2-6 Cav XX 8 2603

1 November 1916
5 Supply Points
1 x 4-4 Inf XX 3 TR 1401
1 x 1-6 Cav XX Or K 1401

3 November 1916
6 x 4-4 Inf XX 2 Rfl, 4 Rfl 1401
14, 15, 48, 49
1 x 0-3 Eng III Rom 1401

1 December 1916
1 x 3-3 Inf XX RPL 1401

3 December 1916
10 Supply Points
4th XXXX HQ (5 SP) 1401
1 x 4-4 Inf XX 34 2603
1 x 3-4 Inf XX 124 2603

15-3 Austro-Hungarian Reinforcement Schedule

3 September 1916
1 x 4-4 Inf XX 39 0307
1 x 2-6 Cav XX 1 0307

1 November 1916
10 Supply Points
1 x 2-3 Inf XX RPL 1901

12 November 1916
1 x 2-3 Inf XX RPL 1901
2 October 1916
5 Supply Points
2 x 1-4 Mtn X  8M, 10M  0307
1 x 2-6 Cav XX  11  0307
1 x 2-4 Art X  Grk  0307
1 x 0-3 Eng III  17  0307

2 October 1916
5 Supply Points
2 x 1-4 Mtn X  8M, 10M  0307
1 x 2-6 Cav XX  11  0307
1 x 2-4 Art X  Grk  0307
1 x 0-3 Eng III  17  0307

6 October 1916
1 x 2-6 Cav XX  10  0307

1 November 1916
5 Supply Points
2 x 4-3 Siege I  1, 2  0307
1 x 3-3 Inf XX  RPL  0307
1 x 1-3 Mtn X  RPL  0307

4 November 1916
1 x 3-4 Inf XX  24  0307

4 November 1916
1 x 5-5 Inf XX  217  1223

4 October 1916
1 x 5-5 Inf XX  11Ba  0105
1 x 5-5 Inf XX  12Ba  0105
1 x 5-4 Inf XX  RPL  0105
1 x 4-6 Cav XX  7  0107
3 x 1-6 Cav X  3, 5, 8  0107

6 October 1916
Staabs XXX HQ (20 SP)  0105
4 x 5-5 Inf XX  41, 109  0105
Bulgarian 8Ba, 10Ba  0105

1 November 1916
28 Supply Points  North
14 Supply Points  South
2 x 5-5 Inf XX  115, 216  0105
1 x 5-4 Inf XX  RPL  0105
1 x 2-6 Bic X  2 Rdf  0105
2 x 8-2 Siege I 1, 2  0105
1 x 3-4 Art III  1R  0105
1 x 4-6 Cav XX  1223

4 November 1916
1 x 5-4 Inf XX  218, 225  0105
1 x 5-4 Inf XX  RPL  0105

15-4 German Reinforcement Schedule
‘North’ means that reinforcement supply points may go to any Headquarters in Austria-Hungary (or Romania, on a rail line connected to the Austro-Hungarian rail network). ‘South’ means that supply points may go to any Headquarters in or connected to the Bulgarian rail network.

1 September 1916
9th XXXX HQ (10 SP)  0105
3 x 3-5 Mtn X  1AlpK, 2AlpK  0105
3AlpK
Kraft XXXX HQ (10 SP)  0107
3 x 2-5 Inf X  1/187, 2/187  0107
3/187
1 x 1-6 Cav X  1Sbrgn  0107

3 September 1916
1 x 5-5 Inf XX  76R  0105

5 September 1916
Mrngn XXXX HQ (10 SP)  0105
1 x 5-5 Inf XX  89  0105
2 x 3-4 Art X  52, 39R  0105

1 October 1916
14 Supply Points  North
28 Supply Points  South
1 x 5-4 Inf XX  RPL  0105

2 October 1916
1 x 5-5 Inf XX  217  1223

4 October 1916
1 x 5-5 Inf XX  11Ba  0105
1 x 5-5 Inf XX  12Ba  0105
1 x 5-4 Inf XX  RPL  0105
1 x 4-6 Cav XX  7  0107
3 x 1-6 Cav X  3, 5, 8  0107

15-5 Bulgarian Reinforcement Schedule

2 October 1916
1 x 2-3 Inf X  RPL  1223

6 October 1916
1 x 2-3 Inf X  RPL  1223

1 November 1916
1 x 2-3 Inf X  RPL  1223

15-6 Ottoman Reinforcement Schedule

2 September 1916
1 x 3-4 Inf XX  25  2721

16. Scenario Linking Rules

The following possibilities exist for linking the first Serbia scenario (August 1914) described in this Rule booklet with previously published games of the Series: Serbia and Galicia, Serbia, Tannenberg, and Galicia, Serbia, The Schlieffen Plan, Tannenberg, and Galicia.

When multiple scenarios are linked together, the rules for each scenario are still in force. There may be some exceptions, or additional rules, and these are given in the applicable section.

17. Linking Serbia and Galicia

17-1 This game is played on maps 5-5, 5-5S, and 6-5.

17-2 This linked game is played for the length specified by the solitary Galicia scenario.

Exceptions and Additions

The rules for each scenario are still in force, with the following exceptions and additional rules:

17-3 The removal of Austro-Hungarian forces from the Serbian Front for transfer to the Eastern Front is optional. The Austro-Hungarian player may decide to transfer any units between the two fronts that he desires, and may do so whenever he desires to do so. This means that units of the Austro-Hungarian army that appear in the Galicia scenario as reinforcements do NOT appear as reinforcements if they are set up in the Serbian theater.

17-4 No Austro-Hungarian unit may use Rail Movement during the first four turns of August. The Austro-Hungarian Rail Capacity is halved during the 5th-7th turns of August 1914.
17-5 The Austro-Hungarian 61st and 62nd 2-4 Inf Xs may combine to form the 31st 4-4 Inf XX at the end of any movement phase if they are in the same hex.

Victory Conditions:

These are the same as per the Galicia and Serbia scenario rules. This means that the Austro-Hungarians and the Entente could have different levels of victory on different fronts.

18. Linking Serbia with Tannenberg and Galicia

Maps: 4-5, 5-5, 5-5S, and 6-5.

First Turn: Turn 3 of August 1914.

Last Turn: Turn 7 of November 1914.

Combatants: Germany and Austria-Hungary vs. Russia, Serbia, and Montenegro.

Rail Lines: All part of the network of the country they are in except those behind enemy lines, which are inoperative.

Rail Capacities:
The German Rail Network in this scenario has a capacity of 12 divisions. It may not be used until turn 6 of August and is halved until Turn 1 of September. It may be used on any map or combination of maps.

The Austro-Hungarian Rail Network has a capacity of 10 divisions. It may not be used until turn 5 of August and is halved until Turn 1 of September. It may be used on any map or combination of maps.

The Serbian Rail Network has a capacity of 1 division. It may not be used until Turn 5 of August.

Exceptions and Additions

The rules for each scenario are still in force, with the following exceptions and additional rules:

18-1 The German forces sent to aid the Austro-Hungarian army are released from their restriction (that is, staying in close proximity of the Austro-Hungarian 1st Army HQ) when the German 9th Army HQ arrives as a reinforcement.

18-2 Players may not transfer units and supply points between maps 4-5 and 5-5 until the 1st turn of September 1914. Units and supply points may be transferred to maps 4-5 and 5-5 from other maps at any time.

18-3 The removal of Austro-Hungarian forces from the Serbian Front for transfer to the Eastern Front is optional. The Austro-Hungarian player may decide to transfer any units between the two fronts that he desires, and may do so whenever he desires to do so. This means that units of the Austro-Hungarian army that appear in the Galicia scenario as reinforcements do NOT appear as reinforcements if they are set up in the Serbian theater.

18-4 The Central Powers player may NOT move German units to map 6-5.

18-5 Austro-Hungarian HQs may expend supply for German Landwehr units during 1914.

18-6 The pre-planned objective rules found in Tannenberg and Galicia rulebook section 7-1 to 7-5 are only in force through the end of the 4th September turn (the length of the stand alone Galicia scenario).

18-7 OPTIONAL The ‘Army Objective’ rules given for the Austro-Hungarian and Russian forces in the Galicia scenario are ignored. Players may move their forces as they wish.

18-8 The Austro-Hungarian 61st and 62nd 2-4 Inf Xs may combine to form the 31st 4-4 Inf XX at the end of any movement phase if they are in the same hex.

Victory Conditions

In addition to the standard Demoralization point schedule (See DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates) Demoralization points are taken by players in this scenario for the following additional instances:

½ Central Powers DM point - Each Strength Point of Reinforcements forced to be taken by the German player due to Russian positions on the 5 August turn.

2 Central Powers DM points - Each turn in September turns 1-4 that the Russian player occupies or controls a hex that counted toward points in forcing German West Front reinforcements.

2 Central Powers DM points - each turn a Russian unit is in a hex south of the Carpathians that contains at least one clear hexside (these are hexes with hex numbers that end with 16 or higher).

30 Entente DM points - Belgrade is occupied by Austria-Hungary at the end of the game. Note that no DM points are inflicted on the Entente for the capture of Belgrade under the normal DM rules. No Russian DM points are accumulated for occupation of town centers west of hexrow 20xx.

Central Powers Decisive Victory: The Entente suffers 225+ more Demoralization points than the Central Powers suffer.

Central Powers Substantial Victory: The Entente suffers 145-224 more Demoralization points than the Central Powers suffer.

Central Powers Marginal Victory: The Entente suffers 90-144 more Demoralization points than the Central Powers suffer.

Entente Marginal Victory: The Central Powers suffer 90-144 more Demoralization points than the Entente suffers.

Entente Decisive Victory: The Central Powers suffer 118+ more Demoralization points than the Entente suffers.
19. Linking Serbia with The Schlieffen Plan Tannenberg and Galicia

Maps: 5-3, 4-5, 5-5, 5-5S, and 6-5.

First Turn: Turn 1 of August 1914.
Last Turn: Turn 7 of November 1914.

Combatants: Germany and Austria-Hungary vs. Great Britain, France, Belgium, Russia, Serbia, and Montenegro.

Rail Lines: All part of the network of the country they are in except those behind enemy lines, which are inoperative.

Rail Capacities:
The German Rail Network has a capacity of 20 divisions. It may not be used until turn 6 of August (except as specified for artillery units according to The Schlieffen Plan scenario rules) and is halved until Turn 1 of September. It may be used on any map or combination of maps.

The Austro-Hungarian Rail Network has a capacity of 10 divisions. It may not be used until turn 5 of August and is halved until Turn 1 of September. It may be used on any map or combination of maps.

The French Rail Network has a capacity of 15 divisions. It may not be used until Turn 6 of August, and is halved until Turn 1 of September.

The Belgian Rail Network has a capacity of 5 divisions. It may not be used until Turn 6 of August, and is halved until Turn 1 of September.

The Russian Rail Network has a capacity of 10 divisions. It may not be used until turn 1 of September and is halved until Turn 3 of September. It may be used on any map or combination of maps.

The Serbian Rail Network has a capacity of 1 division. It may not be used until Turn 5 of August.

Exceptions and Additions
The rules for each scenario are still in force, with the following exceptions and additional rules:

19-1 The Russian or Entente player is not forced to move units of the Russian 1st and 2nd Armies towards Königsberg during August. He may move these forces as he wishes.

19-2 The German forces sent to aid the Austro-Hungarian army are released from their restriction (that is, staying in close proximity of the Austro-Hungarian 1st Army HQ) when the German 9th Army HQ arrives as a reinforcement.

19-3 The German or Central Powers player is not forced to move units from the 2nd Army HQ vicinity to the Eastern Front.

19-4 Players may not transfer units and supply points between maps 4-5 and 5-5 until the 1st turn of September 1914. Units and supply points may be transferred to maps 4-5 and 5-5 from other maps at any time.

19-5 Only Austro-Hungarian siege artillery units may be sent to map 5-5. Other Austro-Hungarian units are restricted to maps 4-5, 5-5, 5-5S, and 6-5.

19-6 Units moving from the Western Front (map 5-3) to the Eastern Front (maps 4-5 and 5-5) spend an entire turn entrained and off any map. Units move between rail hexes of the German Rail network on the eastern edge of map 5-3 and rail hexes of the German Rail network on the western edge of maps 4-5 and 5-5. They are placed on the Eastern Front during the Reinforcement Phase of the next turn. This means that if a unit is moved off the map by rail during the 4th turn of September, it would stay off the maps during the 5th September turn, and would appear on the other Front on the 6th September turn. The same process is used for moving from the Eastern Front to the Western Front.

19-7 The removal of Austro-Hungarian forces from the Serbian Front for transfer to the Eastern Front is optional. The Austro-Hungarian player may decide to transfer any units between the two fronts that he desires, and may do so whenever he desires to do so. This means that units of the Austro-Hungarian army that appear in the Galicia scenario as reinforcements do NOT appear as reinforcements if they are set up in the Serbian theater.

19-8 The Central Powers player may NOT move German units to map 6-5.

19-9 Austro-Hungarian HQs may expend supply for German Landwehr units in 1914.

19-10 The German player does not receive reinforcements on the Tannenberg Reinforcement Schedule that are proceeded by an asterisk (*). These units were transfers from the Western to the Eastern Front. They are only available to a linked Tannenberg & Galicia game.

19-11 The pre-planned objective rules found in Tannenberg and Galicia rulebook section 7-1 to 7-5 are only in force through the end of the 4th September turn (the length of the stand alone Galicia scenario).

19-12 OPTIONAL The ‘Army Objective’ rules given for the Austro-Hungarian and Russian forces in the Galicia scenario are ignored. Players may move their forces as they wish.

19-13 The Austro-Hungarian 61st and 62nd 2-4 Inf Xs may combine to form the 31st 4-4 Inf XX at the end of any movement phase if they are in the same hex.

Victory Conditions
In addition to the standard Demoralization point schedule (See DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates), Demoralization points are taken by players in this scenario for the following additional instances:

200 Entente DM points - All 3 Paris hexes are German controlled or isolated from the rest of France by German units or German ZOCs in hexes not occupied by Entente ground combat units.

100 Entente DM points - German units are 2 or fewer hexes away from any of the three Paris hexes at the end of the game.

50 Entente DM points - German units are 4 or fewer hexes away from any of the three Paris hexes at the end of the game.

50 Central Powers DM points - German units are never 6 or fewer hexes away from any of the three Paris hexes at any time during the game.

100 Central Powers DM points - German units are never 8 or fewer hexes away from any of the three Paris hexes at any time during the game.

150 Central Powers DM points - German units are never 10 or fewer hexes away from any of the three Paris hexes at any time during the game.
2 Central Powers DM points - each turn a Russian unit is in a hex south of the Carpathians that contains at least one clear hexside (these are hexes with hex numbers that end with 16 or higher).

30 Entente DM points - Belgrade is occupied by Austria-Hungary at the end of the game. Note that no DM points are inflicted on the Entente for the capture of Belgrade under the normal DM rules.

No Russian DM points are accumulated for occupation of town centers west of hexrow 20xx.

Central Powers Decisive Victory: The Entente suffers 475+ more Demoralization points than the Central Powers suffer.

Central Powers Substantial Victory: The Entente suffers 320-474 more Demoralization points than the Central Powers suffer.

Central Powers Marginal Victory: The Entente suffers 215-319 more Demoralization points than the Central Powers suffer.

Entente Marginal Victory: The Entente suffers 1-93 more Demoralization points than the Central Powers suffer or the Central Powers suffer 0-12 more Demoralization points than the Entente suffers.

Entente Substantial Victory: The Central Powers suffer 13-142 more Demoralization points than the Entente suffers.

Entente Decisive Victory: The Central Powers suffer 143+ more Demoralization points than the Entente suffers.

20. Series Notes

SERBIA the DEFIANT and ROMANIA: Transylvanian Gambit are the latest games of the 'Der Weltkrieg' series of simulations. They are meant to be able to fit together with the other games of the simulation so that players can simulate all of WW I, WW II, Contemporary, or Future Conflicts across all of Europe, North Africa, and the Middle East. Players can even use the series to simulate from 1914 to the present and beyond, all using the same systems. All of these games are already done. A complete set of maps already exists, as do all of the rules (I happen to have the only copy).

The maps provided with each scenario contain many features that are not used in the scenario, but will be used as the map is used as part of larger and more complex simulations. Such features as Industrial and Resource Centers, Megahexes, and Macrohexes will be used in these larger scale games.

All of the games of the 'Der Weltkrieg' series will use the same basic rules. So a player will spend less preparation time and more playing time.

One note on playability before you go on. Historical designations are put on all the units because players like to know that kind of thing. They have no impact on play at all. If, in the interest of setting up the game faster, players wish to ignore unit designations, they should feel free to do so.

21. Combined Schedules

The Following is a compilation of the Mobilization and Reinforcement Schedules for all scenarios that start in August of 1914. Players will find this combined schedule very handy when playing a 'Grand 1914' game, combining all of these scenarios. In this compilation TSP refers to units involved in The Schlieffen Plan, TB refers to units involved in Tannenberg: Eagles in the East, G refers to units involved in Galicia: The Forgotten Cauldron, and S refers to units involved in SERBIA the DEFIANT. Hexes refer to hexes on the map associated with the particular scenario. Austro-Hungarian units preceded by an asterisk (*) are reinforcements only for playing a linked game not involving SERBIA the DEFIANT. British units listed as appearing at 'Any Port' are placed according to the associated scenario's reinforcement schedule.

August Turn 1

Central Powers Mobilization
TSP German Units
All 8-2 Siege I

All 4-3 Siege I (note that these are Austro-Hungarian units under German control)
Any two 8-5 Inf XX under 1st Army control
Any one 8-5 Inf XX under 2nd Army control
Any 2-6 Cav XX under 1st Army control

Entente Mobilization
TSP French Units
The three 1-6 Cav XX in hex 1913

August Turn 2

Central Powers Mobilization
TSP German Units
All 2-6 Cav XX
Any one 9-5 or one 8-5 Inf XX under the control of each of the following HQs: 1st Army, 2nd Army, 3rd Army, 4th Army

Entente Mobilization
TSP French Units
All 1-6 Cav XX
Any one 6-4 Inf XX in or adjacent to hex 2723 (Belfort)

TSP Belgian Units
The 2-6 Cav XX

August Turn 3

Central Powers Mobilization
TSP German Units
All XXXX HQ
All 3-4 Art III
All 9-5 or 8-5 Inf XX
All 5-5 Inf XX under 1st Army or 2nd Army control

TB German Units
All 8-5 Inf XX
All 2-6 Cav XX

S Austro-Hungarian Units
All Inf units except those with a L unit designation (see special rules for 2nd Army units)
All Mtn units
All Cav units

Entente Mobilization
TSP French Units
All XXXX HQ
All 3-4 Art III
All 6-4 Inf XX
All 7-4 Inf XX
Any one 4-4 Inf XX in or adjacent to hex 2723 (Belfort)

TSP Belgian Units
All units and XXXX HQ

TB Russian Units
All infantry units under the control of the 1st Army HQ (but not the HQ unit)
All 1-6 Cav XX

S Serbian Units
All units

S Montenegrans
All units

Entente Reinforcements
TSP French Units
1 x 6-5 Mtn XX 44M 2325

August Turn 4

Central Powers Mobilization
TSP German Units
All 0-3 Eng III
All 6-5 or 5-5 Inf XX
All 2-5 Inf X

TB German Units
All 5-5 Inf XX
All XXXX HQ

G German Units
All 2-4 Inf X

G Austro-Hungarian Units
All units set up on or between hex rows 15xx to 20xx (except for 0-3 Eng Reg)

S Austro-Hungarian Units
All XXXX HQ
All Inf units with a L designation

Entente Mobilization
TSP British Units
All units and XXXX HQ
(movement halved on turn four, fractions rounded up)

G Russian Units
All 1-6 Cav XX

Entente Reinforcements
TSP French Units
2 x 7-4 Inf XX 37Al, 38Al 1925
4 x 4-4 Inf XX 64R, 65R, 74R, 75R 2325
1 x 4-4 Inf XX 76R 0125

Central Powers Reinforcement
TSP German Units
2 x 6-5 Inf XX 17R, 18R 2801
1 x 0-3 Eng III 31 2801
2 x 2-4 Inf X 37Lw, 38Lw 2801

Entente Mobilization
G Russian Units
All units under the control of the 4th Army HQ
All XXXX HQs

Entente Reinforcements
TSP French Units
1 x 7-5 Inf XX Mrc 1826
1 x 3-5 Inf X 19 1208
3 x 3-4 Inf XX 64R, 76R, 84R
89T, 92T 2805
6th XXXX HQ 0811

TSP British Units
1 x 7-5 Inf XX 4 1210
1 x 3-5 Inf X 19 1208

TB Russian Units
All infantry units under the control of the 3rd, 5th, and 8th Army HQ (not including the HQ units)

G Russian Units
All 1-6 Cav XX

G Austro-Hungarian Units
All units under the control of the 1st Army HQ (but not the HQ unit)
Infantry units in hexes 2910, 3010, and 3112
All 1-6 Cav XX

Central Powers Reinforcement
TSP German Units
4 x 7-5 Inf XX GEs, 4Es 2715
8Es, 10Es 3018
2 x 7-5 Inf XX 19Es, 8Es 2801
1 x 3-5 Inf X 55Es 2715

Entente Mobilization
TSP French Units
All 0-3 Eng III
All 4-4 or 3-4 Inf XX

G Russian Units
All Inf units under the control of the 3rd, 5th, and 8th Army HQ (not including the HQ units)

Entente Reinforcements
TSP French Units
1 x 7-4 Inf XX 45Al 1925

August Turn 5

Central Powers Mobilization
TSP German Units
All 3-4 or 2-4 Inf X

TB German Units
All 2-4 or 1-4 Inf X
All 0-3 Eng III

G Austro-Hungarian Units
All units under the control of the 1st Army HQ (including the HQ unit)
Infantry units in hexes 2910, 3010, and 3112
All 1-6 Cav XX

Central Powers Reinforcement
TSP German Units
4 x 7-5 Inf XX GEs, 4Es 2715
8Es, 10Es 3018
2 x 7-5 Inf XX 19Es, 8Es 2801
1 x 3-5 Inf X 55Es 2715

Entente Mobilization
TSP French Units
All 0-3 Eng III
All 4-4 or 3-4 Inf XX

G Russian Units
All Inf units under the control of the 3rd, 5th, and 8th Army HQ (not including the HQ units)

Entente Reinforcements
TSP French Units
1 x 7-4 Inf XX 45Al 1925

August Turn 6

Central Powers Mobilization
G Austro-Hungarian Units
4th XXXX HQ
Units in hex rows 30xx to 35xx (inclusive)
All infantry units under the control of the 3rd and Kov Army HQ (except Brigades in hexes 3609 and 4615). All such units of the 3rd and Kov Armies have their movement allowance halved on this turn.

Central Powers Reinforcement
TSP German Units
2 x 6-5 Inf XX 17R, 18R 2801
1 x 0-3 Eng III 31 2801
2 x 2-4 Inf X 37Lw, 38Lw 2801

Entente Mobilization
G Russian Units
All units under the control of the 4th Army HQ
All XXXX HQs

Entente Reinforcements
TSP French Units
1 x 7-5 Inf XX MrC 1826
1 x 3-5 Inf X Mr 0113
4 x 3-4 Inf XX 85T, 86T 0717
89T, 92T 2805
6th XXXX HQ 0811

TSP British Units
1 x 7-5 Inf XX 4 1210
1 x 3-5 Inf X 19 1208

TB Russian Units
3 x 3-4 Inf XX 64R, 76R, 84R 2909
2 x 3-4 Inf XX 63R, 77R 2119
2 x 3-4 Inf XX 54R, 73R 2703
2 x 3-4 Inf XX 57R, 72R 2805

G Russian Units
1 x 2-3 Art X 3 4303
1 x 2-3 Art X 4 2803
1 x 2-3 Art X 5 3202

Entente Reinforcements
TSP French Units
1 x 7-4 Inf XX 45Al 1925
August Turn 7

Central Powers Mobilization
G Austro-Hungarian Units
All other units having not yet completed mobilization

Central Powers Reinforcement
TB German Units
2 x 2-4 Inf X 33L, 34L 0816

G Austro-Hungarian Units
1 x 5-4 Inf XX 44 3609
2 x 4-4 Inf XX 20, *34 3912
1 x 4-4 Inf XX *17 3811
*23 3509
1 x 1-4 Inf X 36L 2807
97L 3509
103L 4013
2nd XXXX HQ* (20 SP) 3612

2 x 5-4 Inf XX 7Sib, 8Sib 2119
1 x 4-4 Inf XX 11Sib 2119
4 x 2-4 Inf X 1Fin, 2Fin 2909
3Fin, 4Fin
2 x 2-4 Inf X 1Tur, 2Tur 2119

G Russian Units
9th XXXX HQ 2502
2 x 5-4 Inf XX 1G, 2G 2803
2 x 4-4 Inf XX 21, 52 3003
1 x 3-4 Inf XX 83R 2803

Entente Reinforcements
TSP French Units
1 x 3-4 Inf X Mrc 0717
1 x 1-4 Inf X 185T 0717
9th XXXX HQ 1515

TB Russian Units
1 x 3-4 Inf XX 79R 2119

G Russian Units
2 x 4-4 Inf XX 23, 37 2502
2 x 3-4 Inf XX 75R, 81R 3202
1 x 3-4 Inf XX 82R 2502
58R 4303
65R 4808
2 x 1-6 Cav XX 5, C 2502
1 x 1-6 Cav XX 8 3003

Entente Reinforcements
TSP French Units
1 x 4-4 Inf XX 12Lw 3712
1 x 4-4 Inf XX 1RLw 3712

Central Powers Reinforcement
TSP German Units
50 Supply Points
4 x 2-4 Inf X 1RE, 2RE 2603
26Lw, 41Lw

S Austro-Hungarian Units
1 x 1-3 Mtn X RPL 0813
1 x 3*-R Flot Enns 1204

Entente Reinforcements
TSP French Units
4 x 3-4 Inf XX Mlct, Brbt 0717
d’Vst, Fayl

TB Russian Units
1 x 3-4 Inf XX 59R 2119
1 x 3-3 Inf XX RPL 3612

G Russian Units
2 x 1-6 Cav XX 1K K, 1T K 4808

September Turn 2

Central Powers Reinforcement
TSP German Units
50 Supply Points
1 x 6-5 Mar XX 1Ma 2801
Strnz XXXX HQ 3312

G Austro-Hungarian Units
2 x 4-4 Inf XX *31, *32 3612

Entente Reinforcements
TB Russian Units
10th XXXX HQ 2119
1 x 3-4 Inf XX 68R 2703

September Turn 3

Central Powers Reinforcements
G Austro-Hungarian Units
1 x 1-4 Inf X 102L 3312

S Austro-Hungarian Units
1 x 1-4 Inf X 9L E 1204

Entente Reinforcements
TB Russian Units
2 x 3-4 Inf X 87T, 91T 0717
1 x 2-4 Inf X Sph 0717
1 x 2-4 Inf X 1Col 1826

TSP British Units
1 x 9-5 Inf XX 6 Any Port

G Russian Units
1 x 3-4 Inf XX 71R 4808

S Serbian Units
1 x 2-3 Inf XX RPL 2413

Entente Reinforcements
TSP French Units
1 x 3-4 Inf XX 36Lw, 41Lw 0717

September Turn 4

Central Powers Reinforcement
TSP German Units
50 Supply Points
4 x 2-4 Inf X 1RE, 2RE 2603
26Lw, 41Lw

S Austro-Hungarian Units
1 x 1-3 Mtn X RPL 0813
1 x 3*-R Flot Enns 1204

Entente Reinforcements
TSP French Units
4 x 3-4 Inf XX Mlct, Brbt 0717
d’Vst, Fayl

TB Russian Units
1 x 3-4 Inf XX 59R 2119
1 x 3-3 Inf XX RPL 3612

G Russian Units
2 x 1-6 Cav XX 1K K, 1T K 4808

September Turn 5

Central Powers Reinforcement
TSP German Units
50 Supply Points
1 x 2-4 Inf X 14Lw 31181
x 5-4 Inf XX RPL 2703

G Austro-Hungarian Units
1 x 4-3 Inf XX RPL 1213

Entente Reinforcements
TB Russian Units
1 x 3-3 Inf XX RPL 3401

G Russian Units
1 x 3-3 Inf XX RPL 4804

September Turn 6

Central Powers Reinforcement
TSP German Units
50 Supply Points
1 x 5-4 Inf XX RPL 2703

TB German Units
1 x 5-4 Inf XX RPL 0118

G German Units
9th XXXX HQ (40 SP) 0607

G Austro-Hungarian Units
1 x 1-6 Cav XX *10 3110

Central Powers Reinforcement
TSP German Units
50 Supply Points

G Austro-Hungarian Units
1 x 3-3 Inf XX  RPL  1213

Entente Reinforcements
TB Russian Units
2 x 4-4 Inf XX  51, CaGren  2703
1 x 3-3 Inf XX  RPL  3612

October Turn 7
Central Powers Reinforcement
TSP German Units
1 x 5-4 Inf XX  RPL  2703

G Austro-Hungarian Units
1 x 2-3 Inf XX  RPL (Pol)  1911

S Austro-Hungarian Units
1 x 1-4 Inf X  8L E  1204

Entente Reinforcements
TSP French Units
2 x 4-3 Inf XX  RPL  0125

TB Russian Units
1 x 3-3 Inf XX  RPL  3401

G Russian Units
1 x 3-3 Inf XX  RPL  4804

October Turn 1
Central Powers Reinforcement
TSP German Units
60 Supply Points
1 x 4-3 Siege I  2M  3608
Fkhon XXXX HQ  3316
Gaede XXXX HQ  3121
1 x 5-4 Inf XX  RPL  2703

TB German Units
20 Supply Points

G Austro-Hungarian Units
10 Supply Points
1 x 4-3 Inf XX  RPL  1213

Entente Reinforcements
TSP French Units
20 Supply Points
10th XXXX HQ  0811
2 x 4-3 Inf XX  RPL  0125

TSP British Units
10 Supply Points

October Turn 2
Central Powers Reinforcement
TSP German Units
6 x 5-5 Inf XX  43R, 44R  2603
45R, 46R
47R, 48R
1 x 2-4 Inf X  51Lw  3118

G Austro-Hungarian Units
1 x 3-3 Inf XX  RPL  1213

S Austro-Hungarian Units
1 x 3-3 Inf XX  RPL  1204

Entente Reinforcements
TSP French Units
2 x 4-3 Inf XX  RPL  0125

TSP British Units
1 x 9-5 Inf XX  7  Any Port
1 x 2-6 Cav XX  3  Any Port
1 x 3-4 Inf XX  Mrt  1826

TB Russian Units
1 x 3-3 Inf XX  RPL  3401

G Russian Units
1 x 3-3 Inf XX  RPL  4804

October Turn 3
Central Powers Reinforcements
Reinforcements
TSP German Units
4 x 5-5 Inf XX  51R, 52R  2603
53R, 54R
1 x 2-4 Inf X  30Lw  2603
1 x 5-4 Inf XX  RPL  2703

TB German Units
1 x 5-4 Inf XX  RPL  0118

October Turn 4
Central Powers Reinforcement
TB German Units
2 x 5-5 Inf XX  49R, 50R  0118

G Austro-Hungarian Units
1 x 0-3 Eng III  5  1213
1 x 4-3 Inf XX  RPL  1213

Entente Reinforcements
TSP French Units
2 x 4-3 Inf XX  RPL  0125

TSP British Units
1 x 3-4 Inf XX  Lhr  1826

TB Russian Units
1 x 3-3 Inf XX  RPL  3612

G Russian Units
1 x 3-3 Inf XX  RPL  4804

October Turn 5
Central Powers Reinforcement
TSP German Units
1 x 5-5 Inf XX  6BR  3616
1 x 5-4 Inf XX  RPL  2703

G Austro-Hungarian Units
1 x 3-3 Inf XX  RPL  1213

Entente Reinforcements
TSP French Units
2 x 4-3 Inf XX  RPL  0125
**October Turn 6**

**Central Powers Reinforcement**
- TB Russian Units
  - 1 x 5-4 Inf XX  RPL 0118
- G Austro-Hungarian Units
  - 1 x 2-3 Inf XX  RPL (Pol) 1911
- S Austro-Hungarian Units
  - 1 x 2-3 Inf XX  RPL (Cz) 1204

**Entente Reinforcements**
- TSP French
  - 2 x 4-3 Inf XX  RPL 0125
- TB Russian Units
  - *2 x 5-4 Inf XX  1Sib, 2 Sib 2909
  - *2 x 3-4 Inf XX  14RSib 2909
  - *1 x 2-3 Art X  2Sib 2909
  - 1 x 1-6 Cav XX  G K 2909
  - 1 x 3-3 Inf XX  RPL 3401
- G Russian Units
  - 1 x 3-3 Inf XX  RPL 4804

**November Turn 1**

**Central Powers Reinforcement**
- TSP German Units
  - 60 Supply Points
    - 1 x 4-3 Siege I 6 3608
    - 1 x 5-4 Inf XX  RPL 2703
- TB German Units
  - 40 Supply Points
    - 1 x 5-4 Inf XX  RPL 0118
- G German Units
  - Wrsh XXXX HQ (20 SP) 0607
- G Austro-Hungarian Units
  - 10 Supply Points
    - 1 x 3-3 Inf XX  RPL 1213
- S Austro-Hungarian Units
  - 5 Supply Points
- Entente Reinforcements
  - TSP French Units
    - 25 Supply Points
      - 3 x 4-3 Inf XX  RPL 0125
- TSP British Units
  - 10 Supply Points
    - 1 x 7-4 Inf XX  RPL Any Port
- TB Russian Units
  - 5 Supply Points
    - 1 x 3-3 Inf XX  RPL 3401
- G Russian Units
  - 5 Supply Points
    - 1 x 3-3 Inf XX  RPL 4804

**November Turn 2**

**Central Powers Reinforcement**
- TSP German Units
  - 1 x 5-4 Inf XX  RPL 2703
- TB German Units
  - *4 x 2-6 Cav XX 2, 5, 6, 9 0118
- G Austro-Hungarian Units
  - 1 x 4-3 Inf XX  RPL 1213
  - 1 x 2-3 Inf XX  RPL (Cz) 1213

**November Turn 3**

**Central Powers Reinforcement**
- TSP German Units
  - 1 x 5-4 Inf XX  RPL 2703
- TB German Units
  - 1 x 5-4 Inf XX  RPL 0118
- G Austro-Hungarian Units
  - 1 x 3-3 Inf XX  RPL 1213
- S Austro-Hungarian Units
  - 1 x 2-3 Inf XX  RPL (Cr) 1204

**Entente Reinforcements**
- TSP French Units
  - 25 Supply Points
    - 3 x 4-3 Inf XX  RPL 0125
- TSP British Units
  - 1 x 3-3 Inf XX  RPL 4804
- S Serbian Units
  - 1 x 2-3 Inf XX  RPL 2413

**November Turn 4**

**Central Powers Reinforcement**
- TSP German Units
  - 1 x 4-3 Siege I 7 3608
  - 2 x 5-4 Inf XX  RPL 2703
- G Austro-Hungarian Units
  - 1 x 4-3 Inf XX  RPL 1213
  - 1 x 2-3 Inf XX  RPL (Pol) 1911

**Entente Reinforcements**
- TSP French Units
  - 3 x 4-3 Inf XX  RPL 0125
- TSP British Units
  - 1 x 9-5 Inf XX  Any Port
Serbia the Defiant

**August 1914:** Austria-Hungary is determined to punish Serbia for the assassination of the ArchDuke Ferdinand in Sarajevo. Conrad von Hotzendorf, the Austro-Hungarian commander vows to attack and put the defiant Serbs in their place.

With the mobilization of Russia, Serbia's great protector, the Austro-Hungarian army does not have adequate forces both to defend against the Russians and to conduct operations against Serbia. Forces that Conrad wishes to use against the Serbians have to be moved north to the Russian frontier due to political pressures from a government that sees the all too real possibility of cossacks entering Budapest. Conrad will not be dissuaded, and he orders the local commander, Potiorek, to go ahead with the invasion of Serbia with the two weak armies left in the theater.

The initial Austro-Hungarian offensive goes poorly as the battle experienced, and well led, Serb army, together with their tough Montenegrin allies, throw the collection of invading Hungarian, Czech, Croatian, and Bosnian troops back across the frontiers. Soon Serbia is in a position to counter invade Austria-Hungary. Sarajevo itself comes close to being captured. The Serbs even have the gall to conduct a crossing of the mighty Danube into the lowlands of southern Hungary.

The Austro-Hungarians regroup and try again later in the year. Massing to the northwest of Serbia, the re-enter the country and are successful in driving the Serbs to the south, even capturing the Serb capital of Belgrade. But the success is bought at a high price. Depleted Austro-Hungarian units with tenuous supply lines are now the only ones in contact with the Serb forces. The Serbs even have the gall to conduct a crossing of the mighty Danube into the lowlands of southern Hungary.

The Austro-Hungarians try again later in the year. Massing to the northwest of Serbia, the re-enter the country and are successful in driving the Serbs to the south, even capturing the Serb capital of Belgrade. But the success is bought at a high price. Depleted Austro-Hungarian units with tenuous supply lines are now the only ones in contact with the Serb forces. The Serbs even have the gall to conduct a crossing of the mighty Danube into the lowlands of southern Hungary.

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The first aggressive action taken against the Romanians comes not from Transylvania, but from Bulgaria. There a mixed force of Germans, Bulgarian, and Turks under the able leadership of German Field Marshal von Mackensen, concentrates and quickly attacks into Romania to clear the southern bank of the Danube. The weak Romanian forces in the area are put to flight. Russia sends what reinforcements she can to the area, but the drain of the Brusilov offensive has left them with little to send to the new front. Even the transfer of Romanian forces from Transylvania to the Danube is too late to thwart von Mackensen's offensive, and a Romanian crossing of the Danube farther to the west is easily contained.

With attention now focused in the south, the Germans and Austro-Hungarians start action in the north to retake lost territory in Transylvania and to threaten Romania across the mountain passes. Since the Romanians had thinned their army in the conquered areas to meet von Mackensen's threat, they are compelled to fall back slowly in the face of attacks by elite mountain units such as the German Alpine Korps.

The south bank of the Danube cleared, von Mackensen now reconcentrates for a crossing of the Danube to the west of Budapest. His successful crossing of the river, combined with successful German and Austro-Hungarian attacks that have captured the Transylvanian mountain passes, put the bulk of Romania in an untenable position. The fertile province of Wallachia, which will feed the Central Powers for another winter, falls, and Bucharest in entered by von Mackensen on a white charger. Romania, which could have been a decisive factor had she entered the war at the height of the Brusilov and Somme offensives, or if she had attacked south instead of north, instead turns out to be a millstone around the neck of the Russians. The resources of her conquered territories allow the Central Powers to continue the fighting into 1918.

Germany army is sent to assist the Austro-Hungarians with ending the Serbian problem once and for all. Promises are also made to the Bulgarian government for Serb territory in return for their participation.

The combined weight of the additional enemies overwhelms the Serbs who have received little help from their allies. But the Serb army refuses to collapse. Taking their prisoners with them the retreat through the snow covered mountain passes into Albania, where they are moved by allied navies to the refuge of Corfu, where they can reorganize to fight again, even if not from their own territory.

**Romania: Transylvanian Gambit**

**August 1916:** Recent Entente success against the Central Powers in the course of offensives on both the eastern and western fronts, together with promises of coveted territory convince Romania to join the Entente cause. Unfortunately for the Romanian's, their hedging and "wait and see" attitude has caused them to delay their entry into the war until after the Entente offensives have been contained. The Entente had hoped for Romanian action into Bulgaria, which, together with an allied offensive from Salonika would have put extreme pressure on the Bulgarian army. The Romanians however, opt to attack into Transylvania, the territory they desire most. Only a motley crew of border guards and policemen in militia units guard the Austro-Hungarian province of Transylvania, yet they defend their territory well. The Romanians fail to push quickly deeper into the mountainous terrain, and there is time for the last available Austro-Hungarian and German reserves to be rushed to the area.

Business in the Trenches
by COL David Schroeder

*Business in the Trenches* shows how you can apply the lessons of the Great War to the business battlefield.

*Business in the Trenches* combines compelling military history with insightful business analogies. It demonstrates clearly how companies grapple with the same problems as the armies of World War One. *Business in the Trenches* describes how you can leverage the experiences of the Great War.

*Business in the Trenches* takes readers through a number of fascinating stories from World War One, a time of dramatic change in warfare. It draws parallels between the problems faced by armies on the battlefield, and the problems facing businesses today. *Business in the Trenches* unravels the mystery of why World War One turned into the quagmire it did, and how most organizations today follow similar paths for the same reasons. Most importantly, it provides detailed and practical advice on how to deal with specific challenges and achieve breakthrough success.

*Business in the Trenches* demonstrates that while times may change, human nature does not. This is especially true in the high pressure worlds of business and warfare. *Common sense yet controversial theories about World War One decisions show them to be eerily similar to those made in business today. The same forces motivate people, and they still make similar choices for similar reasons. Understanding what produces victory or disaster, and why, enables you to succeed where most fail.*

Available at [www.businessinthetrenches.com](http://www.businessinthetrenches.com)
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<thead>
<tr>
<th>Terrain Type</th>
<th>Movement Point Cost to Cross Hexside or Enter Hex</th>
<th>Combat Effects on Attacks</th>
<th>Combat Effects on Counterattacks</th>
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<tr>
<td>Ocean</td>
<td>Prohibited</td>
<td>Prohibited</td>
<td>Prohibited</td>
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<tr>
<td>Clear</td>
<td>1 MP</td>
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<tr>
<td>Broken</td>
<td>1 MP</td>
<td>-1 Die Roll</td>
<td>None</td>
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<tr>
<td>Hilly</td>
<td>1 MP</td>
<td>-2 Die Roll</td>
<td>+1 Die Roll</td>
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<tr>
<td>Desert</td>
<td>See Osmanli Harbi 3-1 to 3-4</td>
<td>See Osmanli Harbi 3-1 to 3-4</td>
<td>See Osmanli Harbi 3-1 to 3-4</td>
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<tr>
<td>Woods</td>
<td>2 MP</td>
<td>-2 Die Roll</td>
<td>+1 Die Roll</td>
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<tr>
<td>Flood Plain</td>
<td>See Osmanli Harbi 12-7, 12-8</td>
<td>See Osmanli Harbi 12-7, 12-8</td>
<td>See Osmanli Harbi 12-7, 12-8</td>
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<td>Swamp</td>
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<td>-4 Die Roll</td>
<td>+2 Die Roll</td>
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<tr>
<td>Mountain</td>
<td>6 MP</td>
<td>Halve Attacker Strength</td>
<td>+3 Die Roll</td>
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<td>Alpine</td>
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<td>Suburban</td>
<td>Treat as Clear</td>
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<tr>
<td>Lake</td>
<td>Prohibited</td>
<td>Prohibited</td>
<td>Prohibited</td>
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<tr>
<td>Major River / Suez Canal / Bosphorus</td>
<td>+3 MP Cannot be crossed by moving from a hex in an enemy ZOC to another hex in an enemy ZOC</td>
<td>Halve Attacker Strength if all Attacking Units attacking across Major River hexsides</td>
<td>+3 Die Roll if all Attacking Units attacking across Major River hexsides</td>
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<tr>
<td>River</td>
<td>+1 MP</td>
<td>-2 Die Roll if all Attacking Units attacking across River hexsides</td>
<td>+1 Die Roll if all Attacking Units attacking across River hexsides</td>
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<td>Port</td>
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<td>Single Track Rail Line</td>
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<td>Megahex Line</td>
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<td>Trench Marker</td>
<td>+2 MP for entering hex</td>
<td>-2 Die Roll</td>
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<td>Devastation Marker</td>
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<td>Hindenburg Line Marker</td>
<td>+2 MP for entering hex</td>
<td>-3 Die Roll</td>
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