

## Scenario Specific Rules and Instructions

*Sterling Edition*

For:

### **Serbia the Defiant Romania: Transylvanian Gambit**

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#### 1. Credits

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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 these 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 Montenegrin forces.

**Austro-Hungarian Substantial Victory:** The Austro-Hungarian player occupies Belgrade by the end of October. It is never retaken by the Serbs after that. 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 Montenegrin 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 Montenegrin 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 Montenegrin 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 Montenegrin 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.

Hex	Unit	Designation
1005	1 x 4-4 Inf XX	23
1006	1 x 1-6 Cav XX	10
1204	1 x 1-4 Inf X 1 x 0-3 Eng III	107L 8
1205	2nd XXXX HQ	(20sp)
1206	1 x 3-4 Inf XX	29
1307	2 x 2-4 Inf X	61, 62
1407	1 x 4-4 Inf XX	32
1507	1 x 1-4 Inf X	14
1706	1 x 4-4 Inf XX	17
1905	1 x 4-4 Inf XX	34

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

Hex	Unit	Designation
0406	1 x 1-4 Inf X	104L
0807	5th XXXX HQ	(20sp)
1007	1 x 3-4 Inf XX	21
1008	2 x 3-4 Inf XX	9, 36
1009	1 x 1-4 Inf X 1 x 1-4 Mtn X	13 11
1010	1 x 3-4 Inf XX	42

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

Hex	Unit	Designation
0813	6th XXXX HQ 1 x 4-4 Inf XX 1 x 1-4 Inf X	(20sp) 40 109L

0814	1 x 1-4 Mtn X	5M
0818	1 x 1-4 Mtn X	3M
0912	1 x 1-4 Mtn X	12M
0914	1 x 1-4 Mtn X	13M
0915	2 x 1-4 Mtn X	4M, 6M
1013	1 x 1-4 Mtn X	10M
1014	2 x 1-4 Mtn X	1M, 2M
1015	1 x 1-4 Mtn X	8M
1019	1 x 1-4 Mtn X	14M
1113	1 x 1-4 Mtn X	9M
1213	1 x 1-4 Mtn X	7M

#### Fortresses

Size	Name	Hex
(2)	Cattaro	1120

#### River Flotillas

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

Hex	Unit	Designation
1204	2 x 3*-R Flot. 1 x 2*-R Flot	Koros, Koros Maros

### 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.

Hex	Unit	Designation
1807	1 x 1-6 Cav XX	Cav
1809	1 x 2-4 Inf XX	Mor2
1909	1 x 3-4 Inf XX	Tim1
1910	1st XXXX HQ 1 x 2-4 Inf XX 1 x 0-3 Eng III	(10 sp) Tim2 1
2006	1 x 2-4 Inf XX	Dan2

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

Hex	Unit	Designation
1607	1 x 2-4 Inf X	Bel G
1508	1 x 3-4 Inf XX	Dan1
1510	1 x 3-4 Inf XX	Shu1
1609	1 x 3-4 Inf XX	Cmp
1710	2nd XXXX HQ 1 x 3-4 Inf XX	(10 sp) Mor1

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

Hex	Unit	Designation
1109	1 x 1-4 Inf III	Ljes
1208	1 x 2-4 Inf X	Sabc
1209	1 x 2-4 Inf XX	Drn2
1210	1 x 1-4 Inf III	Ljub
1408	1 x 2-4 Inf X	Obrn
1410	3rd XXXX HQ 1 x 3-4 Inf XX	(10 sp) Drn1

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

Hex	Unit	Designation
1214	1 x 1-4 Inf III	Lim
1312	1 x 2-4 Inf X	Uzic
1314	1 x 1-4 Inf III	Mk G
1412	Uzice XXXX HQ (5 sp) 1 x 2-4 Inf XX	Shu2

### 4-3 Montenegrin Set-Up

Hex	Unit	Designation
1016	1 x 1-4 Mtn X	Kol
1018	1 x 1-4 Mtn X	Nik
1215	1 x 1-4 Mtn X	Plev
1219	1 x 2-4 Mtn X	Cet
1419	1 x 1-4 Mtn X	Podr
1818	1 x 1-4 Mtn X	lpek

## 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.

## AUGUST

### Turn 3

#### Austro-Hungarian Units

All Infantry units except those with a L unit designation (see special rules for units attached to the 2nd Army).  
All Mtn units.  
All Cav units.

#### Serbian Units

All Units.

#### Montenegrin Units

All Units.

### Turn 4

#### Austro-Hungarian Units

All HQ Units.  
All Infantry units with a L unit designation.

## 6. Serbia the Defiant August 1914 Scenario Reinforcement Schedule

### 6-1 Austro-Hungarian Reinforcement Schedule

<b>3 September 1914</b>		
1 x 1-4 Inf X	9L E	1204
<b>4 September 1914</b>		
1 x 1-3 Mtn X	RPL	0813
1 x 3*-R Flot	Enns	1204
(Note: this unit arrives understrength)		
<b>7 September 1914</b>		
1 x 1-4 Inf X	8L E	1204
<b>2 October 1914</b>		
1 x 3-3 Inf XX	RPL	1204
<b>3 October 1914</b>		
1 x 1-4 Mtn X (-) 17M		0813
2 x 1-4 Mtn X	15M, 16M	0813
<b>6 October 1914</b>		
1 x 2-3 Inf XX	RPL (Cz)	1204
<b>1 November 1914</b>		
5 Supply Points		
<b>3 November 1914</b>		
1 x 2-3 Inf XX	RPL (Cr)	1204

### 6-2 Serbian Reinforcement Schedule

<b>3 September 1914</b>		
1 x 2-3 Inf XX	RPL	2413
<b>3 November 1914</b>		
1 x 2-3 Inf XX	RPL	2413
<b>1 December 1914</b>		
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 Montenegrin 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 Montenegrin 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 Montenegrin 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 a Austro-Hungarian city is occupied by Serb or Montenegrin forces 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 Montenegrin 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,

1008, 1009, 1110, 1210, 1211, 1112, 1113, 1013, 1014, 0915, 0815, 0816, 0817, 0818, 0919, 1019, 1120.

## 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.

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

**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.

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

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

Unit	Designation
4 x 1-4 Mtn X	3M, 15M, 16M, 17M

### Fortresses

Size	Name	Hex
(2)	Cattaro	1120

### 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 needs to be taken from the Romania scenario counter mix.

Unit	Designation
2 x 3*-R Flot.	Koros, Koros
1 x 3*-R Flot	Enns
(Note: this unit deploys understrength)	
1 x 2*-R Flot	Maros

## 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).

## 8-5 Set-Up Sequence

The Entente player sets up first.

## 9. Serbia the Defiant November 1914 Scenario Reinforcement Schedule

### 9-1 Austro-Hungarian Reinforcement Schedule

**There are none in this scenario.**

### 9-2 Serbian Reinforcement Schedule

#### 1 December 1914

5 Supply Points

## 10. Serbia The Defiant October 1915 Scenario Specific Rules

Note - All Rules in the following section apply to playing a *Serbia the Defiant* October 1915 scenario alone.

**Map:** 6-5.

**First Turn:** Turn 2 of October 1915.

**Last Turn:** Turn 2 of December 1915.

**Combatants:** Germany, Austria-Hungary, and Bulgaria vs. Serbia, Montenegro, Great Britain, and France.

**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 Bulgarian Rail Network has a capacity of 2 divisions.

The Serbian Rail network has a capacity of 1 division.

The Greek Rail Network has a capacity of 2 divisions.

**10-1** Serbian and Montenegrin units may enter Albania. Central Powers units may not enter Albania in the course of the scenario.

**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 inflicts 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 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.

**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.

Hex	Unit	Designation
0917	1 x 1-4 Mtn X	10M
0919	1 x 1-4 Mtn X	14M
1007	1 x 1-4 Inf X	Bijl
1009	1 x 1-4 Inf X	Zvor
1011	1 x 1-4 Inf X	Frt A
1013	1 x 1-4 Inf X	9L E
1015	1 x 1-4 Inf X	Frt B
1108	1 x 1-4 Inf X	Ybl
1205	3rd XXXX HQ	(30sp)
	1 x 1-4 Inf X	Petw
1206	1 x 2-4 Inf X	Schs
	1 x 0-3 Eng III	3
1406	4 x 2-4 Mtn X	2M, 4M, 6M, 18M
	1 x 2-4 Art III	8
1407	1 x 2-4 Mtn X	17M
	2 x 2-4 Inf X	205L, 206L
	2 x 1-4 Mtn X	20L M, 21L M
	1 x 2-4 Art III	19
1507	1 x 2-4 Art III	3
	1 x 0-3 Eng III	19
1606	1 x 2-4 Inf X	Mrz
1707	1 x 2-4 Inf X	Hau
1806	1 x 0-3 Eng III	8
2106	1 x 2-4 Inf X	Full

#### Fortresses

Size	Name	Hex
(2)	Cattaro	1120

#### 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.

Unit	Designation
1 x 5*-R Flot	Enns
1 x 5*-R Flot	Almos
1 x 3*-R Flot.	Koros,
1 x 2*-R Flot	Koros
(Note: this unit deploys understrength)	
1 x 2*-R Flot	Maros

### 11-2 German Set-Up

Hex	Unit	Designation
1507	1 x 8-5 Inf XX	26
	2 x 5-5 Inf XX	43R, 44R
	1 x 3-4 Art III	8K
1806	1 x 8-5 Inf XX	6
	1 x 6-5 Inf XX	25R
1904	11th XXXX HQ	(80sp)
1905	1 x 5-5 Inf XX	107
1906	2 x 6-5 Inf XX	11Ba, 105
	1 x 0-3 Eng III	8
2005	2 x 5-5 Mtn XX	101, 103
	1 x 3-4 Art III	10R
	1 x 0-3 Eng III	10

### 11-3 Bulgarian Set-Up

Hex	Unit	Designation
2609	1 x 2-4 Inf X	2/6
2610	1 x 2-4 Inf X	3/6
2709	1 x 3-4 Inf X	1/6
2711	1st XXXX HQ	(20sp)
	3 x 2-4 Inf X	1/8, 2/8, 3/8
2712	3 x 2-4 Inf X	1/9, 2/9, 3/9
2717	1 x 2-4 Inf X	2/3
2814	1 x 3-4 Inf X	1/1
	1 x 2-4 Inf X	2/1
2817	2 x 2-4 Inf X	1/3, 3/3
2914	1 x 2-4 Inf X	3/1
2915	1 x 0-3 Eng III	1
2917	2nd XXXX HQ	(20sp)
2918	1 x 2-4 Inf X	1/7
3017	1 x 1-6 Cav XX	1
3019	1 x 2-4 Inf X	2/7
3120	1 x 2-4 Inf X	3/7
3123	1 x 2-4 Inf X	1/2
3322	1 x 2-4 Inf X	2/2
3521	1 x 2-4 Inf X	3/2
3617	2 x 2-4 Inf X	1/11, 2/11
3619	3 x 2-4 Inf X	1/5, 2/5, 3/5

### 11-4 Serbian Set-Up

Note that some units may be set up understrength.

Hex	Unit	Designation
1208	1 x 2-4 Inf XX	Dan2

1210	1 x 1-4 Inf XX	Sok2
1310	1st XXXX HQ	(10sp)
1408	1 x 2-4 Inf XX	Mor2
1508	1 x 2-4 Inf XX	Drn2
1607	1 x 3-4 Inf X	Bel G
1608	1 x 1-4 Inf XX	Tim2
1807	1 x 3-4 Inf XX	Drn1
1808	1 x 3-4 Inf XX	Shu1
1907	1 x 3-4 Inf XX	Dan1
1910	1 x 0-3 Eng III	1
2006	1 x 2-4 Inf XX	Kraj
2008	3rd XXXX HQ	(10sp)
2020	1 x 1-4 Inf III	Pres
2123	1 x 1-4 Inf III	Podr
2126	1 x 1-4 Inf III	Ochr
2207	1 x 2-4 Inf X	Bran
2311	Timok XXXX HQ	(5sp)
2413	2nd XXXX HQ	(5sp)
	1 x 1-6 Cav XX	Cav
2510	1 x 2-4 Inf XX	Shu2
2608	1 x 1-4 Inf III	Negt
2613	1 x 3-4 Inf XX	Tim1
2614	1 x 3-4 Inf XX	Mor1
2616	1 x 1-4 Inf III	Tumb
2718	1 x 1-4 Inf III	Krv1
2819	1 x 1-4 Inf III	Krv2
2921	1 x 1-4 Inf III	Bre1
2923	1 x 1-4 Inf III	Bre2

### 11-5 Montenegrin Set-Up

Note that some units may be set up understrength.

.Hex	Unit	Designation
1016	1 x 1-4 Mtn X	Kol
1018	1 x 1-4 Mtn X	Nik
1115	1 x 1-4 Mtn X	Plev
1213	1 x 1-4 Mtn X	Cet
1219	1 x 1-4 Mtn X	Podr

### 11-6 Greek Set-Up

For Use with Optional Rules covering Greek involvement.

.Hex	Unit	Designation
2527	1 x 2-4 Inf XX	10
3226	3rd XXX HQ	(7sp)
	2 x 2-4 Inf XX	8, 9
	1 x 0-3 Eng III	1
3326	1 x 2-4 Inf XX	11
3425	1 x 2-4 Inf XX	12
3524	4th XXX HQ	(7sp)
	2 x 2-4 Inf XX	5, 6
3623	1 x 2-4 Inf XX	7

## 12. Serbia the Defiant October 1915 Scenario Reinforcement Schedule

### 12-1 German Reinforcement Schedule

#### 3 November 1915

2 x 4-5 Mtn X	1AlpK,	1204
	2AlpK	

### 12-2 Serbian Reinforcement Schedule

#### 3 October 1915

1 x 2-3 Inf XX	RPL	2413
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### 12-3 French Reinforcement Schedule

#### 2 October 1915

1 x 6-4 Inf XX	156	3327
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#### 3 October 1915

Orient XXXX (10sp)		3327
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#### 4 October 1915

1 x 6-4 Inf XX	57	3327
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#### 6 October 1915

1 x 0-3 Eng III	Ornt	3327
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#### 2 November 1915

1 x 6-4 Inf XX	122	3327
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### 12-4 British Reinforcement Schedule

#### 6 October 1915

1 x 7-4 Inf XX	10	3327
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#### 2 November 1915

1 x 7-4 Inf XX	22	3327
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#### 5 November 1915

1 x 7-4 Inf XX	26	3327
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### 12-5 Greek Reinforcement Schedule

NOTE- These are only used if playing with optional Greek Entente entry rules.

#### 6 October 1915

1 x 2-3 Inf XX	RPL	2927
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**1 November 1915**

2nd XXX HQ (5sp) 2927  
 3 x 2-4 Inf XX 3, 4, 14 2927

### 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 complete turns off of the map in transit. While doing so, such units count against the rail capacity of both Austria-Hungary and Bulgaria.

The Central Powers player may move units by rail between the rail lines exiting the southern edge of the map.

The Entente player may move units by rail between the rail lines exiting the northern edge of the map east of hexrow

18xx. To move between these hexes, units must expend a number of 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: Translyvanian Gambit Set-Up Instructions

#### 14-1 Romanian Set-Up

Hex	Unit	Designation
0118	2 x 2-4 Inf X	1/1, 2/1
0120	1 x 1-4 Inf X	3/1
0414	1 x 2-4 Inf XX	11
0416	1 x 4-4 Inf XX	2
0421	1 x 1-4 Inf X	1/20
0518	1 x 2-4 Inf XX	12
0722	1 x 1-4 Inf X	2/20
0813	1 x 3-4 Inf XX	23
0815	1 x 2-4 Inf XX	13
0819	1st XXXX HQ	(10sp)
	1 x 0-3 Eng III	1
1013	1 x 1-6 Cav XX	1
1021	1 x 1-4 Inf X	3/20
1103	3 x 1-4 Inf X	1/14, 2/14, 3/14
1212	1 x 4-4 Inf XX	3
1213	1 x 3-4 Inf XX	21
1304	1 x 1-4 Inf X	4
1312	1 x 4-4 Inf XX	4
1321	1 x 1-4 Inf X	1/16
1405	1 x 4-4 Inf XX	7
1506	1 x 4-4 Inf XX	8
1513	1 x 3-4 Inf XX	22
1521	1 x 1-4 Inf X	2/16
1603	4th XXXX HQ	(10sp)
1605	1 x 1-6 Cav XX	2
1608	1 x 4-4 Inf XX	6
1610	1 x 4-4 Inf XX	5
1613	2nd XXXX HQ	(10sp)
	1 x 0-3 Eng III	2
1716	1 x 2-4 Inf XX	15
1717	3rd XXXX HQ	(10sp)
	1 x 4-4 Inf XX	10
	1 x 0-3 Eng III	3
1720	1 x 1-4 Inf X	3/16
1816	2 x 2-4 Art X	1, 2
1918	1 x 2-4 Inf XX	18
2118	1 x 2-4 Inf XX	17
2317	1 x 4-4 Inf XX	9
2518	1 x 1-4 Inf X	1/19
2719	1 x 1-4 Inf X	2/19



**Fortresses**

Size	Name	Hex
(9)	Buchrst	1716
(9)	Buchrst	1717
(9)	Buchrst	1816
(2)	Galatz	2309

**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.

Unit	Designation
2 x 3*-R Flot	Bratianu, Bratianu

**14-2 Russian Set-Up**

Hex	Unit	Designation
0901	1 x 1-6 Cav XX	1D K
1001	1 x 1-6 Cav XX	T K
2507	Dobr XXXX HQ	(5sp)
	2 x 3-4 Inf XX	61R, SerbV
2707	1 x 2-6 Cav XX	3

**14-3 Austro-Hungarian Set-Up**

Note that some units may be set up understrength.

Hex	Unit	Designation
Partial hex (adjacent to both 0117 & 0118)		
	1 x 2-4 Inf X	145
0213	1 x 2-4 Inf X	144
0307	1st XXXX HQ	(10sp)
	1 x 0-3 Eng III	1
0409	2 x 2-4 Inf X	101, 102
0701	1 x 2-6 Cav XX	3
0712	1 x 2-4 Inf X	143
0902	1 x 2-4 Inf X	Papp
1003	1 x 1-4 Mtn X	16M
1105	1 x 1-4 Mtn X	19M
1307	1 x 1-4 Inf X	210L
1311	1 x 2-4 Inf X	141
1408	1 x 2-4 Inf X	142
1819	1 x 0-3 Eng III	Dnbe

**River Flotillas**

Units may be placed anywhere along the Danube river in hexes inside the borders of Serbia and Bulgaria.

Note that the second 'Koros' unit needs to be taken from the Serbia scenario counter mix.

Unit	Designation
1 x 5*-R Flot	Enns

1 x 5*-R Flot	Almos
1 x 3*-R Flot.	Koros,
1 x 2*-R Flot	Koros
(Note: this unit deploys understrength)	
1 x 2*-R Flot	Maros

**14-4 Bulgarian Set-Up**

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

**Fortresses**

Size	Name	Hex
(2)	Varna	2721

**14-5 German Set-Up**

Note that some units may be set up understrength.

Hex	Unit	Designation
1721	1 x 1-5 Inf X	Brd
1724	Dnbe XXXX HQ	(20sp)

## 15. Romania: Transylvanian Gambit Reinforcement Schedules

**15-1 Romanian Reinforcement Schedule**

<b>3 September 1916</b>	1 x 2-3 Inf XX	RPL	1901
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<b>1 October 1916</b>	10 Supply Points		
	1 x 1-4 Inf X	7	1717

<b>5 October 1916</b>	1 x 2-3 Inf XX	RPL	1901
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**1 November 1916**

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

**1 December 1916**

1 x 2-3 Inf XX	RPL		1901
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**15-2 Russian Reinforcement Schedule**

<b>3 September 1916</b>	1 x 3-4 Inf XX	115	2603
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<b>6 September 1916</b>	1 x 4-4 Inf XX	3 Rfl	2603
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<b>3 October 1916</b>	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

<b>4 October 1916</b>	3 x 4-4 Inf XX	25, 30, 9 Sib	2603
	1 x 3-4 Inf XX	68R	2603
	1 x 3-3 Inf XX	RPL	2603

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

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

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

<b>1 December 1916</b>	1 x 3-3 Inf XX	RPL	1401
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<b>3 December 1916</b>	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**

<b>1 September 1916</b>	1 x 4-4 Inf XX	39	0307
	1 x 2-6 Cav XX	1	0307

**5 September 1916**

1 x 4-4 Inf XX	37	0307
1 x 2-4 Mtn X	2M	0307
1 x 2-4 Art X	1	0307
1 x 3-3 Inf XX	RPL	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
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**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
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**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 Headquarter 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 XXX HQ (10 SP)		0107
3 x 2-5 Inf X	1/187, 2/187	0107
	3/187	
1 x 1-6 Cav X	Sbrgn	0107

**3 September 1916**

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

Mrgn XXX 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
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**4 October 1916**

1 x 6-5 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
	8Ba, 10Ba	

**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	Goltz	1223

**4 November 1916**

1 x 5-4 Inf XX	RPL	0105
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**6 November 1916**

1 x 5-5 Inf XX	49R	0105
1 x 4-6 Cav XX	2	0105

**1 December 1916**

28 Supply Points		North
14 Supply Points		South
2 x 5-5 Inf XX	218, 225	0105
1 x 5-4 Inf XX	RPL	0105

**15-5 Bulgarian Reinforcement Schedule****2 October 1916**

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

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

1 x 2-3 Inf X	RPL	1223
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**15-6 Ottoman Reinforcement Schedule****2 September 1916**

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

1 x 3-4 Inf XX	15	2721
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**2 November 1916**

1 x 3-4 Inf XX	26	2721
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**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 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:

**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 Entente suffers 0-17 more Demoralization points than the Central Powers suffer or the Central Powers suffer 1-37 more Demoralization points than the Entente suffers.

**Entente Substantial Victory:** The Central Powers suffer 38-117 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 Konigsberg

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 5-3. 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 preceded 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 *Galicja: 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 Montengran Units**  
 All units

**Entente Reinforcements**  
**TSP French**  
 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  
 hexrows 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)

**TB Russian Units**  
 All infantry units under the control of  
 the 2nd Army HQ  
 1st XXXX HQ

**G Russian Units**  
 All 1-6 Cav XX

**Entente Reinforcements**  
**TSP French Units**  
 2 x 7-4 Inf XX 37A1, 38A1 1925  
 4 x 4-4 Inf XX 64R, 65R, 2325  
 74R, 75R  
 1 x 4-4 Inf XX 76R 0125

## 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  
 2 x 7-5 Inf XX 19Es, BEs 3018  
 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

**TB Russian Units**  
 2nd XXXX HQ  
 All artillery units  
 All engineer units

**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 45A1 1925

**TSP British Units**  
 1 x 2-6 Cav XX 2 1409

## August Turn 6

**Central Powers Mobilization**  
**G Austro-Hungarian Units**  
 4th XXXX HQ  
 Units in hexrows 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 Mar X Mar 0113  
 4 x 3-4 Inf XX 85T, 86T 0717  
 89T, 92T  
 6th XXXX HQ 0811

**TSP British Units**  
 1 x 9-5 Inf XX 4 1210  
 1 x 3-5 Inf X 19 1208

**TB Russian Units**  
 3 x 3-4 Inf XX 64R, 76R, 2909  
 84R  
 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

## 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

**This unit replaces the Kov HQ** If playing a game linked with the Serbia scenario, the number of SP assigned to the 2d HQ is equal to the SP remaining in the replaced Kov HQ plus what is left in the 2d HQ transferring from the Serbia front.

### 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

## September Turn 1

### Central Powers Reinforcement

#### TSP German Units

50 Supply Points

#### G Austro-Hungarian Units

1 x 1-6 Cav XX \*10 3110

## Entente Reinforcements

### TB Russian Units

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

## 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

#### TSP French Units

2 x 3-4 Inf XX 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

## 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, Fayll

#### 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 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

## September 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  
Fkhsn 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

1 x 3-5 Mar X Nvl Any Port  
1 x 7-4 Inf XX RPL Any Port

### TB Russian Units

5 Supply Points  
1 x 3-3 Inf XX RPL 3612

### G Russian Units

5 Supply Points  
1 x 3-3 Inf XX RPL 4804

## 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

**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

**G Austro-Hungarian Units**  
1 x 2-3 Inf XX RPL (Cz) 1213

### S Austro-Hungarian Units

1 x 1-4 Mtn X (-) 17M 0813  
2 x 1-4 Mtn X 15M, 16M 0813

### Entente Reinforcements

**TSP French Units**  
8th XXXX HQ 0507  
2 x 4-3 Inf XX RPL 0125

### TSP British Units

1 x 1-6 Cav XX Ind 1826

### TB Russian Units

1 x 3-3 Inf XX RPL 3401  
1 x 3-3 Inf XX RPL 3612

## 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



**TB Russian Units**  
 \*2 x 5-4 Inf XX 1Sib, 2 Sib 2909  
 2 x 4-4 Inf XX 50, 6Sib 2909  
 1 x 1-6 Cav XX G K 2909  
 \*1 x 2-3 Art X 1Sib 2909  
 1 x 3-3 Inf XX RPL 3401

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

## October Turn 6

### Central Powers Reinforcement

**TB German 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 4Sib, 5 Sib 2909  
 2 x 3-4 Inf XX 13RSib, 14RSib 2909  
 \*1 x 2-3 Art X 2Sib 2909  
 1 x 1-6 Cav XX 4D K 2909  
 1 x 3-3 Inf XX RPL 3401  
 1 x 3-3 Inf XX RPL 3612

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

## October Turn 7

### Central Powers Reinforcement

**TSP German Units**  
 1 x 5-4 Inf XX RPL 2703

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

**Entente Reinforcements**  
**TSP French Units**  
 2 x 4-3 Inf XX RPL 0125  
**TB Russian Units**  
 1 x 2-4 Inf X 1C Rfl 2909  
 1 x 3-3 Inf XX RPL 3612

**G Russian Units**  
 \*2 x 2-4 Inf X 2 Rfl, G Rfl 4804

\*2 x 1-6 Cav XX 2C K, Ur K 4804  
 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

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

**TB Russian Units**  
 1 x 3-3 Inf XX RPL 3401  
 1 x 3-3 Inf XX RPL 3612

## 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**  
 3 x 4-3 Inf XX RPL 0125

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

**G Russian 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 8 Any Port

<b>TB Russian Units</b>		
1 x 3-3 Inf XX	RPL	3401
1 x 3-3 Inf XX	RPL	3612

<b>G Russian Units</b>		
1 x 3-3 Inf XX	RPL	4804

## November Turn 5

### Central Powers Reinforcement

<b>TSP German Units</b>		
1 x 4-5 Mar XX	2Ma	2801
2 x 5-4 Inf XX	RPL	2703

<b>TB German Units</b>		
*2 x 8-5 Inf XX	3, 4	0118
*1 x 2-6 Cav XX	4	0118
2 x 5-5 Inf XX	47R, 48R	0118
1 x 5-4 Inf XX	RPL	0118

<b>G Austro-Hungarian Units</b>		
1 x 3-3 Inf XX	RPL	1213

### Entente Reinforcements

<b>TSP French Units</b>		
3 x 4-3 Inf XX	RPL	0125

<b>TB Russian Units</b>		
1 x 3-3 Inf XX	RPL	3401

<b>G Russian Units</b>		
1 x 3-3 Inf XX	RPL	4804

## November Turn 6

### Central Powers Reinforcement

<b>G Austro-Hungarian Units</b>		
1 x 4-3 Inf XX	RPL	1213
1 x 2-3 Inf XX	RPL (Cz)	1213

### Entente Reinforcements

<b>TB Russian Units</b>		
1 x 3-3 Inf XX	RPL	3401
1 x 3-3 Inf XX	RPL	3612

<b>G Russian Units</b>		
1 x 3-3 Inf XX	RPL	4804

## November Turn 7

### Central Powers Reinforcement

<b>TB German Units</b>		
1 x 5-4 Inf XX	RPL	0118

<b>G Austro-Hungarian Units</b>		
1 x 3-3 Inf XX	RPL	1213

### Entente Reinforcements

<b>TB Russian Units</b>		
1 x 3-4 Inf XX	55R	2909
*1 x 2-4 Inf X	3Tur	2909
1 x 3-3 Inf XX	RPL	3612

<b>G Russian Units</b>		
*2 x 1-6 Cav XX	Or K, 1T K	4804
1 x 3-3 Inf XX	RPL	

### Counter Abbreviations

Many designations and names are abbreviated on counters due to limited space. The abbreviations have the following meanings (given in italics below):

#### German Units

R - *Reserve*, Ba - *Bavarian*, K - *Korps*, AlpK - *Alpine Korps*, Brd - *Brode*, Rdf - *Radfahrer*, Mrgn - *Morgen*, Sbrgn - *Siebenburgen*, Dnbe - *Danube*.

#### Austro-Hungarian Units

M - *Mountain*, L - *Landwehr*, L E - *Landwehr Ersatz*, Frt - *Fortress*, Zvor - *Zvornic*, Bijl - *Bijeljna*, Schs - *Schiess*, Full - *Fullop*, LM - *Landwehr Mountain*, Hau - *Haustein*, Mrz - *Mrazek*, Petw - *Peterwardin*, Grk - *Gerok*

#### Serbian Units

Tim - *Timok*, Mor - *Morava*, Dan - *Danube*, Shu - *Shumadia*, Cmp - *Composite*, Bel G - *Belgrade Garrison*, Drn - *Drin*, Sabc - *Sabac*, Ljes - *Ljesnica*, Obrn - *Obrenovac*, Ljub - *Ljubovija*, Uzic - *Uzice*, Mk G - *Mokra Gora*, Sok - *Sokol*, Bran - *Branicevo*, Kraj - *Krajincka*, Negt - *Negotin*, Tumb - *Tumba*, Bre - *Bregalnica*, Krv - *Kirvopala*, Pres - *Presren*, Podr - *Podrim*, Ochr - *Ochrid*.

#### Montenegrin Units

Cet - *Cetinje*, Kol - *Kolansin*, Nik - *Niksic*, Plev - *Plevlje*, Podr - *Podgoricia*.

#### Russian Units

Rfl - *Rifle*, R - *Reserve*, Sib - *Siberian*, D K - *Don Cossack*, Or K - *Orienburg Cossack*, T K - *Terek Cossack*, SerbV - *Serb Volunteer*, Dobr - *Dobruja*, T R - *Trans Amur*, Carp - *Carpathian*, Rom - *Romanian*

## 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 capitol 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 now counter attack, Belgrade is retaken and the Austro-Hungarians are again driven from Serbian soil.

**October 1915:** Germany had left Serbia to be dealt with by the Austro-Hungarians, but now the pressures of the British campaign in Gallipoli mandated the opening of supply lines through Serbia to the hard pressed Turks. A

German 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 Romanians, 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.

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 Marshall 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 is 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.

## *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.

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# TERRAIN EFFECTS CHART

Terrain Type	Movement Point Cost to Cross Hexside or Enter Hex	Combat Effects on Attacks	Combat Effects on Counterattacks
Ocean	Prohibited	Prohibited	Prohibited
Clear	1 MP	None	None
Broken	1 MP	-1 Die Roll	None
Hilly	1 MP	-2 Die Roll	+1 Die Roll
Desert	See Osmanli Harbi 3-1 to 3-4	See Osmanli Harbi 3-1 to 3-4	See Osmanli Harbi 3-1 to 3-4
Woods	2 MP	-2 Die Roll	+1 Die Roll
Flood Plain	See Osmanli Harbi 12-7, 12-8	See Osmanli Harbi 12-7, 12-8	See Osmanli Harbi 12-7, 12-8
Swamp	3 MP	-2 Die Roll	+1 Die Roll
Rough	3 MP	-3 Die Roll	+1 Die Roll
Wooded Rough	4 MP	-4 Die Roll	+2 Die Roll
Mountain	6 MP	Halve Attacker Strength	+3 Die Roll
Alpine	Prohibited	Halve Attacker Strength	+3 Die Roll
Suburban	Treat as Clear	None	None
Urban	1 MP	Halve Attacker Strength	+3 Die Roll
Lake	Prohibited	Prohibited	Prohibited
Major River / Suez Canal / Bosphorus	+3 MP Cannot be crossed by moving from a hex in an enemy ZOC to another hex in an enemy ZOC	Halve Attacker Strength if all Attacking Units attacking across Major River hexsides	+3 Die Roll if all Attacking Units attacking across Major River hexsides
River	+1 MP	-2 Die Roll if all Attacking Units attacking across River hexsides	+1 Die Roll if all Attacking Units attacking across River hexsides
City (Both Types)	No Additional Cost	None	None
Industrial and Resource Centers	No Additional Cost	None	None
Port	No Additional Cost	None	None
Rail Line	-1 MP (if cost of hexside 3 MP or more before adjustment)	None	None
Single Track Rail Line	-1 MP (if cost of hexside 4 MP or more before adjustment)	None	None
Megahex Line	Not Used in Scenarios	None	None
Megahex Center	Not Used in Scenarios	None	None
Trench Marker	+2 MP for entering hex	-2 Die Roll	None
Devastation Marker	+2 MP for entering hex	None	None
Hindenburg Line Marker	+2 MP for entering hex	-3 Die Roll	None

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