

# 1914 Serbien muß sterbien

*The Initial Campaigns on the Balkan Front in WWI*



## RULE BOOK

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## INTRODUCTION

*1914 Serbien muß sterbien* is a game modeling World War One's opening campaigns on the Balkan Front. The game uses rules that are almost identical to the version 2.0 rules for 1914 Offensive à outrance (GMT 2013).

The slogan *Serbien muß sterbien* is a jingoistic jingle shouted throughout the Austro-Hungarian Empire at the start of the war. In German "Serbien muss sterben" translates into "Serbia must die." However, Serbien and sterben do not rhyme, therefore the i is added, and voila, they rhyme.

**IMPORTANT:** For best results setting-up the game please follow the *Set-Up Instructions* found in the *Play Book*—see 28.0.

**Scale:** One hex = 8.8 kilometers. Each game turn represents from two to four days of time depending on the season.

### Game Components

Each game of *1914 Serbien muß sterbien* contains the following:

- 1 Rules booklet
- 1 Scenario booklet
- 1 standard-sized map sheet
- 1 Game Turn Record Track
- 2 player aid cards
- 1 sheet of organizational displays
- 1-1/2 Counter sheets (1/2" counters)
- 1/2 Counter sheet (1/2"x1" counters)
- 4 six-sided dice

## 1.0 REFERENCE SECTION

### 1.1 Important Terms and Concepts

**Army:** The highest level of military organization represented in the game. All units are part of (i.e., attached to) an Army.

**Asset Unit:** Combat-type units that are not a Formation and all Fort and Artillery type units are Asset units.

**Assignment:** An Asset Unit stacked with a Formation is "Assigned" to that Formation.

**Attachment Marker:** Attachment Markers are placed on the Organizational Displays (not on the map) and are used to show a Formation's relationship within an Army or Corps.

**Attacker:** In the Attack Phase the phasing player is the Attacker. In the Counter Attack Phase the Non-Phasing Player is the Attacker.

**Combat Effectiveness Level:** The CEL is calculated by subtracting the Formations' current CE Status from its base CE.

**Combat Effectiveness Status:** A Formation's current CE Status is indicated by the CE marker. The Status can be -1, -2, -3, CI, D1, D2.

**Combat-Type:** All Infantry and Cavalry type units are Combat-type units. (The terms Combat-type Unit and Combat Unit are synonyms.)

**Corps:** An intermediate military organization subordinate to an Army, to which some units may be attached.

**Division-Equivalents:** To allow comparison of units of differing sizes this game uses Division-Equivalents.

### Division-Equivalents Summary

1	Infantry Division (XX), Corps Train
½	Infantry Brigade (X), Cavalry Division (XX)
¼	Infantry Regiment (III)
0	Artillery, Fort*, Depot, Naval Squadron

\* Counts as ½ Div.-equivalent on the Artillery Table

**Force:** A "Force" can consist of either (1) at most one Formation along with a maximum of two Asset Units assigned to it (and a Fort unit), or (2) one or two Asset Units (and a Fort unit) stacked together but not stacked with a Formation.

**Formation:** A Combat unit that has a corresponding Attachment marker. (The unit and Attachment marker have the same ID.)

**Friendly Map Edges:** Map edges considered friendly to the Serbian player are those that fall within the borders of Serbia, for the Austro-Hungarian player those within the borders of Austria-Hungary. The Border between Austria-Hungary and Serbia runs along the Donau River from the eastern map edge to Beograd, then along the Sava River to the Drina River confluence, then south along the Drina until hex 15.20. From that hex the border runs to hex 15.26.

**Inactive:** Some individual units begin a scenario Inactive. If a unit is Inactive it cannot move or conduct a task. It does project a ZOC. If an enemy unit moves adjacent to an Inactive unit, it is activated. An inactive Supply unit can provide supply.

*NOTE: This rule differs from the 1914 Oàò Inactive rule.*

**Independent:** Not attached to a corps.

**LOC:** A Line of Communications is the RR line hex occupied by a supply unit and all contiguous friendly operational RR line hexes that lead from that unit to a friendly map edge and that do not pass through an EZOC (unless occupied by a friendly unit).

**Movement Points:** Are expended each time a unit crosses a hexside as it moves from one hex to another. A unit must pay the MP cost of the hexside, which is dependent on the hexside's terrain (7.1.3) and that may be increased by the presence of an EZOC (7.1.6).

**Movement Point Allowance:** All units that can move have a MP allowance of 9 during their Movement Phase and of 5 MPs during their Counter Movement Phase.

**Organizational Display:** Each army has an Army Organizational Display that is used to record the "Attachment" of each Formation and Corps.

**Supply Line:** A unit's Supply Line is a path of hexes that does not pass through enemy units, nor through a hex in an EZOC that is not also friendly occupied or in a friendly unit's ZOC.

**Task:** Certain activities which may be performed by a unit at a cost in MPs, but which do not involve moving from hex to hex are Tasks. These are engaging in Combat Effectiveness Recovery (7.5), Incorporating Marsch Replacements (7.7), and constructing an IP (14.3).

**Two-Hex Status:** A unit that occupies two hexes. Such a unit is known as a Two-Hex Unit and is represented on-map with a double-sized rectangular marker.

**Unit Size:** A unit's size indicator is found just above a unit's type symbol and is one of the following (in order of largest to smallest): XXX Corps, XX Division, X Brigade, III Regiment. (E.g., a unit with a XX above its type-symbol is of "division-size.")

## 1.2 Rules Terminology Conventions

**Attack Phase:** In all cases the term “attack phase” refers to both the phasing player’s Attack Phase and the Non-Phasing Player’s Counter Attack Phase. If an activity is restricted to only one of those attack phases, that attack phase will be specifically mentioned. (Specific references to a specific phase are capitalized.)

**Infantry Type:** Infantry type units include: Infantry, River Protection, and Garrison units. In all cases the word “infantry” refers to all units that are of Infantry Type, unless specifically mentioned.

**Movement Phase:** In all cases the term “movement phase” refers to both the phasing player’s Movement Phase and the Non-Phasing Player’s Counter Movement Phase. If an activity is restricted to only one of those movement phases, that movement phase will be specifically mentioned. (Specific references to a specific phase are capitalized.)

**Path:** A line of contiguous hexes traced from one hex to another.

**Ranges:** All ranges are calculated from the hex projecting the range (exclusive), to the hex receiving it (inclusive).

**Stack:** One or more units located in a hex.

**Supply:** In all cases the term “supply” refers to both Provisions received during the Supply Phase and Ammo received during the attack phases.

## 1.3 Abbreviations

**A-H:** Austro-Hungarian

**Ammo:** Ammunitions

**AoA:** Army Area of Attachment

**AS:** Attack Strength

**AV:** Artillery Value

**CE (CEL):** Combat Effectiveness (Combat Effectiveness Level)

**CI:** Combat Ineffective

**CRT:** Combat Results Table

**DRM:** Die (Dice) Roll Modifier

**DS:** Defense Strength

**EC:** Effectiveness Check

**GT:** Game Turn

**ID:** Identification

**IP:** Improved Position

**LOC:** Line of Communications

**Ma:** A-H Marsch unit

**MP:** Movement Point

**PA:** Prepared Attack

**PR:** Proficiency Rating

**REPL:** Replacements

**RR:** Railroad

**SR:** Strength Reduction

**VP:** Victory Points

**ZOC (EZOC):** Zone of Control (Enemy ZOC)

**1d6 (2d6):** One six-sided die (two dice)

## 2.0 HOW TO READ THE UNITS

Units represent the troops that took part in the campaign. Attachment markers do not represent troops but are used to show the Army, and, in some cases, the Corps to which the corresponding unit is attached. Units are always placed on the map. Attachment markers are always

placed on the Army Organizational Displays.

### Unit Nationality Color Scheme

- Light Blue                      Austro-Hungarian
- Khaki                              Serbian
- Green                              Montenegrin

Cavalry units have two colors on their counters, the top half being the national color.

## 2.1 Summary of Unit Categories and Types

Combat Units:		Infantry
		Marsch Infantry
		Garrison Infantry
		River Protection
		Cavalry
Fort Units:		Fort
Artillery Units:		Artillery
		Artillery
Supply Units:		Army Depot
		Corps Train
Naval Units:		Naval Squadron

## 2.2 Unit Information Explanations—Common Notations

Important Note: Unlike in many games, units in *1914 Serbien muß sterbien* do not have movement allowances shown on the counters—see 7.1.

**2.2.1 Identifiers (IDs):** Identifies a unit and its relationship, if any, with an Army or Corps. Army units bear only their Army ID. Corps Train units bear only their Corps ID. Other units’ IDs will be displayed in one of two ways: either as an individual ID, or as a sequence if it is attached to a corps. The first designation (or only designation) is the individual unit’s ID, while the second designation is the unit’s corps’ ID (found inside a colored box).

*EXAMPLE 1: A unit with the ID 10 Gb is identified as the 10th Gebirgs-Brigade and is an independent Formation.*

*EXAMPLE 2: An infantry division with ID 39 15 (with the 15 in a colored box) is identified as the 39th Division attached to the 15th Corps.*

*EXAMPLE 3: An Austro-Hungarian infantry division with the ID SIXTH, is identified as subordinated to SIXTH Army. (The unit must remain inside the Sixth Army’s area.)*

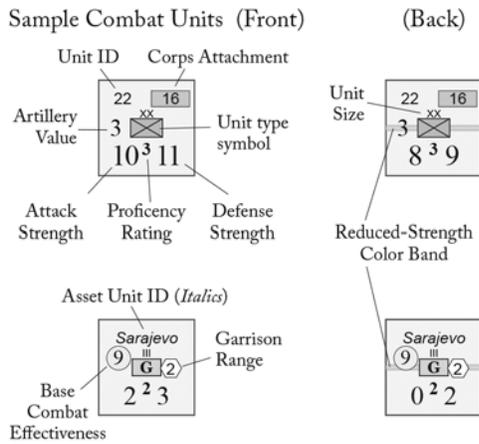
**2.2.2 Size Indicator:** A unit’s size is one of the following (in order of largest to smallest): XXX Corps, XX Division, X Brigade, III Regiment.

**2.2.3 Combo Substitution Indicator Dot**—see 16.3

**2.2.4 Combination/Reverse Combo Indicator Square**—see 16.4

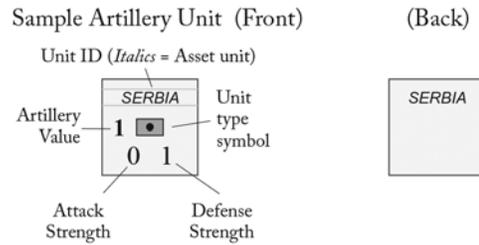
## 2.3 Combat Units

The front of a Combat unit’s counter displays the unit’s full strength side; the back (if it has one) shows its reduced strength side. A unit’s reduced strength side is indicated with a thin light color band. A few units have a second counter to depict additional strength reductions. These counters have a number of bands indicating the number of strength reductions.



## 2.5 Artillery and HQ Units

Artillery unit characteristics—see 8.8



**2.3.1 Attack Strength (AS):** The unit’s strength when attacking.

**2.3.2 Defense Strength (DS):** The unit’s strength when defending.

**2.3.3 Proficiency Rating (PR):** The unit’s relative skill in combat.

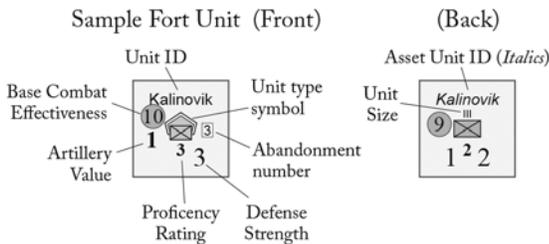
**2.3.4 Artillery Value (AV):** The amount of artillery the unit contributes when in combat.

**2.3.5 Garrison Range:** On some Garrison units a white hexagon is printed containing a number—Garrison units only see 8.6.

**2.3.6 Base Combat Effectiveness—**Asset Units only, see 5.5.2.

## 2.4 Fort Units

The front of a Fort unit’s counter displays its Fort side; the back (if it has one) shows its Infantry unit side. Fort unit characteristics—see 8.5.



**2.4.1 Defense Strength (DS):** The unit’s strength when defending.

**2.4.2 Proficiency Rating (PR):** The unit’s relative skill in combat.

**2.4.3 Artillery Value (AV):** The amount of artillery the unit contributes when in combat.

**2.4.4 Base Combat Effectiveness—**see 5.5.2.

**2.4.5 Abandonment Number—**see 8.5.2.

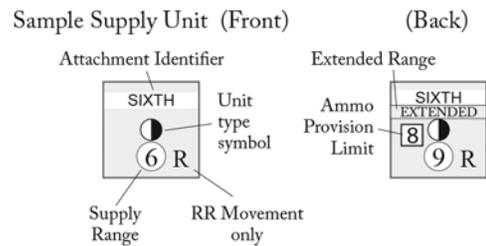
**2.5.1 Attack Strength (AS):** The unit’s strength when attacking.

**2.5.2 Defense Strength (DS):** The unit’s strength when defending.

**2.5.3 Artillery Value (AV):** The amount of artillery the unit contributes when in combat.

## 2.6 Supply Units

Supply unit characteristics—see 15.6.



**2.6.1 Supply Range:** The number of hexes over which the unit can project supply.

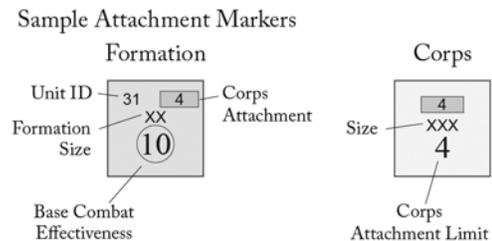
**2.6.2 Ammo Provision Limit:** The maximum amount of Ammo a supply unit can provide during a GT. The provision limit is found inside a white box on the back of the unit. (There is no provision limit when on their front-sides).

**2.6.3 RR Movement Only:** “R” denotes that the unit may only move along RR tracks.

## 2.8 Attachment Markers

Every Formation, and each A-H Corps Train unit, has a corresponding Attachment marker bearing the same unique identifier (ID). Attachment markers are placed on the Organizational Displays (not on the map) and are used to show attachment relationships within an Army.

Units whose ID is followed by a minus (–) sign use the Attachment marker without the plus or minus sign (e.g., ID 31– uses ID 31).



**2.8.1 Unit Size Indicator:** A Formation's size is one of the following: XXX Corps, XX Division, X Brigade.

**2.8.2 Formation's Base Combat Effectiveness:** Measures intangibles like organization, training, leadership, morale and stamina.

**2.8.4 Corps Attachment Limit:** The maximum number of division-equivalent Formations that may be attached to a corps.

## 3.0 GENERAL GAME CONCEPTS

### 3.1 Stacking—General Rule

Stacking refers to the placing of one or more units in a hex. Friendly units cannot stack with enemy units. Moving and retreating units can freely enter and pass through stacks of friendly units without restriction.

*Special:* see 19.0 Two-Hex Status.

**3.1.1 Stacking Limits:** No more than THREE-and-ONE-HALF division-equivalents (1.1) can occupy a hex at the END of any friendly movement phase.

**3.1.2 Combat Stacking Conditions:** No more than TWO-and-ONE-QUARTER division-equivalents can attack FROM or defend IN any one hex during an attack phase. Of this, no more than two units can be Asset Units and of these Asset Units no more than one can be an Artillery unit.

- Fort units do not count toward the Asset unit limit.
- When more units are stacked in a hex than are allowed to participate in combat, the excess unit(s) must be Withheld (9.2.5).

**3.1.2a Combat Stacking in Mountainous Terrain:** When defending in, or attacking into or out of, a Mountainous terrain hex the number of division-equivalents that can participate in combat is reduced to ONE-and-ONE-QUARTER. Of this, no more than two units can be Asset Units and none can be an Artillery unit.

#### Stacking Limits Summary

Phase	Limit per hex
End of friendly Movement Phase	3½ division-equivalents
Attacking or Defending	2¼ division-equivalents (max. 2 Asset units, max. 1 Arty unit)
Mountainous terrain: Attacking/Defending from/into/in	1¼ division-equivalents (max. two Asset units, no Arty units)

**3.1.3 Over-Stacking Effects:** At the end of any movement phase, if the stacking limit is exceeded the excess is eliminated by the owning player.

*Exception:* No units are eliminated if an over-stack situation cannot be rectified due to the presence of enemy PA markers.

*PLAY NOTE:* Over-stacking may occur legally as a result of a retreat after combat, cavalry reaction movement, cavalry retirement, Corps Train retreat, or a scheduled reinforcement. It cannot legally occur due to Advance after combat.

**3.1.5 Order of Stacking:** The top unit in a stack (the unit revealed to the opponent) is dependent upon the stack's contents and its proximity to the enemy. If one of the following units is present it must be placed on top in this order of priority:

Order	Stacking Order by Enemy Proximity	
	Enemy Not Adjacent	Enemy Adjacent
Top	Cavalry	Largest Formation w/best PR
Next	Infantry Formation w/best PR	
Next	Demoralized units	Demoralized units
Next	Fort	Fort
Next	Asset unit w/best PR	Asset unit w/best PR
Next	Artillery	Artillery
Bottom	Supply unit	Supply unit

If two units of the same size (i.e. Division, Brigade, Regiment—see 2.2.2) and same Proficiency Rating are stacked together, the owning player decides which one to stack on top.

*Design Intention:* The goal of this rule is to provide the active player with the relevant information without touching the enemy's units.

**3.1.6 Limited Intelligence:** A player cannot examine the contents of an enemy-occupied hex except by observing the unit placed on top of the stack. A player that has initiated an attack against a hex may ask to know the ID, unit type, and size of any other units in the hex. At no time may a player lift up, turn over, or in any way expose the nature of a unit in any enemy hex. In no case may a player examine the strength of an opponent's units.

*PLAY NOTE:* Some playtesters felt VERY strongly that at no time should their opponent look under their top unit counter. The rule's intention is that a player should receive very little information concerning the enemy. Due to the nature of board games, players already have far more information (both about their own and enemy forces) than the actual commanders had.

**3.1.6a Markers:** A player may observe the top unit of an enemy stack under any kind of (informational) marker at any time.

*PLAY NOTE:* The rules, as a convention, generally state markers are "placed upon" units. Players may feel free to place such markers (except IPs, PAs and Pontoons) under the affected units to further withhold information from the enemy. IP and IP MP Expended markers are always the top most counters of a stack.

Prepared Attack markers are always put on top of the units that have placed them. Units in the same hex that have not expended the required MPs are put on top of the PA marker in such a way that the PA marker is still visible. In this way both players know which unit(s) have or do not have a PA marker.

### 3.2 Force—General Rule

In *1914 Serbien muß sterbien* the "Force" is the primary maneuver and combat grouping. A Force can consist of either (1) a Formation unit along with a maximum of two assigned Asset Units (and a Fort unit), or (2) one or two Asset Units (and a Fort unit) stacked together but not stacked with a Formation unit. A Force can never contain more than one Formation but can be as small as one unit.

#### 3.2.1 Important Rules affected by the Force Concept:

- **Movement:** No more than one Force may move at a time. (I.e., a group of units cannot move as a stack if it consists of more than one Force.)
- **Combat:** Combat is conducted per Force. For the attacker Terrain effects are applied per Force. After combat each individual Force must make a Combat Effectiveness Check.

### 3.3 Zones of Control (ZOC)

The six hexes (or eight hexes—see 19.1) immediately surrounding a unit constitute the unit's ZOC. All Combat units project a ZOC. All other types of units, and Combat units in Rail Mode (7.7.4), do not project a ZOC.

*DESIGN NOTE: A ZOC should be thought of as a Zone of Influence. Units don't actually control the hexes around them; they influence them.*

**3.3.1 Terrain and ZOC:** ZOCs extend into and out of any hex and over any hexside except across Sava and Donau River or Impassable Mountain hexsides.

**3.3.2 ZOCs and Supply/Isolation:** When tracing a supply line (15.3) the presence of a friendly unit's ZOC (excluding those projected by the units in the hex to which supply is being traced) negates the presence of an EZOC. When checking if a unit is Isolated (15.5) the unit's own ZOC, as well as a friendly unit's ZOC, negate the presence of an EZOC.

#### 3.3.3 Other ZOC Rules Summary:

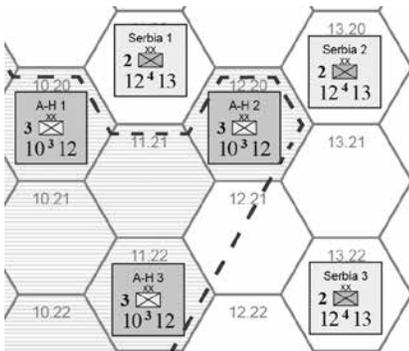
- For the effects of EZOCs upon movement—see 7.1.6.
- ZOCs and Flank Attacks—see 9.5.
- ZOCs and Retreat after Combat—see 11.1.

### 3.4 Hex Control

At any specific moment, a player controls all the hexes fully behind his armies' "Front Lines" and any hexes that were previously behind his armies' Front Lines that have not been changed to enemy control.

*Design Intention: The intention is that an Army must pass over an area to gain control of it. Individual units cannot take control of a hex.*

**3.4.1 Army Front Line Definition:** An Army's Front Line is an imaginary line that connects the hexes occupied by all the friendly Infantry Formations attached to that specific army that are closest to the enemy and any unoccupied hexes that are directly between two such units that are not between enemy units and their (the enemy's) supply sources. The line may pass between enemy units and their supply sources only through hexes that are either friendly occupied or in a friendly ZOC. This imaginary line is drawn from hex to hex (inclusive) between friendly Infantry Formations that are adjacent or closest together but not further than three hexes apart. An Army's Front Line does not extend beyond the last friendly unit on either extremity. Individual units (or a group of units) that are more than three hexes away from the nearest unit in the main concentration of an army are not included in the Front Line.



*EXAMPLE: The dashed line is the Austro-Hungarian Army's Front Line, and the hexes behind it (shaded) are A-H controlled. Please*

*take note of hex 12.21. This example does not provide enough information to know which side controls the hex. During play hex 12.21 would be controlled by the side that controlled it last.*

### 3.5 The Map

The map is divided into hexes that regulate movement and other game functions.

**3.5.1 Hex Terrain:** All hexes contain a 'Hex Terrain' type. If the hex contains more than one type the type that is relevant for combat and elevation is the one that covers the center of the hex.

**3.5.2 Hexside Terrain:** Effects only hexsides. Hexside terrain is relevant during movement and combat only to the unit that is moving or attacking through the hexside.

#### 3.5.3 Terrain Conventions:

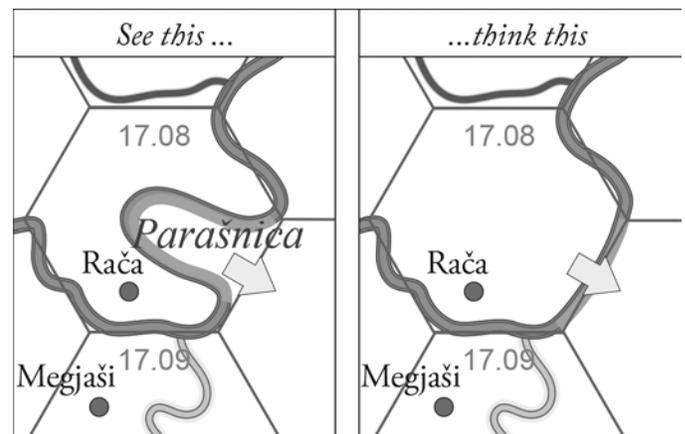
- **Bottomland:** There are two types of Bottomland, regular and with a river flowing through the hex. The cost to move into a regular Bottomland hex rises from 2 MPs to 3 MPs in October (starting GT 19).

*Note: Sava Riverbend hexes are not Bottomland with River hexes.*

- **Mountainous Terrain:** Foothills, Drina River Canyon, Low Mountain, Plateau, and High Mountain hexes are cumulatively termed Mountainous Terrain. Mountainous terrain affects combat stacking (3.1.2a), Artillery Values in combat (10.1.1a) and IP construction (IPs cannot be constructed in Mountainous Terrain—see 14.3).

**3.5.4 Sava Riverbends:** Riverbends only affect Combat (and Repulse) and only if a Force is attacking in the direction the arrow is pointing. A Force attacking from the neighboring hex into the Riverbend hex in the opposite direction the arrow is pointing does not receive a benefit; it is treated like a regular Sava River hexside.

*EXAMPLE: A unit in hex 17.08 (Parašnica) that attacks into hex 18.08 would suffer only a column shift due to the river. While a unit that would attack from hex 18.08 into hex 17.08 would suffer both a strength reduction and column shift.*



**3.5.5 National Borders:** The Border between Austria-Hungary and Serbia runs along the Donau River from the eastern map edge to Beograd, then along the Sava River to the Drina River confluence, then south along the Drina until hex 15.20. From that hex the border runs to hex 15.26.

#### 3.5.6 Special Terrain Features:

- Bridges over the Sava and Donau Rivers—see 7.1.5.

- Insignificant Rivers are ignored.
- Railroad lines outside of the hex grid—see 15.6.3a.
- Mountain peaks and passes do not affect the game.

### 3.6 Map Elevations

There are six levels of elevation found on the map: Lowland/Bottomland (lowest), Upland (lower-middle), Rough/Drina River Canyon (middle), Foothills (upper-middle), Low Mountains (high) and High Mountains (highest). Plateau hexes are the same elevation as the surrounding terrain. Elevation affects movement and combat resolution (9.6.1 & 10.1).

**3.6.1 Mountain Contours:** When crossing a Low Mountain or High Mountain contour from a lower elevation (i.e. UP) it costs +1 MP for each contour. Roadways do not negate this MP cost.

## 4.0 THE SEQUENCE OF PLAY

*1914 Serbien muß sterbien* is played in a series of Game Turns and Inter-Phases. Each Game Turn (GT) consists of two “Player Turns”—one Serbian, one Austro-Hungarian. When these have been completed the GT is over, and the players proceed to the next GT, repeating the process. Following every third GT there is an Inter-Phase.

### 4.1 Game Turns

Each GT consists of two identical Player Turns; a Serbian Player Turn followed by an Austro-Hungarian Player Turn. During the Serbian Player’s Turn, the Serbian player is referred to as the Phasing Player and the Austro-Hungarian player is referred to as the Non-Phasing Player. During the Austro-Hungarian Player Turn reverse the references.

#### Player Turn Sequence Outline:

1. Preliminary Phase
2. Attachment Phase
3. Supply Phase
4. *Intentionally blank*
5. Phasing Player Movement Phase
6. Non-Phasing Player Counter Movement Phase
7. Phasing Player Attack Phase
8. Non-Phasing Player Counter Attack Phase
9. Finishing Phase

### 4.2 Player Turn within a GT

Undertake the following actions in the order listed below. The Phasing Player is the active player in all phases except during the Counter Movement Phase and Counter Attack Phase.

#### 4.2.1 Preliminary Phase:

- Check the Game Turn Record Track for reminders.
- Place reinforcements on the map and organizational displays and execute all withdrawals and substitutions (16.0).
- Note any special event (e.g. End A-H Poor Recovery, Sava River Water Level).

#### 4.2.1a Joint Preliminary Phase:

- Players note if any Strategic Plans have been achieved.
- The A-H player may abandon his army’s Strategic Plans.
- “Activate” all Armies, Corps, Formations, and Asset Units

scheduled to be activated this GT. (This includes both Serbian and A-H units.)

**4.2.2 Attachment Phase:** Designate each Army’s “Area of Attachment” boundaries, thereby determining the attachment of all units (5.1). Adjust the location of Formation’s Attachment markers on the Army Organizational Displays (5.2).

**4.2.3 Supply Phase:** Perform the following in order:

1. Flip any supply units that are on their Extended Mode sides (back-side) to their front-sides and remove all Ammo Provided markers.
2. Determine the supply state of all friendly units per the sequence in rule 15.4.

**4.2.4** Intentionally blank.

**4.2.5 Movement Phase:** The Phasing Player conducts movement. He may move all, some, or none of his units as desired. Units may:

- Move across hexsides into or through hexes (7.1),
- Place Prepared Attack markers (7.3),
- Conduct Repulse attempts (7.4),
- Recover Combat Effectiveness Levels (7.5),
- Construct IPs (14.3).

**4.2.6 Counter Movement Phase:** The Non-Phasing Player conducts movement, after any required AoA adjustments (5.1.1a). He may perform all activities that were allowed in the preceding phasing player’s Movement Phase EXCEPT his units cannot place Prepared Attack markers.

**4.2.7 Attack Phase:** The Phasing Player conducts all of his Combat unit attacks (9.0).

**4.2.8 Counter Attack Phase:** The Non-Phasing Player conducts all of his Combat unit attacks.

#### 4.2.9 Finishing Phase:

Both players execute the following:

- **Cavalry Retirement Step:** All eligible Cavalry units may Retire (8.3). The Phasing Player goes first followed by the Non-Phasing Player.
- **River Step:** Place, or flip over, Pontoon Bridge under construction markers (21.2) and remove or flip any River Crossing markers (7.1.5a).
- **Komitadji Step (Serb Player Turn only):** Place Komitadji markers (23.1).
- **Victory Points:** Adjust the VP marker for VPs gained or lost this Player Turn (27.0).

### 4.3 The Inter-Phase

The players conduct the Inter-Phase simultaneously.

**4.3.1 Replacement Segment:** Incorporate the allotment of Replacements (REPLs) received into units (16.6). Excess REPLs are recorded on the Resources display.

**4.3.2 Administrative Segment:** Each player notes the number of Level 1 IPs they are eligible to construct (14.3.4).

Award VPs for furthest Austro-Hungarian advance (27.2).

## 5.0 ATTACHMENT AND ARMY ORGANIZATIONAL DISPLAYS

An Army is the highest level of military organization represented in the game. All units are attached (subordinated) to an Army at all times. A unit's attachment restricts how and where it may move and fight, and defines its sources of supply.

- All units, except those with an ID of a specific Army, can change their army attachment throughout the game.

*PLAY NOTE: In 1914 Serbien muß sterbien the Serbian Armed Forces constitute one "Army." For game rules purposes, the four Serbian armies are considered to be Corps, and all rules applying to corps apply to them. Therefore the Serbian player can disregard the Army Attachment rules since they do not apply to him.*

### 5.1 An Army's Area of Attachment (AoA)—A-H only

In 1914 Serbien muß sterbien armies conduct their activities within an area of operations termed an "Area of Attachment." Each GT during the Attachment Phase every army's Area of Attachment must be defined.

*PLAY NOTE: It is important to note that an army's Area of Attachment is not strictly speaking an area of operations. Units attached to one army may move into another army's area.*

**5.1.1 Area of Attachment:** Each Army in the game always has an "Area of Attachment." An Army's AoA is an area of any size formed by contiguous hexes that does not overlap with any other Army's AoA. (No individual hex can be in more than one AoA.) Exception: see 5.1.4.

An AoA is denoted with boundary markers on the map and an Army marker placed between them. An Army's boundary line must start at the enemy's Front Line (3.4.1) and run in a mostly straight line along the hex-grain back toward the rear. Note that a line across the grain of the hex grid along the same row is considered a straight line. For instance, a line that runs along the hexsides 10.17/10.18, 11.18/11.19, 12.17/12.18, 13.18/13.19, 14.17/14.18, etc., is permitted.

*Design Intention: An Army's AoA boundary should be a relatively straight line, possibly interrupted by one or two major bends. It should not conveniently take the form of a snake.*

**5.1.1a Movement Phase Adjustments:** If the enemy player has withdrawn his front line during his Movement Phase leaving an area where the Area of Attachment boundaries are unclear, at the start of the Counter Movement Phase the Non-Phasing Player must extend his army AoA boundary to the enemy's front line. Place a new marker connecting the point where the old boundary ended up to the enemy's new front line.

**5.1.2 Attachment Procedure:** During the Attachment Phase the Phasing Player must designate each Army's Area of Attachment. In doing so he determines which corps are "Attached" to each army. Every corps **MUST BE** attached to an army. After Corps attachment is completed the player determines which Formations are attached to which corps.

Once an attachment is set during an Attachment Phase, that attachment cannot be changed until the next friendly Attachment Phase.

**Important:** All units found inside an Army's "Area of Attachment" during the Attachment Phase are considered "Attached" to that Army. All Formations attached to an Army must place their Attachment markers on that Army's organizational display (5.2).

**5.1.3 Austro-Hungarian Army Attachment Limitations:** The maximum number of Corps Train units that can be within an A-H Army's Area of Attachment during the Attachment Phase cannot exceed the number of corps boxes found on its organizational display. There is no limitation for other unit types.

*PLAY NOTE: The above limitation is very important. An army's Area of Attachment may be of any size but may only contain the designated number of corps. Players should be careful to organize their troops so that this attachment limitation is not infringed.*

### 5.2 Organizational Displays

Each A-H army, and each Serbian "corps," has a corresponding Organizational Display. Use these displays to physically record the "Attachment" (and subordination) of each Formation and Corps. This is recorded by placing Attachment markers (2.7) in Attachment Boxes (squares and rectangles) found on the organizational display.

- Serb Attachments: All Serb units are always attached to a corps; they cannot be independent. The maximum number of Division-Equivalent sized Formations that can be attached to a Serbian "corps" is written on each Organizational Display.

**5.2.1 A-H Attachment Boxes:** On the A-H organizational displays there are two types of Attachment Boxes: Independent and Corps. Independent Attachment Boxes consist exclusively of one large rectangle. Corps Attachment Boxes consist of a pair of boxes, a square and a corresponding rectangle to its right. The number of Corps Boxes found is the maximum number of corps that may be attached to that Army.

**5.2.2 A-H Corps Attachment Boxes:** Each Corps Box represents the corps that has its Corps Train Attachment marker in the square (found on the left side of the rectangle). Each Formation that has its Attachment marker in the rectangle left of the Corps Box is attached to that corps. Formations with a Corps designation printed on the counter (2.2.1) must be attached to that corps.

**5.2.3 A-H Corps Attachment Limits:** A Corps' Attachment Limit is the maximum number of division-equivalent sized (1.1) Formations that may be "Attached" (subordinated) to that corps. Each division-equivalent counts as one, and each brigade-equivalent counts one-half (½) toward the total Attachment Limit permitted.

**5.2.4 A-H Independent Attachment Boxes:** Formations with their Attachment markers in an Independent Box are considered "Independent" Formations. Corps Attachment markers can never be placed in an Independent Attachment Box.

- A-H Cavalry Formations can **ONLY** be Independent Formations (i.e., they can never be "attached" directly to a corps).

### 5.3 Attachment Effects

*NOTE: These rules differ from those used in 1914 Offensive à outrance.*

**5.3.1 A-H Army Attachment Effects:** All units attached to an army have the following characteristics:

- (1) **Supply:** They cannot receive supply from a supply unit that is not attached to the same army.

### 5.3.2 Corps Attachment Effects (Serb and A-H):

(1) **Supply:** Units can receive supply from their corps' Corps Train unit.

(2) **Combat:** Units attached to different corps are prohibited from combining to attack, or defend, the same hex (9.2.2 & 10.1.1).

### 5.3.3 A-H Effects of being Independent:

(1) **Supply:** An Independent unit (except cavalry—see 15.2.2) cannot receive supply from a Corps Train unit.

(2) **Combat:** An Independent unit (or stack of independent units) counts as an individual corps (9.2.2).

## 5.4 Army Units

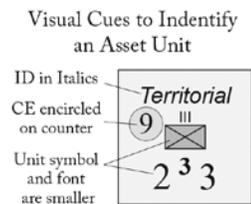
If a unit's ID is an army ID that unit must always be attached to that specific army.

*PLAY NOTE:* Such a unit can be attached to a corps as long as the corps is attached to the unit's army.

## 5.5 Asset Units

All units with italicized ID are "Asset Units" and have special characteristics.

- Asset Units are "Attached" to the Army in whose Area of Attachment they are located.



**5.5.1 Assignment:** An Asset Unit's Assignment is determined by the Asset Unit's proximity to friendly Formations. Assignments are made "just in time." I.e. at the moment required for supply or movement and prior to engaging in combat. If an Asset unit is stacked with more than one Formation, the owning player decides which Formation it is assigned to.

- A Formation can be assigned any kind of Asset Unit; however, if a Cavalry Formation is assigned an Infantry Asset its Forced March capability is restricted—see 7.2.2a.

(1) Stacked with a Formation: When stacked in the same hex with a Formation, the Asset Unit is considered assigned to that Formation and to be part of that Formation's Force (1.1) for all purposes. During combat it suffers the Formation's CRT and EC results (i.e., retreats, step reductions).

(2) Stacked without a Formation: An Asset Unit not stacked with a Formation is considered unassigned. For supply purposes, an unassigned Asset Unit must seek supply independently. It can trace supply to any Corps Train unit within the same AoA. In Combat it uses its own PR and Base Combat Effectiveness. A Force consisting of two Asset Units uses the unit's PR and Base CE that is highest.

**5.5.2 Combat Effectiveness:** An Asset Unit's Base Combat Effectiveness number is printed (encircled) left of the unit type symbol. The CEL of an Asset Unit is constant and cannot be reduced. If an unassigned Asset Unit is required to reduce its CEL, the unit suffers a Strength Reduction and is either flipped over to its reduced strength side or, if it is already on its reduced strength side or has no reduced strength side, it is eliminated.

Eliminated Asset Units are permanently eliminated.

*PLAY NOTE:* If a Force consisting of two Asset Units suffers a CEL reduction, only one SR per CEL reduction is applied.

*EXAMPLE:* A Force consisting of two Asset Units suffers a reduction of two CELs. This is transformed into two SRs to be distributed between the two Asset Units.

### 5.5.3 Other Asset Unit Rules Summary

- Fort units—see 8.5.
- Artillery units—see 8.8.
- Asset Units cannot choose Intense Combat—see 9.8.
- Retreat guidelines—see 11.1.2.

## 6.0 COMBAT EFFECTIVENESS

In 1914 Serbien muß sterbien "Combat Effectiveness" measures intangibles like organization, training, leadership, morale and stamina. A Formation's fluctuating Combat Effectiveness status represents its changing combat readiness.

*DESIGN NOTE:* The CE concept used in this game may be compared to "cohesion theory." Cohesion theory attempts to explain why militaries differ in staying power. I.e. why some units can suffer high casualties and continue to fight well, while others will disintegrate after minimal losses.

### Important Definitions:

**Formation:** If a Combat unit has a corresponding Attachment marker, it is termed a Formation; if it does not, it is termed an Asset Unit.

**Force:** A "Force" can consist of either (1) a Formation unit along with two Asset Units stacked with it (and a Fort unit), or (2) one or two Asset Units (and a Fort unit) stacked together but not stacked with a Formation.

### 6.1 Combat Effectiveness (CE)

Each Formation's Attachment marker displays the Formation's Base CE number. This "Base" is the maximum (highest) Combat Effectiveness for the Formation.

**6.1.1 Combat Effectiveness Status:** During the game a Formation's Combat Effectiveness will decrease or increase due to combat, performing a Forced March, supply status, and CE Recovery. This fluctuation is recorded by placing a CE Status marker under the Attachment marker. The CE Status marker indicates the current "Combat Effectiveness Status" of the Formation and whether it is Demoralized.

**6.1.2 Combat Effectiveness Level (CEL):** A Formation's CEL is used whenever a Formation is required to take a Combat Effectiveness Check. The CEL is calculated by subtracting the Formations' current CE Status from its Base CE.

*EXAMPLE:* A Formation's Base CE number is 10 and its CE Status is -2 (i.e., the CE Status marker under the unit's Attachment marker is a -2), then the Formation's current CEL is 8 (10-2 = 8).

**6.1.3 Combat Ineffectiveness (CI) and Demoralization (D):** Upon suffering its fourth status reduction a Formation is Combat Ineffective (CI). Further reductions Demoralize the Formation to a maximum of two degrees; D1, D2. Further CE reductions (i.e. those that cannot be allocated) are converted into SRs.

*EXAMPLE:* When a Formation's Attachment marker bears a D1 marker, the unit has a -3 CEL and is at Demoralized status level 1.

**6.1.4 Summary of Combat Status Reductions:** Formations have a total of six CE Status levels. The CE Status levels are (in order):

-1, -2, -3, CI (-3), D1 (-3), D2 (-3).

(-# = CE Status, CI = Combat Ineffective, D# = Demoralized status.)

## 6.2 Combat Effectiveness Checks (EC)

The act of testing a Force's Combat Effectiveness is called making an Effectiveness Check (EC). ECs are required every time a Force performs a Forced March and after every combat.

**6.2.1 Effectiveness Check Procedure:** Roll 2d6 and compare the result to the Force's current CEL. Modify a Forced March check according to 7.2.3 and a Post-Combat check according to 10.0. If the modified dice roll is less than or equal to the Force's current CEL, the Force passes the EC. If the modified dice roll is greater than a Force's current CEL, the Force fails its EC.

**6.2.2 EC Failure:** For consequences of a failed EC see Post-Combat Effectiveness Checks (10.2) and the Forced March procedure (7.2.3).

*PLAY NOTE: Players must calculate the amount an EC was failed by (= dice-roll minus CEL) to determine the consequences of the EC failure.*

## 6.3 Effects of being Combat Ineffective (CI)

A unit suffers the following effects when in CI status in addition to its CEL being 3 lower than its Base Combat Effectiveness:

- It cannot place a PA marker.
- It cannot initiate an attack or Repulse attempt.

## 6.4 Effects of Demoralization

A unit suffers the following effects when in Demoralized status in addition to its CEL being 3 lower than its Base Combat Effectiveness:

- It cannot place a PA marker nor initiate an attack or Repulse attempt.
- It cannot construct an IP.
- If Isolated and forced to retreat, it may surrender—see 11.1.6.
- It must be five or more hexes away from an enemy unit to begin CE Recovery. Exception: A-H Sarajevo Fortified Area—see 25.3.
- Demoralized Retreat: The instant a Demoralized Formation is in an EZOC (friendly units do not negate EZOCs) the Demoralized Formation unit must retreat three hexes and suffers a Strength Reduction. A retreating Demoralized unit may not pass through an EZOC while retreating (friendly units negate EZOCs). If it is surrounded by EZOCs it is eliminated.

*Exception:* A Demoralized A-H Formation unit need not retreat further than hex 06.20 (Vogošća).

During friendly and enemy movement, and after combat, Demoralized Retreat occurs the instant an enemy unit comes adjacent, before the movement or advance after combat is completed.

## 6.5 Recovering CE Reductions

See 7.5 Combat Effectiveness Recovery.

# 7.0 MOVEMENT

All Combat, Artillery and Supply Units can move. Fort units cannot.

MPs must be expended to move from hex to hex and may also be used to perform Tasks.

## 7.1 Basic Rules of Movement

To move from one hex to another, a unit must pay the MP cost of the hex entered and possibly the hexside crossed, which is dependent on the hexside's terrain (7.1.3). The MP cost may be increased by the presence of an EZOC (7.1.6).

*NOTE: This rule differs from the 1914 Oàò rule.*

**7.1.1 Movement Point Allowance:** Every Movement Phase each unit that is capable of movement has 9 MPs to expend during that phase. Every Counter Movement Phase each unit that is capable of movement has 5 MPs to expend during that phase. MPs cannot be accumulated from phase to phase. Unexpended MPs are lost.

The number of MPs a Cavalry Unit has is reduced by the number of MPs showing on any "Cavalry Reaction MPs Expended" marker present on the unit at the start of the phase. See 8.2.4a for what to do if that would result in the unit having a negative number of MPs.

### 7.1.2 Movement Mechanics:

- A unit may be moved as many or as few hexes as desired as long as the unit does not expend more MPs than are available to it.
- Players may move units individually or in stacks maintaining a running total of expended MPs. While moving in stacks units can be dropped off or picked up. Once dropped off, the dropped off unit can move no further. If picked up, the picked up unit is considered to have expended the number of MPs the other units in the stack have already expended (in effect, picked up units have a reduced number of MPs).

*Important:* No more than one Force (1.1) may move as a stack. (i.e., a group of units cannot move as a stack if it consists of more than one Force.)

- Players must complete the movement of one Force before starting to move another.
- Friendly units cannot enter hexes containing enemy units.
- Two-Hex Unit movement—see 19.1.4.
- Depot Movement—see 15.6.3.

*PLAY NOTE: A friendly unit's movement may affect enemy Supply units—see 15.6.2.*

**7.1.3 Terrain and Movement:** The Terrain Effects Chart lists the number of MPs that must be expended to enter a hex and to cross a hexside. The TEC's Notes section summarizes other Terrain effects.

**7.1.3a Mountain Contours:** When crossing a Mountain Contour into a Low Mountain or High Mountain hex from a lower elevation (i.e. UP) it costs +1 MP for each contour. Roadways do not negate this MP cost.

**7.1.4a Donau River:** The Donau River is impassable except for A-H units using Pontoons, ferry or the bridge at Peterwardein. Serb units can never cross the Donau River.

**7.1.4b Sava River:** Unless using a bridge, ferry or pontoon, a unit cannot cross a Sava River (regular, island, or riverbend) hexside unless it begins the movement phase adjacent to the hexside it intends to cross.

- **Crossing the Sava:** A Force that crosses any Sava hexside without the benefit of a bridge or pontoons suffers a temporary strength reduction (attack and defense) and AV reduction. Place a blue River Crossing marker on the largest unit in the Force. If the unit is a division-sized unit, place a -3 Str, -2 AV marker on the unit. If it is a brigade sized unit place a -2 Str, -1 AV marker.
- **River Crossing Marker Removal Procedure:** During the Finishing Phase remove all River Crossing markers on their backside, and flip any markers on its front side to their backside.

**7.1.5 River Bridges:** Bridges are wherever a Bridge symbol crosses a Sava or Donau River hexside. A unit crossing a Sava or Donau River hexside at a bridge disregards the river hexside's MP cost, and pays only the bridge's MP cost. These are found over the Sava at 10.05/11.05 and 11.08/12.07 and over the Donau at 23.03/23.04.

Pontoon Bridges—see 21.2.

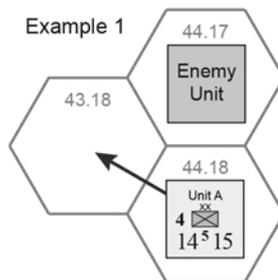
**7.1.5a Donau Ferries:** Ferries are wherever a Ferry symbol crosses a Donau River hexside. An A-H unit crossing a Donau River hexside at a Ferry disregards the river hexside's MP cost, and pays only the ferry's MP cost. Only one Force can use a specific ferry per movement phase.

**7.1.6 EZOCs and Movement:** MP costs for entering or exiting an EZOC are in addition to any terrain costs. Friendly units do not negate the presence of EZOC in a hex during movement.

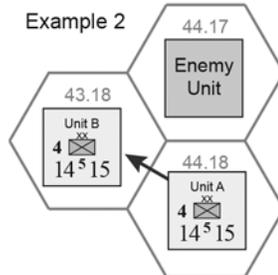
- It costs +2 MPs to enter a hex in an EZOC; +1 MP to Exit an EZOC.

**7.1.6a EZOC to EZOC:** It costs +6 MPs to move from one EZOC to another EZOC. If entering a hex that is already occupied by a friendly Formation unit, then the extra cost is +4 MPs.

*EXAMPLE 1: Unit A moves from hex 44.18 to 43.18. An enemy unit is in hex 44.17. The MP cost would be 8 (2 MPs for Lowland terrain, +6 MPs for EZOC to EZOC).*



*EXAMPLE 2: Unit A moves from hex 44.18 to 43.18. A friendly Formation Unit B occupies hex 43.18. An enemy unit is in hex 44.17. The move would cost 6 MPs (2 MPs to enter a Lowland hex, +4 MPs for EZOC to EZOC into a hex containing a friendly Formation).*



**7.1.7 Roadways:** Units that move along roadways disregard the cost of the terrain in the hex entered. Roadways do not negate the MP cost of crossing Mountain Contour lines.

**IMPORTANT:** RR Lines are not Roadways.

**DESIGN NOTE:** Roadways are only drawn through Mountainous terrain because these effected movement significantly.

## 7.2 Forced Marches

During the movement phases Combat units, moving individually or as part of a Force (1.1), can obtain additional MPs by performing a “Forced March,” although in doing so, they risk suffering negative consequences. All other unit types, and units in Rail Mode, cannot perform a “Forced March.”

- The fact that a unit will perform a Forced March need not be declared until the additional MPs are required.

**7.2.1 Forced March MPs:** An Infantry unit may obtain up to 3 MPs, and a Cavalry unit up to 7 MPs per movement phase.

*EXAMPLE: By using Forced March, an Infantry unit can expend up to a maximum of 12 MPs during a Movement Phase (9 MPs normally plus 3 MPs Forced Marching) and a maximum of 8 MPs during a Counter Movement Phase.*

**7.2.2 Restrictions:** MPs gained by performing a Forced March are the last MPs expended by a unit during its move. The MPs gained cannot be used to conduct a Task (7.8.1). A unit can conduct a Forced March in the same turn it conducts a Task (7.8.1) as long as it has 1 MP remaining after completing its task.

*EXAMPLE: A unit begins its Movement Phase bearing an MP Expended marker showing that it has expended 1 MP on a task during the previous Counter Movement Phase. It proceeds to expend 8 MPs to complete the task, leaving it with 1 MP remaining. The unit then moves one hex expending 2 MPs, one of these MPs gained by performing a Forced March. It is allowed to do so because it had 1 MP remaining after completing the task.*

**7.2.2a Cavalry Restriction:** If a Cavalry Formation moves with an assigned (5.5.1) Infantry Asset Unit it may only Forced March 3 MPs.

**7.2.3 Forced March EC:** At the conclusion of a Force's movement that included a Forced March, the Force must make an EC (6.2). Modify a unit's EC dice roll by +1 for each MP expended performing a Forced March.

*EXAMPLE: A unit expends 11 MPs during its Movement Phase; 2 of the 11 MPs were gained Forced Marching. The unit must make an EC with a +2 modifier.*

**7.2.3a EC Failure:** If the Forced March EC is failed, record by how much it was failed and consult the Forced March Results Table. Cross reference the amount of failure with the unit-type performing the Forced March. The result is the effect upon the marching Force.

### Possible Results:

Result	Effect
-#E	# of CEL reductions *
S	Strength Reduction (only one unit per Force is reduced per S)
↑	Remove PA marker

\* A CEL reduction that cannot be allocated is converted into an S result.

*Note:* A failed Forced March can eliminate a Force that consists of only an Asset Unit(s).

## 7.3 Prepared Attack (PA)

During the Movement Phase an Infantry unit may expend MPs to place a Prepared Attack marker. The number of MPs required is

equal to the cost of moving into the hex the marker is to point at (disregard roadways), with the cost being a minimum of 4 MPs. Place the marker on top of the unit pointing at the hex to be attacked. Once a unit has placed a PA marker it may not expend any more MPs during that phase.

*PLAY NOTE: Only Infantry type units can place PA markers.*

*EXAMPLE 1: A unit places a PA marker pointing across a minor river into a Lowland terrain hex. The unit would need to expend 4 MPs to do so. Although the cost to enter the hex would be three, it costs a minimum of 4 MPs to place a PA marker.*

*EXAMPLE 2: A unit places a PA marker pointing from a Rough terrain hex into a High Mountain terrain hex with two Mountain Contour lines. The unit would need to expend 6 MPs to do so, 4 MPs for High Mountain terrain and +1 MP for each of the Up-Elevation Mountain Contour lines.*

- If a hex contains unit(s) which are already marked with a PA marker, a moving unit located in that hex can only place a PA marker if placement of the marker will not result in more than two and one quarter division-equivalents being so marked—see 3.1.2 Combat Stacking Conditions.

**Important:** Units cannot place PA markers during the Counter Movement Phase.

**7.3.1 Details:** Units bearing a Prepared Attack marker pointing at an enemy occupied hex **MUST** attack that enemy occupied hex during the Attack Phase.

- Different Forces (1.1) in the same hex can have PA markers pointing at different hexes. (Different units in a Force cannot.)
- A PA marker can be placed pointing at an unoccupied hex.

*PLAY NOTE: Why? This is an indicator that, should the enemy player move a unit into the hex during the Counter Movement Phase, the friendly unit will attack it.*

**7.3.2 Restrictions:** Demoralized and Combat Ineffective Infantry units, and Two-Hex Units cannot place PA markers.

- In a case where terrain modifiers would reduce an attacking unit's Attack Strength below 1, it cannot place a PA marker.

**7.3.3 Prepared Attack and Movement:** During the Counter Movement Phase, each Force that bears a PA marker pointing at an adjacent hex prevents one enemy Force that started the phase in the hex from being able to exit the hex. Units of such an enemy Force cannot expend MPs to Recover CELs. They may expend MPs while stationary to finish constructing an IP, finish incorporating Marsch Repls, or conduct a Repulse attempt. If a successful Repulse removes a PA marker, the corresponding movement restriction is also removed.

*EXAMPLE 1: A Serbian Force bears a PA marker pointed at an adjacent hex that contains two A-H Forces. One of the two A-H Forces would be unable to exit the hex during the Counter Movement Phase.*

*EXAMPLE 2: A Serbian Force bears a PA marker pointed at an adjacent hex that contains one A-H Force consisting of a Division-sized Formation and two Asset Units. All three units of the A-H Force would be unable to exit the hex during the Counter Movement Phase.*

*EXAMPLE 3: A Serbian Force bears a PA marker pointed at an adjacent hex that contains two A-H Division-sized Formations and two Asset Units. One of the Division-sized Formations would be*

*unable to exit while the other Formation, with the two Asset Units assigned, would be able to exit.*

**7.3.4 Prepared Attack Effects on Combat:** see 9.6.1

## 7.4 Repulse

During the movement phases, or during a retreat, the active player may Repulse enemy units. Repulse is a special kind of attack; it is the only kind of combat that can occur during the movement phases or during a retreat.

*PLAY NOTE: Repulse is not an overrun. Units that conduct a Repulse are not required to enter the hex repulsed.*

**General Rule:** To conduct a Repulse during a movement phase a Force must be adjacent to an enemy unit and expend 1 MP. During an attack phase, a retreating Force can conduct a Repulse before beginning its retreat, during its retreat, or after entering the final hex of its retreat.

### 7.4.1 Details:

- Only two UNITS of an attacking Force (1.1) may be used in a Repulse attempt.

*PLAY NOTE: A superfluous Asset Unit CAN be a part of a Force attempting a Repulse although its strength CANNOT be added.*

- During a retreat only one Repulse attempt may be made per retreating stack. During a multi-Force retreat the owning player must designate which Force in a stack will be conducting the Repulse attempt.
- Cavalry cannot conduct a Repulse during Reaction Movement (8.2).
- There is no limit to the number of times a Force can be Repulsed.

### 7.4.2 Prohibitions:

- Combat Ineffective and Demoralized units cannot conduct a Repulse.

**7.4.3 Procedure:** Once a Repulse attempt has been announced, both sides total the combat strengths of their involved units and compare them to derive an odds ratio. Combat strength modifiers for terrain (9.3) and Odds Shifts (9.6.1) are the same as in combat. If the final odds column is 3:1, 4:1 or 6:1, the active player rolls 2d6, modifies the result for PR difference, and finds the result on the CRT. If the result includes a black-circled retreat result, the Repulse is successful (Ignore the rest of the CRT result). If the odds column is 8:1 the Repulse is automatically successful.

**7.4.4 Successful Repulse:** A successful Repulse causes the defending stack to retreat two hexes, and the defending Force (1.1) to make an EC modified by +1; if it fails, it suffers one CEL reduction.

- The Repulsing Force may continue to move that phase or continue to fulfill its retreat obligations.

**7.4.5 Unsuccessful Repulse:** If the modified odds were less than 3:1 or the CRT result did not include a black-circled retreat result, the Repulse was unsuccessful. The result of an unsuccessful Repulse is dependent upon when the Repulse was attempted:

- **During Movement:** The repulsing Force must make an unmodified EC (if it fails, it suffers one CEL reduction) and may move no further in that phase. It may, however, expend any remaining MPs while stationary to place a PA marker or to begin constructing an IP.

- **During Retreat:** The repulsing Force must make an unmodified EC (if it fails, it suffers one CEL reduction) and must continue its retreat; if unable to continue its retreat, see 11.1.5 Unable to Retreat.

**7.4.6 Uninvolved Units:** Friendly units not involved in a Repulse attempt can be stacked in a hex from which a Repulse is attempted. An unsuccessful Repulse has no effect on these units. Units in a defending hex that were withheld are only affected by retreats.

**7.4.7 Repulse across a Sava River Hexside Procedure:** The Repulsing Force must begin its movement adjacent to the hex being Repulsed. If successful, it must move into the vacated hex expending the required MPs, and then may continue its movement.

*EXAMPLE 1—During Movement: Divisions X and Y start their Movement Phase stacked together adjacent to enemy Formation Z with a defensive strength (DS) of 2. The player owning X and Y determines to “Repulse” Z out of his way. He gives Division X the assignment. Division X expends 1 MP (the cost of conducting the Repulse) and announces the Repulse attempt. The combat odds are determined: Division X has an attack strength (AS) of 7 vs. Formation Z’s DS of 2. The odds are 3.5:1, rounded to 4:1 and, for purposes of this example, there are no Proficiency DRMs or odds shifts. 2d6 are rolled with a result of white = 2 and black = 2. The Repulse was successful because a retreat result has been achieved. Unit Z is now retreated two hexes, and must make an EC. Formation Z’s CEL is 9; 2d6 are rolled with a result of 9, modified by +1 = 10, resulting in an EC failure. Formation Z must reduce its CEL by one. Division X may now continue its movement. Notice that Division Y has in no way been affected by Division X’s Repulse attempt.*

*EXAMPLE 2—During Retreat: Division A (14 AS) is attacked and suffers a CRT two hex retreat result. Division A would like to retreat east and finds enemy Unit B in its desired path. Enemy Unit B (alone in Lowland terrain) is an Asset Unit with a DS of 2. Division A begins its retreat by retreating into Unit B’s ZOC (and therefore has its CE status reduced by one—see 11.1.3) and then decides, instead of retreating around Unit B, to attempt to Repulse it instead. The Repulse attempt is announced and initial odds are calculated; they are 7:1 (rounded to 8:1), an automatically successful Repulse. Unit B is retreated two hexes and makes an EC. Unit B’s CEL is 9 and the result of the EC dice roll is 7. Unit B survives (had the dice roll been 9 or higher Unit B would have suffered a strength reduction and been eliminated). Division A must now fulfill its prior retreat obligation (one more hex) and make a Post-Combat EC. If Division A, after completing its CRT retreat obligation, were to fail its EC and suffer additional retreat obligations it would not be allowed to attempt another Repulse.*

## 7.5 Combat Effectiveness Recovery

Formations can recover (increase) their reduced Combat Effectiveness by expending MPs. To increase a Formation’s CE Status by one level, it must expend 9 MPs while stationary. When CE is recovered, adjust (or remove) the CE Status marker found under the Formation Attachment marker.

- CE Recovery can be conducted concurrently with Incorporating Marsch Replacements (7.7). This is an exception to rule 7.8.1.
- A unit cannot use MPs gained by performing a Forced March to conduct CE Recovery. If a unit does not have sufficient MPs to complete CE Recovery in a phase, place a CEL MPs Expended marker (7.8) on top of the unit oriented toward the number of

MPs that have been expended.

**7.5.1 Proximity to Enemy Units:** To begin CE Recovery a Formation that is not Demoralized must be, depending on the GT, either:

- **GTs 0-18:** Three hexes from the nearest enemy unit (i.e., two intervening hexes), OR when two hexes from the nearest enemy unit if all intervening hexes are High Mountain or impassable mountain hexes or are occupied by friendly units in IPs.
- **Austro-Hungarian Poor Recovery:** During GTs 0-9 add one hex (+1) to the above ranges for all A-H Formations stacked inside Serbia or partial Serbia hexes. (E.g. hex 17.10 is a partial Serbia hex.)
- **GTs 19-30:** As in GTs 1-18, OR adjacent to an enemy unit if stacked in an IP.
- Sarajevo Exception: A-H units within the Sarajevo Fortified Area (25.3) can begin CE Recovery when adjacent to the enemy.

**7.5.1a Recovery Adjacent to the Enemy:** When adjacent to an enemy unit, the CE Recovery process must be completed in its entirety. The unit cannot place a CEL MPs Expended marker (7.8.3). CE Recovery in an IP adjacent to an enemy unit can only occur if the IP existed prior to the current movement phase.

**7.5.2 Demoralized Formations:** To begin CE Recovery of a Demoralized Formation it must be five or more hexes from the nearest enemy unit (i.e., four intervening hexes). **Exception:** A-H Formations inside the Sarajevo Fortified Area need be only two hexes away from an enemy unit to begin recovery from demoralization.

**7.6 Constructing IPs during Movement:** see 14.0.

## 7.7 Incorporating Marsch Replacements

The A-H Player can conduct the task of Incorporating Marsch Replacements. Marsch units are those infantry asset units that have a small ‘M’ (inside a white dot) to the right side of their unit type symbol.

**Procedure:** For a unit to incorporate a Marsch REPL it must expend 9 MPs while stationary. When the task is completed, Strength Reduce the Marsch unit (this may eliminate the Marsch unit) and remove that number of Strength Reductions from the incorporating infantry unit.

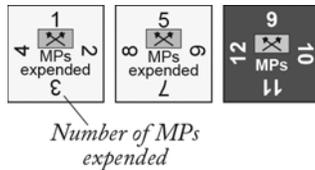
- Incorporating Marsch Replacements can be conducted concurrently with the CE Recovery (7.5). This is an exception to rule 7.8.1.
- A unit cannot use MPs gained by performing a Forced March to incorporate Marsch REPLs. If a unit does not have sufficient MPs to complete the task in a phase, place a Marsch MPs Expended marker (7.8) on top of the unit oriented toward the number of MPs that have been expended.

**7.7.1 Limits:** The number of strength reductions that may be taken is only limited by the absorbing unit’s maximum strength (i.e. the entire Marsch unit may be incorporated).

## 7.8 Insufficient Movement Points—Tasks

If a unit does not have sufficient MPs to complete a “Task” in a movement phase the unit may expend some MPs leaving less to be expended in the next movement phase. Place an appropriate “MPs Expended” marker oriented to indicate the number of MPs that have been expended so they can be carried over.

A unit bearing an MP's Expended marker cannot initiate an attack.



**7.8.1 Task Definition:** Units attempting the following tasks may place MP's Expended markers:

- CE Recovery;
- Constructing IPs; and
- Marsch Replacements.

Tasks cannot be conducted concurrently. There are separate MP's Expended markers for each type of task.

**7.8.2 Task Completion:** MP's Expended markers cannot be removed voluntarily prior to task completion. A unit that begins a task, and receives a MP's Expended marker, must complete the task once begun. A task is not completed until all required MP's have been expended.

*EXAMPLE:* An Infantry unit expends 5 MP's during the Counter Movement Phase to begin constructing a Level 1 IP. An IP MP's Expended marker, oriented to the 5 side, is placed on top of the unit. In the following friendly Movement Phase the unit would be required to expend its first 8 MP's to complete construction of the IP. Note that these 8 MP's must be expended even if the owning player does not want the unit to complete construction (i.e., if he wants to expend the MP's in a different manner he cannot).

**7.8.3 Involuntary Removal:** MP's Expended markers are removed involuntarily in certain cases.

(1) Remove the following markers when an enemy unit comes adjacent:

- CE Recovery — CE Recovery may sometimes be conducted while adjacent; however, a CE Recovery MP's Expended marker cannot be retained while adjacent.

(2) Remove the following marker when an enemy unit attacks the hex:

- Marsch Replacements (16.6.3)
- Constructing IP.

## 7.9 Cavalry and Corps Train Movement Restricted

Cavalry and Corps Train units can only enter or exit Foothills, Low Mountain and High Mountain terrain via a Roadway.

## 7.10 Depot Movement—see 15.6.3.

# 8.0 SPECIFIC UNIT TYPE CHARACTERISTICS

The unique qualities of Cavalry (8.1-8.3), Fort (8.5), Garrison units (8.6), River Protection units (8.7), and Artillery units (8.8) are detailed in the following rules.

## 8.1 Cavalry Characteristics & Rules Summary

- A-H Cavalry Formation attachment restriction—see 5.2.4.
- Cavalry can perform a Forced March and get up to 7 additional MP's.
- Cavalry cannot enter or exit Foothills, Low Mountain or High

Mountain hexes except via a Roadway—see 7.9

- Cavalry cannot place a Prepared Attack marker.
- Cavalry cannot choose to fight an Intense Combat—see 9.8.
- Cavalry cannot construct IPs.
- A-H Cavalry units can never recover Strength Reductions (no REPLs).

## 8.2 Cavalry Reaction Movement

During an enemy movement phase eligible friendly Cavalry units may exercise the option to “React.”

**8.2.1 Reaction Triggers:** Reaction may be “Triggered” in two ways:

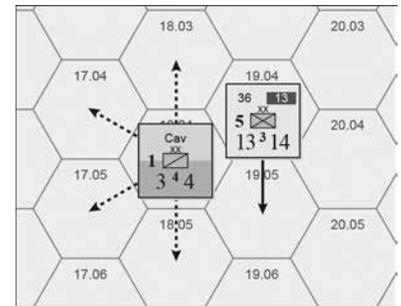
- Trigger 1: an enemy unit moves adjacent to a Cavalry unit that is not already adjacent to any enemy unit, or
- Trigger 2: an enemy unit moves from one hex adjacent to a Cavalry unit or any other friendly unit. Trigger 2 is activated even if a PA marker is pointed at the Cavalry unit's hex.

**8.2.2 Procedure:** While moving a Force the active player must announce when he creates a trigger situation for an enemy Cavalry unit; the non-active player must immediately declare if his Cavalry unit will “React” or “not React.” If the reaction is due to Trigger 1 then the friendly Cavalry unit may immediately move one hex.

If the reaction is due to Trigger 2 then the Cavalry unit may immediately move one hex but not into the hex the enemy unit has just vacated.

After the non-active player has declared his intention to (or not to) React, the active player continues the movement of his unit.

*EXAMPLE:* A Serb Cavalry unit is in hex 18.04 adjacent to a A-H unit in hex 19.04. If the A-H unit moves into hex 19.05 it is an adjacent hex to adjacent hex move. Therefore the Serb Cavalry unit can “react.” The Serb Cavalry unit may react into every hex



adjacent to hex 18.04 except hex 19.05 (the current location of the A-H unit) and hex 19.04 (the former location of the A-H unit). No matter which hex is chosen, the Serb Cavalry unit would be marked with a Reaction MP's Expended marker oriented to the 2 MP side.

**8.2.3 Restrictions:** Units may not React into an empty hex in an EZOC other than the ZOC of the unit which triggered the reaction. Units may leave or enter Two-Hex Status while reacting. There is no limit to the number of reactions an eligible Cavalry unit may exercise in an enemy movement phase. A unit may react into a hex outside its army's AoA.

**8.2.4 Recording MP Expenditure:** Reacting Cavalry units must record the number of MP's expended while reacting. The MP cost for every hexside crossed is the same as during regular movement, except ignore the cost of EZOCs. Place a “Cavalry Reaction MP's Expended” marker oriented to indicate the number of MP's expended.

**8.2.4a Effect:** In the following movement phase, the recorded MP expenditure is the number of MP's the unit is considered to expend prior to any other action. These MP's are expended (some of them

may have been gained performing a Forced March) even if the Cavalry unit does not expend any other MPs.

In the case that a Cavalry unit has expended more MPs reacting than it will have in the following friendly movement phase (including those gained by performing a Forced March), the unit must remain stationary, roll on the Forced March Results Table, and have the excess MPs recorded be expended during the following movement phase.

**EXAMPLE 1:** During the Counter Movement Phase, a Cavalry unit that bears a Cavalry Reaction MPs Expended marker turned to its 9 MPs expended side decides to remain stationary in its current hex. It removes the marker and rolls on the Forced March Results Table with a +4 EC modifier (+1 for each MP gained in a Forced March).

**EXAMPLE 2:** During the Counter Movement Phase, a Cavalry unit that bears a Cavalry Reaction MPs Expended marker turned to its 14 MPs expended side MUST remain stationary in its current hex. It turns the MPs Expended marker to its 2 MPs expended side and rolls on the Forced March Results Table with a +7 EC modifier (+7 for a maximum Forced March).

### 8.3 Cavalry Retirement

During the Cavalry Retirement Step of the Finishing Phase Cavalry units adjacent to enemy units may voluntarily retire one hex. The Phasing Player goes first followed by the Non-Phasing Player.

**8.3.1 Restrictions:** A Cavalry unit may not retire into an empty hex in an EZOC. Units may leave or enter Two-Hex Status while retiring.

**8.3.2 Recording MP Expenditure:** Retiring Cavalry units must record the number of MPs expended while retiring. The process is the same as for Reacting units—see 8.2.4.



### 8.5 Fort Units

These special Fort unit rules apply only to Fort units on their front sides. Once a Fort unit is flipped to its backside it is a Combat-type Asset Unit (5.5) with no Strength Reduced side.

**8.5.1 Fort Unit Characteristics:** Fort units are Asset Units (5.5) that cannot move, cannot attack and defend like Combat units. They do not require supply.

- Fort units do not count toward Asset unit stacking limits—see 3.1.2.
- A Fort unit counts as 1/2 division-equivalent for Artillery Table purposes.
- A defending hex that includes a Fort unit cannot be Flanked.

**8.5.2 Retreat due to Combat:** If a Fort unit's Force is required to retreat, the Fort unit is flipped and retreated normally.

**8.5.3 Triggering Involuntary Abandonment:** Fort units may involuntarily abandon their posts when in an enemy unit's ZOC.

The first instant when an EZOC is projected into a Fort unit's hex, and there is no friendly Combat unit stacked with the Fort unit, involuntary abandonment may be triggered (only once). Roll 1d6. If the result is greater than the Abandonment Number the Fort is abandoned resulting in the unit counter being flipped over to its backside and retreated (11.1) three hexes. In this case, the Fort unit changes into an infantry Asset Unit.

**EXCEPTION:** A-H Fort units with a \* abandonment number never involuntarily abandon their posts.

**EXAMPLE:** The Serbian Beograd Fort unit (hex 30.09) is stacked with a friendly cavalry division. An A-H infantry division moves into hex 29.10 (projecting a ZOC into hex 30.09). Notice that involuntary abandonment is not triggered at this moment. However, upon the A-H player announcing that he has moved adjacent to an enemy Cavalry unit (8.2.2) the Serbian player decides to "cavalry react" out of the hex, leaving the Fort unit alone in the hex. This creates the first moment when involuntary abandonment is triggered. The Serbian player rolls 1d6 and compares the result to the Abandonment Number printed on the Fort counter. If the result is 1 it means that the Fort will stand. A result of 2-6 means that the Fort will be flipped to its backside and retreated three hexes toward the rear.

**PLAY NOTE:** This "first instant" may occur during any movement phase or as a result of combat due to retreating or advancing.



### 8.6 Garrison Units

Garrison Infantry units are assigned to a city, town or location that bears the same name as the Garrison unit.

**8.6.2 Hexagon Symbol:** Garrison units bear a white hexagon symbol with a number inside it. That number indicates the maximum distance in hexes that the unit may move from its assigned location. However, if the nearest enemy unit is further away from the unit's location than the number in the hexagon, then the unit may move twice that distance from its assigned location. As soon as an enemy unit moves within the regular distance of the unit's assigned location, the unit must attempt as soon as possible to move back within normal range.

**8.6.3 Retreats:** When a Garrison unit is required to retreat, it must attempt to remain within its restricted area. If unable it must attempt to reenter its restricted area as soon as possible (owner's discretion).

**8.6.4 Garrison Restriction Removal:** If a Garrison unit's assigned city, town or location is enemy controlled the Garrison unit is freed from all the garrison restrictions.

**8.6.5 Serbian Garrison Units:** If Beograd (30.09) is A-H controlled all Serbian Garrison units are freed from garrison restrictions.



### 8.7 River Protection Units

River Protection units may not voluntarily end their move away from a Sava or Donau river hexside (i.e. they must end their movement adjacent to either the Sava or Donau Rivers).



### 8.8 Artillery Units

Artillery type units represent troops armed with large guns, howitzers and mortars. They are Asset Units (5.5) that have no size (1.1), PR or CEL.

#### 8.8.1 Artillery Characteristics:

- It cannot perform a Forced March.
- It does not project a ZOC.
- It is eliminated the instant it is in an EZOC and not stacked with a friendly Combat unit.
- It can only participate in a combat in conjunction with a Combat unit it is stacked with. A maximum of one Artillery unit in a stack can participate in combat. It cannot participate in combat if the defender is in Mountainous terrain.
- It cannot enter Two-Hex status.

## 9.0 COMBAT

Combat occurs between opposing Forces during the Attack and Counter Attack Phases. The player who is currently active is the attacker, the other player the defender, regardless of the overall game situation.

**Important—Stacking Limitation:** The number of division-equivalents (1.1) that can attack from or defend in a hex is limited by the stacking rules—see 3.1.2.

### 9.1 Attack Phase Sequence Summary

During an attack phase undertake the following actions in the following order:

**1. Remove superfluous Prepared Attack Markers:** If there happen to be any PA markers pointed at hexes with no enemy units, remove these PA markers.

**2. Indicate Attacks:** Indicate ALL units that will attack during the attack phase. Place white “Attack markers” on top of all attacking stacks (that do not bear PA markers) pointed at the hexes to be attacked.

**3. Conduct all Indicated Attacks:** Attacks are resolved one by one, in the order of the attacker’s choice (except Two-Hex Units—see 19.1.6), according to the following procedure.

#### 9.1.1 Individual Attack Sequence Procedure:

a. The attacker identifies the defending and attacking hexes.

b. The ID, unit type and unit sizes of all units in the hex are revealed. Announce here if units are to be withheld (9.2.5).

c. Both players check if their units are in supply range to receive Ammo and, if Serbian, Shells (23.2). If any of the supply units providing Ammo is on its Extended Mode side record the provision (9.4.2). If Shells are provided, record the provision.

#### 1 ► Combat Resolution:

d. Each player calculates his total combat strength. Add the current combat strength of each Force, adjusting for Ammo supply and terrain.

e. Determine the initial CRT odds ratio by comparing the combined Attack strength against the total defense strength of the participating units. Express the comparison as a numerical odds ratio (attacker vs. defender). Round this ratio up or down from the mid-point between the two closest ratios found on the CRT. If directly on the midpoint, round up. Then determine the final odds ratio by applying any odds column shifts.

f. **Intensity:** Each player states with what Intensity his units will fight the battle. The Attacking Player goes first followed by the Defender.

By convention, if neither player states intensity it is a Low Intensity combat.

g. **Resolve the combat:** The attacker rolls one white and one black die. The result of the white die is modified by the PR difference (9.7), and the final results are cross-referenced on the CRT to determine the combat’s result.

h. Conduct any retreats and apply any CEL and/or Strength Reductions now. SRs may be modified for “small magnitude.”

#### 2 ► Artillery:

i. Each player calculates his total Artillery Value (10.1) and cross-references this sum with the number of Division-Equivalents (1.1) his opponent has participating in the combat to derive his opponent’s Artillery DRM.

#### 3 ► Post-Combat Effectiveness Check:

j. Both players conduct Post-Combat Effectiveness Checks and the results are applied (10.2).

k. Any attacking units eligible to conduct an advance after combat may do so now (11.2).

## 9.2 Basic Rules of Combat

- To engage in combat, an attacking unit must be stacked in a hex adjacent to the hex being attacked.
- No hex may be attacked more than once in a single attack phase and no unit may attack or be attacked more than once per attack phase.

### 9.2.1 Multi-Hex Combat

- The attacker may attack only one hex at a time (*Exception:* Two-Hex Units).
- Units in two or more hexes may combine to attack an adjacent single hex (see restrictions 9.2.2).
- Different Forces in the same hex may attack different hexes in separate combats.
- No Force may split its attack strength to attack a second hex in a separate attack.

### 9.2.2 Combat Restrictions for Attachment:

- Units attached to different corps cannot combine in attacking or defending a hex. (Each Independent unit—or stack of Independent units—counts as an individual corps.)

*NOTE: This rule differs from the 1914 Oàò rule.*

- Units attached to different armies cannot combine to attack, or defend, a hex.

### 9.2.3 Attacker Specific Rules:

- Attacking is voluntary; no unit is ever obligated to attack EXCEPT units bearing a Prepared Attack marker pointing at an enemy occupied hex MUST attack that enemy occupied hex during the attack phase.
- Combat Ineffective and Demoralized Combat units cannot initiate an attack.
- Units with attack strength of zero cannot attack.
- A unit cannot attack across a Donau River or Impassable Mountain hexside.

### 9.2.4 Defender Specific Rules:

- All units selected to defend in a hex defend as a single defending strength.

**9.2.5 Withholding Units Summary:** Under certain circumstances units (A) must be withheld, (B) may be withheld or (C) cannot be withheld from a combat. When discretion is allowed, the owning player decides which units are withheld.

- The AV of withheld units cannot be used.

#### A. Must be Withheld:

- Any units in excess of the Combat Stacking limits (3.1.2).
- If units attached to different corps are stacked together only one

corps' troops may participate in the combat.

- Units that have been previously retreated during the current attack phase.
- Any unit bearing a PA marker pointed at a different defending hex.

#### B. May be Withheld:

- Any attacking unit not bearing a PA marker.
- Any defending Force that is Combat Ineffective or Demoralized IF at least one Force in the hex is not CI or Demoralized.

#### C. Cannot be Withheld:

- Any attacking unit bearing a PA marker pointing at the hex being attacked (**Exception:** unless there are units attached to two or more corps. In this case the attacker decides which corps' units will attack.)
- Any defending Force that is not Combat Ineffective or Demoralized, unless in excess of the Combat Stacking limits.
- Any Fort unit in the defending hex.

**D. Effects of Being Withheld:** In addition to not participating in the combat, withheld units are affected in the following manner:

**Attacker:** A withheld FORCE stacked with an attacking unit is never affected by combat results and cannot advance after combat.

**Defender:** A withheld Force in a defending hex is only affected by retreat results due to a CRT result and/or EC failure and ONLY IF its hex is totally vacated by all non-withheld defending units; if so, it is affected by the smallest retreat obligation. A withheld Force is never required to take an EC and can only suffer CE status reduction due to a retreat through an EZOC (11.1.3).

*EXAMPLE: Units A, B and C are stacked together in a hex with no other friendly units. They are attacked. The player decides to withhold Unit C from the combat. Units A and B have the misfortune to be required to retreat one hex due to the CRT result. Unit C would be obligated to retreat with Units A and B. Units A and B would then take their Post-Combat ECs. Unit A fails its EC by 6 and is not required to retreat. Unit B fails its EC by 7 and becomes Combat Ineffective. It is therefore required to retreat two hexes, 1 hex for failing by 7 and 1 hex for becoming CI. Unit C would stay with Unit A (the smallest retreat obligation).*

### 9.3 Terrain Effects on Combat Strength

Certain terrain types modify the combat strengths of units participating in combat.

**9.3.1 Defensive Terrain Bonuses:** A defending STACK (1.2) receives defensive strength point additions based on the terrain in the center of its hex (see 3.5.1). Refer to the TEC for a complete list of Defensive Terrain Bonuses. A defender can receive only one such bonus per hex.

*EXAMPLE: A 2 DS Infantry unit defending alone in a Low Mountain hex would have a final combat strength of 5 (i.e., 2 DS, +3 for the terrain).*

**9.3.2 Attacker's Strength Modifications:** The AS of attacking units is always modified per Force and always by the hexside a specific Force is attacking across or if attacking from a Bottomland with River hex. Refer to the TEC for the exact strength point reductions.

**9.3.3 CRT Column Shifts from Terrain**— see 9.6.1.

### 9.4 Ammunitions Supply (Ammo)

Every Force requires Ammo to use its full strength in combat. The units of a Force that is not provided with Ammo have their combat strength and AV halved. The supply procedure is covered in rule 15.0.

- One increment of Ammo supplies one Force for one individual combat.
- Providing Ammo is voluntary (Players can “save” ammo if they so choose).

**9.4.1 Providing Ammo Procedure:** Players check a unit's eligibility to receive Ammo at the moment of combat. For a unit to receive Ammo a supply source (15.1) must be able to trace a supply path (15.3) to the receiving unit. Supply units may flip to their Extended Mode side at this time.

- RR lines cannot provide Ammo.

*EXAMPLE: A unit attached to a corps desires to be provided Ammo. Due to Attachment restrictions (15.2) it could receive it from either (1) its army's Depot or (2) its corps' Corps Train unit. In case 1 (i.e., from the Depot), the depot must be able to trace a supply path to the unit. In case 2 (i.e., from the Corps Train unit), the Corps Train unit must be able to trace a supply path to the unit and, if the Corps Train unit does not have a valid LOC, the army's depot unit must be able to trace a supply path to that Corps Train unit.*

**9.4.2 Recording Ammo Provision:** In most cases, Ammo supply is automatic and players do not need to record it in any way. However, Ammo provisioning must be recorded in the following case:

1) If the providing Depot and/or Corps Train unit is on its Extended Mode side (backside). In this case, mark the involved supply unit(s) with an Ammo Provided marker oriented correctly. Once a depot or corps train unit has exhausted its Provision Limit (2.6.2) flip the marker to its “No More Ammo” side.

*EXAMPLE: A stack of two division-sized units is provided Ammo from an army Depot unit on its Extended Mode side, and this Ammo is passed on by a Corps Train unit also on its Extended Mode side. Mark both the Depot and Corps Train with an Ammo Provided marker turned to its “-2” side.*

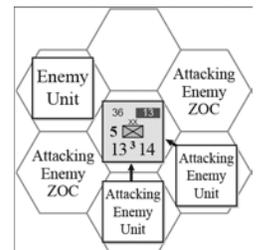
*PLAY NOTE: Ammo Provided markers are removed during the Supply Phase (see 4.2.3).*

### 9.5 Flank Attacks

If a stack under attack is partially or completely surrounded by enemy units it may be considered “Flanked.”

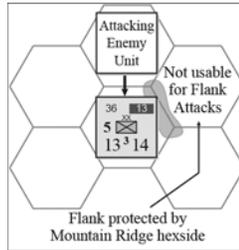
**Important:** For this rule the only significant ZOCs are those projected by the Formations (not Asset Units) that are actively attacking in the combat. The ZOCs of enemy units not involved in the combat (and those of attacking enemy Asset Units) are not relevant.

**9.5.1 Flanked:** A defending stack is “Flanked” if the aggregate unit size (1.1) of the attacking units is equal to or greater than the defending stack's size AND if at least five of the six hexes adjacent to the defender are either occupied by an enemy unit or in the ZOC of an attacking enemy Formation AND none of these five hexes are occupied by a friendly unit.



**9.5.2 Effects:** If the defender is Flanked the CRT odds column is shifted two to the right (in the attacker's favor), and the defender suffers a +1 post-combat EC DRM.

**9.5.3 Terrain and Flank Attacks:** If a hexside adjacent to a defending unit is a Donau or Sava River hexside or is impassable, the hex on the other side of that hexside cannot be used to create a Flank attack; it is treated as if it were not enemy occupied or in an EZOC.



**9.5.4 Flank Attacks and Forts:** A defending hex that includes a Fort unit cannot be Flanked.

## 9.6 Combat Odds Determination

Compare the attacker's total modified AS and the defender's total modified DS. Round this ratio to produce the initial odds ratio. This initial ratio is then modified by any applicable Odds Column Shifts to find the final combat odds ratio.

**Rounding Combat Ratios:** Combat Ratios are always rounded from the midpoint between two ratios. If directly on the midpoint, round up.

*EXAMPLE: 14:8 rounds to 1.75:1. The midpoint between 2:1 and 3:2 (1.5:1) is 1.75 therefore round up to 2:1.*

*PLAY NOTE: An Odds Determination chart is available on the 1914 Sms discussion page at [www.ConsimWorld.com](http://www.ConsimWorld.com) and at [www.ConsimGames.com](http://www.ConsimGames.com).*

**9.6.1 Odds Column Shifts:** The following Column Shifts adjust the initial combat odds to create the final combat odds ratio:

- Prepared Attack (7.3): one to the right, if ALL attacking Combat units have placed a PA marker pointing towards the hex being attacked.
- Defender is Flanked (9.5): two to the right.
- Level 1 IP (14.1): one to the left.
- Major River, Bottomland with River, Sava Island, Sava River-bend: one to the left, if ALL attacking units are attacking across (or from) such a hexside (or hex).
- Sava River: two to the left, if ALL attacking units are attacking across (or from) such a hexside (or hex). Minimum of one to the left if ANY attacking units are attacking across a Sava River hexside.
- Up Elevation (3.6): one to the left if all attacking combat units are attacking up an Elevation. (I.e. if the defender's hex is a higher elevation than all the attacker's hexes, the defender gains an elevation CRT shift.)

**Elevation Summary:** For purposes of combat, there are six levels of elevation: Lowland/Bottomland (lowest), Upland (lower-middle), Rough/Drina River Canyon (middle), Foothills (upper-middle), Low Mountains (high) and High Mountains (highest).

A Plateau's elevation is that of its surrounding Mountain type.

**9.6.2 Net Shifts:** Each leftward shift offsets one rightward shift. The number of odds shifts remaining after offsetting is the number of odds shifts applied.

- If the initial odds are greater than 8:1 or less than 1:4, apply shifts before going to the CRT. When odds are greater than 8:1, count each shift as two odds changes (e.g., 10:1, 12:1, 14:1 ...). When

below 1:4, count each shift as one column (e.g., 1:5, 1:6 ...).

*EXAMPLE: The initial odds are determined to be 14:1. There are two odds column shifts to the left. Therefore the final odds are 10:1. The combat would be resolved using the 8:1 column (i.e., the highest column).*

## 9.7 Proficiency Rating DRMs

Proficiency Ratings affect combat as DRMs. A combat's DRM is calculated by subtracting the highest attacking unit's PR from the highest defending unit's PR. The resulting DRM can be positive or negative, and is applied to the result of the first (white) combat die.

*EXAMPLE: A Serbian PR 4 infantry division and PR 3 infantry brigade attack an A-H 3 PR infantry division stacked with a 2 PR infantry Asset Unit. The highest Serbian PR is 4. The highest A-H PR is 3. The resulting CRT DRM is -1.*

## 9.8 Combat Intensity

Prior to resolving a combat both players must declare with what Intensity their forces will fight the battle. The Attacking Player goes first followed by the Defender.

**Restrictions:** A player cannot choose Intense Combat if all of his participating units are of the following types:

- Any Infantry Formation that cannot suffer a Strength Reduction on-map (i.e. would be obliged to use Rule 9.10.4 Excess Strength Reductions). **Exception:** Such a unit can declare Defender Intense if stacked in a hex with an IP.
- A Cavalry or Asset unit.

**9.8.1 Combat Intensity Matrix:** Each player can choose one of two options, Intense or Not Intense. Combined the two choices result in the battle being one of the following:

Attacker	Defender	Battle Intensity
Not Intense	Not Intense	Low Intensity
INTENSE	Not Intense	Attacker Intense
Not Intense	INTENSE	Defender Intense
INTENSE	INTENSE	High Intensity

### 9.8.2 Battle Intensity Effects on the CRT:

- Low Intensity = The defender retreats on black retreat results only. There are no other effects on combat.
- Attacker Intense = The defender retreats on both black and white retreat results. Attacker suffers an SR if the combat result did not include a black retreat result.
- Defender Intense = The defender retreats on black 2 retreat results only. Defender suffers an SR if the combat result included a black or white retreat result.
- High Intensity = The defender retreats on black retreat results only. Attacker suffers an SR if the combat result did not include a black retreat result. Defender suffers an SR if the combat result included a black or white retreat result.

**Clarification:** Strength Reductions due to Intensity are in addition to those derived from the CRT.

*DESIGN NOTE: Attacker Intense represents the attacker's willingness to suffer losses in exchange for a greater chance of taking the defender's hex. Defender Intense represents the defenders willingness to take losses in exchange for a greater*

chance to hold his position. Generally the Intense option is used when the hex being fought over is valuable. Not every hex has the same value.

## 9.9 Combat Results Table (CRT)

Attacks made at final combat ratios lower or higher than those printed on the CRT use the lowest or highest ratio column indicated on the table.

**9.9.1 Procedure:** The attacker rolls 2d6, one white and one black die. He modifies the result of the white die for PR difference, and cross-references this result with the final odds ratio, and the result is determined. Results to the left pertain to the attacker, those on the right to the defender. All results, except Strength Reductions, affect all participating Forces.

### 9.9.2 Possible Results:

Result	Effect
E	One Combat Effectiveness Level Reduction for each Force
+/- #	Plus or minus # DRM for post-combat EC
s	Strength Reduction (only one unit reduced).
①	Defender retreat 1 hex unless Defender Intense combat.
②	Defender retreat 2 hexes and suffer a SR.
①	Defender retreat 1 hex only if Attacker Intense combat.

*DESIGN NOTE:* Due to the nature of the combatants' forces combat in 1914 was often a big shoving match. Therefore the 1914 Sms CRT is a "wear down and push the enemy" rather than a "destroy the enemy" table.

## 9.10 Strength Reductions (SR)

Units that suffer Strength Reductions are flipped to their backsides, receive SR markers, and in some cases, are eliminated.

Units may suffer Strength Reductions due to combat, either from a CRT result or Combat Intensity (9.8). Only one unit per affected side (i.e. not every unit in the combat) suffers a SR per 's' result on the CRT. If the combat is Intense it is possible to suffer a second SR per side per combat.

A Force may also suffer SRs from the following: CEL Reduction (5.5.2, 6.1.3), Forced March EC failure (7.2), Post-Combat EC failure (10.3), and due to some Retreats (11.1.2, 11.1.4, 11.1.5).

**9.10.1 Small Magnitude Modification:** In combat, when the enemy's forces' size totals less than one division-equivalent, SRs suffered from the CRT and/or Intensity are not automatic. In such a case roll 1d6 and cross reference the Small Magnitude table. If the result is listed on the table an SR is suffered.

Size of Enemy's forces	Total CRT & Intensity result	
	1 SR	2 SRs
1/2 or 3/4 Division-equivalent	3, 4, 5, 6	1 SR automatic
1/4 Division-equivalent (Rgt.)	5, 6	4, 5, 6

*EXAMPLE:* An A-H brigade with AS 7 attacks a Serbian regiment with DS 4. The strength ratio of 7:4 rounds to a combat ratio of 2:1. Both declared "Intense" resulting in a High Intensity combat. The A-H player now rolls 2d6. The result of the white die is 3; the black die is also 3. These results are cross-referenced with the 2:1 odds column. The CRT result is -/+3①. Since the CRT result

included a white retreat result both sides would suffer a SR if their enemy were of division-size. However in this case both must roll 1d6. The A-H brigade suffers a SR with a die roll result of 5 or 6, while the Serbian regiment would suffer a SR with a result of 3, 4, 5 or 6.

**9.10.2 Recording Strength Reductions:** When a side must take a SR, the unit that suffers the reduction must be chosen in the following order:

1. A Formation unit that has not reached its maximum number of SRs. (I.e. an infantry division-sized unit that does not bear a -4 SR marker or a brigade-sized unit that is not on its backside.)
2. A full strength Asset Unit assigned to a Formation that has a backside.
3. Any Asset unit not assigned to a Formation.
4. If no unit satisfies these conditions see 9.10.4.

**9.10.3 Strength Reduction Markers:** Infantry units of division-size can suffer further SRs by being allocated Strength Reduction markers. If a reduced strength Infantry unit of division-size suffers a SR place a -2 Strength Reduction marker on it. If it suffers another SR flip the marker to its -4 side.

**9.10.4 Excess Strength Reductions:** If all the units in a stack (1.2) are already on their backside, or have no backside, or are infantry of division-size with a -4 Strength Reduction marker, a Strength Reduction is recorded by the loss of a REPL—see 16.6.1.

*DESIGN NOTE:* During the campaign not one division-sized formation was entirely destroyed. Large formations did suffer heavy losses but were refilled with replacements. Replacements flowed in a semi-regular stream to the front line, being incorporated with no significant difficulties. If regular replacements were not enough to flush out a unit, new battalions or regiments would be added to a formation. Thus formations acted as vessels or conduits to channel the limitless manpower available at this time in the war.

## 10.0 POST-COMBAT EFFECTIVENESS CHECKS

After combat results have been applied, each Force involved in the combat must make an Effectiveness Check (EC); roll 2d6 separately for each hex. The attacker's results—his retreats—are applied first, followed by the defender's results.

**EXCEPTION:** The Defender does not make an EC if the combat's odds were lower than 1:4.

- EC DRMs: EC modifiers are applied to every Force involved in the combat.
- CRT EC DRM (9.9.2)
- Artillery EC DRM (10.1)
- Defender Flanked (9.5)

## 10.1 Artillery Table

### 10.1.1 Calculating AV for Combat:

- Attacker: The sum of all attacking units' AVs.
- Defender: The sum of all defending units' AVs and eligible neighboring units' AVs. A neighboring unit is eligible if its hex is not being attacked that phase, it is adjacent to both the defending hex and a hex that contains an attacking unit and it is attached to

the same Corps as the defending unit. If the adjacent hex is at a higher elevation than the hex containing the neighboring attacking units, then two Forces may add their AVs. Otherwise, only one Force may add its AV.

- A unit can add its AV to only one combat per phase.

#### 10.1.1a Artillery Value Modifiers:

- When defending in or attacking into a Mountainous Terrain hex (3.5.3) a Force may use a maximum of 2 AV. Each eligible Force in adjacent hexes may add a maximum of 2 AV in support.
- If a side's AV total is a fraction, round up.

**10.1.2 Procedure:** Cross-reference an enemy's total AV sum with the number of friendly division-equivalents attacking or defending.

- A defending Fort is considered to be 1/2 division-equivalent.

#### Possible Results:

Result	Effect
+/- #	Plus or minus EC DRM

### 10.2 Post-Combat EC Procedure

Roll 2d6, modify the result by applying any DRMs, and compare the result to the Force's current CEL. If the modified dice roll is less than or equal to the Force's current CEL, the Force passes the EC. If the modified dice roll is greater than a Force's current CEL, the Force fails its EC.

Recall that a "Force" can consist of at most one Formation, along with any Asset Units assigned to it, or one or two Asset Units stacked together but not stacked with a Formation.

### 10.3 EC Failure Results

When a Force fails its EC by:

- 1, 2 or 3, reduce its CEL by one.
- 4, 5 or 6, reduce its CEL by two.
- 7 or more, reduce its CEL by three, inflict a Strength Reduction, and retreat one hex.

A Formation cannot reduce its CEL below D2. Convert a CEL reduction that cannot be allocated into a Strength Reduction.

- **Combat Ineffective or Demoralization:** If a Formation is now CI (either because it was CI prior to, or became CI due to, the Post-Combat EC), retreat the Formation one hex. If the Formation becomes Demoralized due to the Post-Combat EC, retreat the Formation two hexes. (This is in addition to any other mandated retreats.)
- **Asset Units**—see 5.5.2.

*EXAMPLE 1: A Formation unit with a CE Status of -3 fails its Post-Combat EC by 8. This causes the Formation to lower its CE Status by three levels to D2 (Demoralized) and it is required to retreat three hexes—one hex due to failing the EC by 8 and two hexes for becoming Demoralized.*

*EXAMPLE 2: A Formation with a CE Status of CI passes its Post-Combat EC. However, since it is Combat Ineffective it is required to retreat one hex.*

*POST-COMBAT EC EXAMPLE: Two Formations stacked together receive a CRT DRM result of +2. One Formation has Base Combat Effectiveness and current CEL of 11 and one Formation has a Base CE of 10 with a current CEL of 7 (i.e., its Attachment marker bears*

*a -3 CE Status marker [10 minus 3]).*

*The player proceeds to resolve his ECs. He rolls 2d6 with a result of 11 and modifies it by +2 to make 13. Starting with the 11 CEL Formation, he compares the dice roll result with the Formation's CEL. It has failed by two. He lowers the unit's CE Status by one (in this case place a -1 CEL reduction marker under the Formation's Attachment marker).*

*Next the player turns to his 7 CEL Formation. It has failed by six, leading to two CEL reductions and a retreat of two hexes (for becoming Demoralized). The unit's CE Status is now D1.*

## 11.0 RETREAT & ADVANCE AFTER COMBAT

### 11.1 Retreat Due to Combat

Retreats can be caused in two ways: as a CRT result, or due to a failed Post-Combat EC. All retreat obligations are expressed in hexes, not movement points. Retreating over a Donau River hexside is prohibited (except at hexside 23.03/23.04). Retreat into an Impassable Mountain hex is prohibited.

**11.1.1 Retreat Priorities:** When a retreat is required, each player retreats his own units in a relatively straight line towards his army's rear, attempting to meet the guidelines in the order of priority listed below:

1. Retreat a maximum distance from the hex (formerly) occupied during the combat.
2. While staying within its Army's Area of Attachment.
3. Towards a supply unit from which the unit is eligible to receive provisions.

**11.1.1a Retreating Player's Discretion:** The presence of enemy units or EZOC does not affect retreat priorities; however, the retreating player can choose a path to avoid EZOCs, or the path with the least EZOCs, even if doing so violates priorities 2 or 3 listed above in 11.1.1.

#### 11.1.2 Special Case Rules:

- **Asset Units:** An Asset Unit stacked with a Formation always retreats with the Formation it is assigned to and may not change assignment until all required retreats have been completed.
- **Depot Units:** A Depot unit stacked with units that must retreat is Displaced (15.6.2).
- **Fort Units:** A Fort unit is flipped to its backside and retreated (8.5.2).
- **Two-Hex Units**—see 19.1.7.

**11.1.3 EZOCs and Retreat:** For each hex in an un-negated EZOC that a stack retreats into, immediately reduce the Combat Effectiveness of all Forces (1.1) in the stack by one status level. (For purposes of retreats friendly units negate EZOCs in the hex they occupy.)

*EXAMPLE: A unit with a CE Status of -3 is required to retreat three hexes all through EZOCs. The first EZOC entered would drop the CE Status to CI. The second EZOC entered would cause Demoralization (D1), and the third would cause a second level of Demoralization (D2).*

**11.1.4 Impassable Mountain & Sava River Hexsides:** If a Force retreats over an Impassable Mountain or unbridged Sava River

hexside, it suffers a Strength Reduction and a CEL reduction.

**11.1.5 Unable to Retreat:** Some Forces may be unable to satisfy a retreat obligation due to the presence of prohibited terrain or enemy units. If so, the Force suffers one CEL reduction and Strength Reduction for each hex it fails to retreat.

*PLAY NOTE:* A Force blocked from retreating due to an enemy unit(s) may attempt a Repulse (7.4) prior to suffering “Unable to Retreat” effects.

**11.1.6 Isolated Demoralized Force:** An Isolated (15.5) Force that is Unable to Retreat (11.1.5) or must retreat into an un-negated EZOC, AND is Demoralized (6.1.3), or will become Demoralized due to the retreat, surrenders (i.e., is permanently eliminated).

## 11.2 Advance After Combat

If a defender’s hex is vacated as a result of combat, due to a CRT mandated retreat, or a failed Post-Combat EC, the victorious attacker can advance a unit(s) into the vacated hex. All Combat and Artillery units may advance after combat. A defender may never advance after combat.

### 11.2.1 Characteristics:

- Advancing is always voluntary.
- The maximum advance is one hex.
- The victorious attacking player may choose which units to advance with (subject to the stacking limitations).
- A unit can enter Two-Hex Status when advancing.

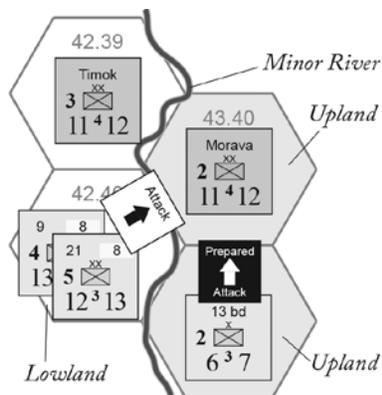
### 11.2.2 Restrictions:

- Withheld units may not advance (9.2.5).
- Units that retreated for any reason may not advance.

*COMPREHENSIVE COMBAT EXAMPLE:* It is the Attack Phase of the A-H Player-Turn. The Serbian Morava Division is in hex 43.40 (an Upland hex); adjacent in hex 42.39 is the Timok Division. In hex 42.40 (a Lowland hex) are the A-H 9/8 and 21/8 Divisions (8th Corps). Adjacent, in hex 43.41 (an Upland hex), with a Prepared Attack marker pointed at hex 43.40, is the A-H 13 Brigade (attached to 8th Corps). The A-H Player identifies his attacking stacks and the defending stack. Although the 8th Corps’ divisions do not have Prepared Attack markers, they will be included in the attack. Also important, the Serbian Timok Division is not being attacked this phase and will therefore be able to support the neighboring Morava Division with its artillery.

Both players check to be sure they can provide Ammo. In this case they are able and the supply units providing the supply are within their regular range (not extended range) and therefore they do not need to record the provision. The Serb Player states he will provide “Shells” and decrements the Serbian Artillery Shells by one.

Each player determines his total strength. The A-H player adds the attack strengths of all three units together, modifying each of the 8th Corps’ divisions by  $-2$  due to the minor river. The three unit’s total strength is  $27 (11+10+6)$ . The Serbian division has



a defensive strength of 12. The strength ratio of  $27:12$  rounds to a combat ratio of  $2:1$ .

The players now check to see if there are any odds shifts. In this case there are no shifts for elevation because one of the attackers is at the same elevation as the defender. (Had the A-H 13 Brigade not been included there would have been one shift to the left due to the attackers being at a lower elevation.) There are no shifts for Prepared Attack, because not all of the attackers had placed markers. The final odds remains  $2:1$ .

Next the Proficiency Ratings are compared. The highest A-H PR is 3, while the Serbian PR is 4, so there will be a  $+1$  DRM to the white die.

Next the attacker and then defender announce with what Intensity they will fight the battle. The A-H player announces Intense as does the Serbian player. Therefore it will be a High Intensity combat.

The A-H player now rolls  $2d6$ . The result of the white die is 6 (modified to 7); the black die is 3. These results are cross-referenced with the  $2:1$  odds column. The CRT result is  $+2/+2$ . The A-H attacker suffered a  $+2$  EC DRM. The Serbian defender suffered a  $+2$  EC DRM. The  $\odot$  is ignored but both players suffer a strength reduction (due to Intensity). The Serbian flips his unit. The A-H player decides to flip the 9/8 Division.

Next the Artillery Table is referenced. The A-H AV total is 11 ( $4+5+2$ ). This sum is cross-referenced with one division-equivalent receiving fire. The result is a  $+1$  EC DRM to the Serbian. The Serbian AV total is 5 (2 from the Morava Division and 3 from the neighboring Timok Division). This sum is cross-referenced with two-and-one-half division-equivalents receiving fire. The result is a zero EC DRM to the A-H.

Now both players’ units must make Post-Combat ECs. The Serbian Morava Division has a current CEL of 11. The DRMs to be considered are the CRT result ( $+2$ ) and the Artillery Modifier ( $+1$ ). He rolls two dice with a result of 7. The modified EC result is 7 (dice roll),  $+3$  (CRT), and  $+1$  (Artillery) = 11. The division passes its EC.

The A-H player must roll two times, one time for each hex. The A-H 9/8 Division has previously suffered a CE Status reduction and has a current CEL of 9; the other two units have a CEL of 10. The only DRM is the CRT result ( $+2$ ). The dice are then rolled for each hex. The dice roll result for the two divisions of the 2nd Corps is 8, modified by  $+2 = 10$ . The 21/8 Division passes while the 9/8 Division fails by one. Checking the Effectiveness Check Failure Results Table this results in one CE Status reduction. The A-H player flips the  $-1$  status marker to its  $-2$  side (now the 9/8 Division’s current CEL is 8). The dice roll for the 13 Brigade is 3, modified by  $+2 = 5$ . The brigade easily passes.

There is no Advance after Combat possible because the defender’s hex was not vacated.

## 12.0 & 13.0 Intentionally left blank

## 14.0 IMPROVED POSITIONS (IPs)

Improved Positions represent prepared defensive positions reinforced by field fortifications. An IP is always in a single specific hex. In 1914 Sms there is only one level of IPs (i.e. Level 1).

- IP and IP MP Expanded markers must always be the top most counters on a stack.

### 14.1 IP Effects on Combat

A stack defending in an IP receives one CRT column shift left.

### 14.2 IP Effects on Movement

**Important:** IP Effects on CE Recovery—see 7.5.1.

### 14.3 IP Construction

Only an infantry Formation can construct an IP. IPs can be constructed in all terrain except Mountainous terrain (i.e. IPs cannot be constructed in Mountainous terrain). Use an IP marker of the appropriate national color when placing it on the map.

*PLAY NOTE: If the two hexes a Two-Hex Unit occupies each have a Level 1 IP, the two separate IP markers can be removed and the Two-Hex marker flipped to its IP side.*

**14.3.1 Procedure:** During the movement phases, an infantry Formation can construct an IP with the expenditure of 13 MPs. (Two or more units cannot combine to accelerate the construction of an IP.) If a unit does not have sufficient MPs to complete construction in a phase, place a Movement Points Expanded marker (7.8) on top of the unit oriented to the number of MPs that have been expended so they can be carried over to the next phase. When the unit expends its 9th MP begin using the backside of the IP marker to record MPs expended.

**14.3.2 Proximity Restriction:** A unit may not BEGIN to construct an IP if it is further than FOUR hexes from an enemy unit.

**14.3.3 Unit Restrictions:** A Demoralized unit cannot construct an IP.

**14.3.4 IP Construction Limitation:** Each Inter-Phase each player is given the “right” (i.e. entitlement) to successfully build a number of IPs during the next three GTs. (This number is found on the Inter-Phase Chart). These “rights” do not accumulate from Inter-Phase to Inter-Phase (unused “rights” are lost).

*DESIGN NOTE: This construction limitation reflects military doctrine in 1914. As the campaign began commanders anticipated a war of movement and therefore did not consider building permanent defensive positions. As the campaign progressed this of course changed.*

*PLAY NOTE: The number of IPs in the counter mix is not a limit; use similar markers from another game if you run out.*

### 14.4 IP Marker Removal

Once placed, an IP marker remains in a hex until the end of a phase in which there are no friendly Combat units in the hex, at which time the marker is immediately removed from play.

## 15.0 SUPPLY

*DESIGN NOTE: During WWI the dependence upon railways was so great that the layout of the railway system often predetermined the direction of operations. The consequence of this dependence was that only along these lines of operations could an offensive be successfully executed.*

### General Rule

There are two types of supply: Provisions and Ammunitions (Ammo). Provisions supply is used to determine whether units are “in supply” during their Supply Phase. Ammo supply is used to allow units to fight at full strength during the attack phases. Ammo supply details—see 9.4.

**LOC Definition:** An LOC is the RR line hex occupied by a supply unit and all contiguous friendly operational RR line hexes that lead from that unit to a friendly map edge (1.1) that do not pass through an EZOC (unless occupied by a friendly unit).

**LOC Limitation:** Only one army’s supply units’ LOCs can pass through an individual on-map Narrow-Track RR line hex at a time. Any number of armies’ supply units LOCs can be traced via a Single-Track RR line hex.

### 15.1 Supply Sources

The types of supply sources are: Army Depot units, Corps Train units, friendly operational RR lines and some map-edge supply hexes.

**15.1.1 Depot Units:** To be a supply source a Depot unit must have a LOC. A depot unit can supply any number of units, as long as these units are all attached to that depot’s army (5.2). For game purposes the Serbian armed forces are considered to be one army.

**15.1.2 Corps Train:** To be a supply source a Corps Train unit must have a LOC or be in an army depot unit’s supply range.

**15.1.3 RR Lines:** Combat and Artillery units may choose to trace a supply line directly from a friendly operational RR line hex. A RR line’s supply range is five hexes. RR lines cannot provide Ammo (9.4).

**15.1.4 A-H map-edge Supply Source:** Units stacked in hex 06.25 are in full supply.

**15.1.5 Montenegrin Supply:** Montenegrin units (not Serbian) can trace supply from any one of the map-edge supply symbols within a range of thirteen hexes.

### 15.2 Supply Source Restrictions due to Attachment

**15.2.1 Army Depots:** A depot unit can supply any number of units, as long as these units are all attached to that depot’s army.

**15.2.2 Corps Trains:** A Corps Train unit can supply all the Formations attached to its corps (i.e., those with their Attachment marker in the corps’ Attachment Box), any Asset Units, and any Cavalry units.

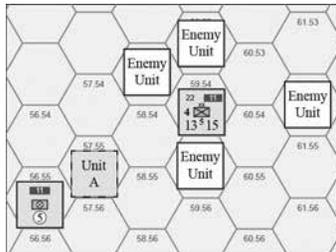
### 15.3 Tracing Supply

To provide Provisions or Ammo a supply source must be able to trace a supply line through a path of contiguous hexes that does not exceed its Supply Range, to the unit seeking supply. Each hex along the path of supply costs one against the supplying source’s Supply Range.

A supply line cannot be traced across an Impassable Mtn. hexside, nor across a Donau River hexside, except at a bridge, Ferry or Pontoon.

**15.3.1 Enemy Unit Restrictions:** A supply line cannot be traced through an enemy unit, or through a hex in an EZOC, unless the hex is friendly occupied or in a friendly ZOC, excluding any ZOC originating from the hex seeking supply.

*EXAMPLE: Without Unit A the A-H division 22/11 in hex 59.54 cannot trace a supply line to its supply source (Corps Train unit in hex 56.55) because all surrounding hexes are enemy occupied or in an EZOC. However, with Unit A the division is in supply because Unit A's ZOC negates the enemies' ZOC into hex 58.54.*



### 15.3.2 Terrain Restriction:

**Low Mountains and High Mountains:** A supply line can be traced through a maximum of one Low Mountain hex. Upon entering a second Mountain hex (Low or High) the line can be traced no further. A supply line can be traced into a High Mountain hex, but can be traced no further. *Exception:* Ignore Mountain and High Mountain terrain when tracing a supply line along a Roadway. (Note: RR Lines are not Roadways.)

**Sava Rivers:** A supply line can be traced across an unbridged Sava River hexside, but if so, can be traced no further. (Pontoon Bridges—see 21.2)

## 15.4 The Supply Phase

During the friendly Supply Phase the supply state of a player's units is checked. A unit is always found to be in one of two possible states: Full Supply or Out of Supply.

### Procedure

To determine if units are in Full Supply or Out of Supply (and possibly Isolated) and to penalize "Out of Supply" units, use the following procedural order:

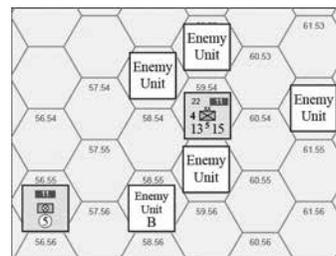
- (1) Check that every Depot unit has a LOC. If a Depot is found to not have a LOC, displace the Depot to create a valid LOC. The Depot is picked up and placed on any friendly operational RR line hex (the unit flies) and is flipped to its backside.
- (2) Check that every Corps Train unit is in Full Supply or has a LOC. Place an Out of Supply marker on any Corps Train unit that is Out of Supply and has no LOC.
- (3) Check to determine the supply state of every Force. A Force is either in Full Supply or Out of Supply. If a Force is Out of Supply, check for Isolation (15.5). Place an Out of Supply/Isolation marker on all Forces that are Out of Supply/Isolated (respectively).
- (4) Reduce the CEL of all Out of Supply Forces by one unless Isolated. If Isolated, reduce the Force's CEL by three.
- (5) Remove ALL Out of Supply/Isolation markers.

## 15.5 Isolation

Check whether a unit is Isolated during the Supply Phase and at the moment that that status may have significance (e.g., when a demoralized unit is required to Retreat After Combat).

Procedure: A unit is "Isolated" if it is unable to trace a path of 15 hexes, or less, to a friendly supply source that does not pass through enemy units, nor through a hex in an EZOC that is not also friendly occupied or in a friendly ZOC, including the unit's own ZOC.

*EXAMPLE: The A-H division 22/11 in hex 59.54 is Isolated because all surrounding hexes and all hexes surrounding those are enemy occupied or in an EZOC. However if Enemy Unit B in hex 58.55 is not there, the division is not Isolated because its own ZOC negates the EZOC in hex 58.54.*



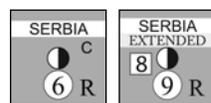
### 15.5.1 Other Effects of Isolation:

Surrender due to Retreat After Combat—see 11.1.6.

## 15.6 Supply Unit Characteristics

Besides supplying Provisions and Ammo, supply units have special characteristics.

- Supply units do not project a ZOC.
- Depots do not count toward stacking limits.



**15.6.1 Extended Mode:** Each supply unit has two sides: a Normal Mode side (front) and an Extended Mode side (back). Supply units may flip to their Extended Mode side during the friendly supply phase to provide Provisions, and during any attack phases to provide Ammo. When flipped to the Extended side the unit has an increased range but the amount of Ammo the unit may provide is limited (9.4.2). Once flipped, a supply unit remains flipped until the next friendly supply phase.

Supply units are flipped to their Extended Mode sides:

- Voluntarily to extend their supply range;
- Involuntarily if required to Retreat or Displace (15.6.2, 15.4(1)).

### 15.6.2 Supply Units and EZOCs

A supply unit may never be in an EZOC unless stacked with a friendly Combat unit.

**15.6.2a Corps Train Retreat:** The instant a Corps Train unit that is not stacked with a friendly Combat unit is in an EZOC the Corps Train unit must retreat three hexes and be flipped to its Extended Mode side. A retreating Corps Train unit may not pass through an EZOC while retreating (friendly units negate EZOCs). If it cannot retreat three hexes it is placed on its army's Depot (the unit flies).

During friendly and enemy movement, and after combat, Corps Train retreat occurs the instant an enemy unit comes adjacent, before the movement or retreat is completed (and before OR after Cavalry Reaction (8.2)—reacting player's discretion).

**15.6.2b Depot Displacement:** The instant a Depot unit that is not stacked with a friendly Combat unit is in an EZOC the Depot unit must displace. The unit is picked up and placed on any friendly operational RR line hex (the unit flies) and is flipped to its backside.

**15.6.3 Depot Movement—RR Only Movement:** During the movement phases, Depot units can (only) move along friendly operational RR lines (an R is printed on their counters to denote this) and each RR line hex costs 1 MP. Like other units, Depot units have 9 MPs

during their Movement Phase and 5 MPs during their Counter Movement Phase. Depots can move along both types of RR Line, Single-Track and Narrow-Track.

- Depots move without the expenditure of RPs.

**15.6.3a Off-Map Depot Movement:** A-H Depot units can move via the RR lines drawn adjacent to the map outside the playing area. The number of hexes from location to location is indicated within the hexagon on the RR line. If a Depot ends its movement off map record on a piece of paper the number of hexes it has already traversed.

*EXAMPLE: The A-H SIXTH Army Depot #1 would like to move from hex 06.21 (Sarajevo) to hex 10.12 (Tuzla). This move would require a total of 26 MPs. I.e. 14 MPs from Sarajevo to Zavidovic, 5 MPs to Doboj, 5 MPs to hex 08.12, and 2 MPs to hex 10.12.*

**Distance Summary:** Sarajevo to Zavidovic 14 hexes, to Doboj 5 hexes to Brod 10 hexes to map edge by Strizivojna 5 hexes. Zavidovic to map edge 6 hexes. Doboj to map edge 5 hexes.

## 15.7 Serbian Artillery Shell Shortage

See 23.2.

# 16.0 REINFORCEMENTS, SUBSTITUTIONS, WITHDRAWALS & REPLACEMENTS

Each player's reinforcements, substitutions, withdrawals and replacements are listed in the scenario rules.

## 16.1 Reinforcement Entry Procedure

Reinforcements enter play during the friendly Preliminary Phase in a specific hex. If the reinforcement is a Corps or Formation, place its Attachment marker on an Army Organizational Display.

*PLAY NOTE: The Attachment Phase follows the Preliminary Phase, so if the initial placement of a reinforcing unit's Attachment marker is found to be in error it can be changed.*

## 16.2 Unit Substitution

Some reinforcement units are exchanged for units that are already on the map.

**16.2.1 Procedure 1:** Remove the unit to be exchanged from the map and replace it with the substituting unit, retaining any strength reductions. If the departing unit is a Formation, the new Formation takes on the CE Status of the departing Formation.

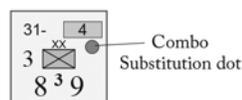
*EXAMPLE: Division A is substituted for brigade B. If the CE Status of brigade B is -2 then division A's CE Status will be -2.*

*PLAY NOTE: The new Formation's Attachment marker may be on the backside of the departing Formation's Attachment marker.*

**16.2.2 Procedure 2:** If a Formation is to substitute for an Asset Unit that has been destroyed, remove a number of steps from the Formation equal to the number of steps in the Asset Unit before entering the Formation into play.

## 16.3 Combination Substitutions

In some cases units on the map can be combined to create new units. The units affected are marked with a colored dot



or square in their upper right-hand corner. The color of the dot or square is unique to each case within a nationality. A Combo Substitution cannot occur until all the specified units are stacked together or in adjacent hexes (in this case, create a Two-Hex Unit). If one of the required units has been eliminated, use the Unit Substitution procedure (16.2.1), retaining any strength reductions.

**16.3.1 Procedure:** At the end of any friendly movement phase, if the required units are present, remove the units to be exchanged from the map and replace them with the substituting unit(s), retaining any Strength Reductions. New Formation(s) takes on the average CE Status (6.1.1) of the departing Formations, rounded down.

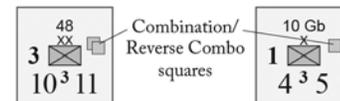
### 16.3.2 Cases:

Austro-Hungarian: 31-/4 + Dani = 31/4

Serbian: Loznica + Drina II = Drina II

## 16.4 Combination/Reverse Combination

In some cases two Formations can be combined into one Formation or one Formation can be split into two Formations. Such Formations are marked with a colored squares in their upper right-hand corner.



**16.4.1 Procedure:** The Combination procedure is the same as in 16.3. Reverse Combination happens at the start of the friendly movement phase.

### 16.4.2 Cases—A-H only:

1 = 7Gb + 9Gb

18 = 4Gb + 6Gb

48 = 10Gb + 12Gb

## 16.5 Withdrawals

Units that are to be withdrawn are simply removed from the map during the Preliminary Phase of the specified GT.

- All Withdrawal cases are listed in the Play Book.

## 16.6 Replacements (REPLs)

Players receive Replacements by nationality as listed on the Inter-Phase chart. REPLs are incorporated ONLY during an Inter-Phase's Replacement Segment.

**Important:** All REPLs (those received during the current Inter-Phase and those stored from previous Inter-Phases) must be incorporated if possible.

**16.6.1 Recording REPLs:** Unused REPLs can be stored and are tracked using the national REPL markers. Excess Strength Reduction results (those that cannot be allocated during combat—see 9.10.4) reduce the number of stored REPLs. If the number stored is negative, the next allotment of REPLs is reduced by that amount.

**16.6.2 Replacement Procedure:** One REPL will remove one Strength Reduction from an Infantry unit. When a REPL is incorporated the owning player flips a reduced unit to its front side, or removes a -2 Strength Reduction marker, or flips a -4 Strength Reduction marker to its -2 side.

- An individual unit can incorporate only one REPL per Inter-Phase.
- Eliminated units cannot be returned to the game.

**Exceptions:** see A-H Marsch Units.

**16.6.3 A-H Marsch Units:** During an Inter-Phase, if the A-H player has any unallocated REPLs remaining and he has any eliminated Marsch units, he must use the remaining REPLs to return the eliminated Marsch units to the game. One (or two) REPLs can be used to return an eliminated A-H Marsch unit to the game. Returned units are placed on any army's Depot unit.

**16.6.4 Montenegrin REPLs—**see 24.1

17.0 intentionally left blank

## 18.0 RAILROAD (RR) LINES

### 18.1 RR Lines

There are two types of RR lines in the game: Single-Track and Narrow-Track. Both types can be used to provide supply and move depots. Other unit types cannot use RR lines for movement.

**18.1.1 RR Line States:** RR lines may be found in two states: “friendly operational” or “non-operational.” At any moment, all RR lines that are behind a friendly army's Front Line (3.4.1), and are connected to a friendly map edge, are automatically friendly operational.

- Friendly Operational RR line hexes are those that are behind the nation's armies' Front Line and are connected to a friendly map edge by a contiguous path of other friendly operational RR line hexes.
- Non-Operational RR line hexes are those that are NOT CONNECTED to a friendly map edge by a contiguous path of other friendly operational RR line hexes.

### 18.2 Other Effects of Railroads

- RR Lines are not Roadways.
- LOC traced over Narrow-Track RR line—see 15.0.
- RR Lines and Supply—see 15.1.
- Depot Movement—see 15.6.3.

*DESIGN NOTE: Players will notice that there is no RR bridge across the Sava at Beograd. This is because the bridge was badly damaged by the Serbs as the war began. The bridge was not again operational until 14 January 1916 (ÖULK Vol.III, p.337). Since Beograd was captured on 10 October 1915 this corresponds to a repair time of 14 weeks. Due to the lengthy time required the RR bridge cannot be repaired during the game.*

## 19.0 TWO-HEX UNITS

An individual Force (1.1) composed of Combat units can stack in two hexes at one time. This is known as being in “Two-Hex Status” and such a Force is a “Two-Hex Unit.” When a Force enters Two-Hex Status a double-sized rectangular Two-Hex Unit marker is placed under the unit.

- For all cases concerning the proximity of a Two-Hex Unit to an enemy unit, geographic location, or friendly supply source, the closest hex or shortest range is used.

### 19.1 Two-Hex Status

**19.1.1 Procedure—Voluntary Extending/Consolidating:** A unit can voluntarily enter or leave Two-Hex Status during a friendly movement phase. To do so it may either remain stationary in one hex while moving into a new hex (expending the MPs to enter the new hex) or move directly from one hex into two adjoining hexes (expending the highest MP cost of entering either hex). To consolidate from two-hexes into a single hex the unit reverses the above process.

- A unit may enter Two-Hex Status when advancing after combat.
- An Asset Unit can become part of a Two-Hex Unit's Force by entering either one of the two hexes. It exits by consolidating like a Formation unit would.
- Cavalry units may leave or enter Two-Hex Status while Reacting (8.2) or Retiring (8.3).
- Artillery units cannot enter Two-Hex Status.

**19.1.2 Stacking:** A Two-Hex Force can stack with other Forces that are not in Two-Hex status. However, it cannot stack with another Two-Hex Force in either hex it occupies.

**19.1.3 Size:** In all cases, a Two-Hex Unit is considered to be half its size (1.1) in each hex it occupies.

**19.1.4 Movement:** When moving into two hexes from two hexes, the highest MP cost is used. Such a unit can wheel paying the MP cost of the new hex entered. One half of the unit remains in its hex while the other moves and pivots around the stationary hex.

Such a unit can move sideways; if one half of a Two-Hex Unit moves through different terrain than the other half, always use the higher MP cost.

- If a Prepared Attack marker is pointed at one hex of a Two-Hex Unit the other portion of the unit can move, either to consolidate or to wheel. If Prepared Attack markers are pointed at both hexes, neither portion of the unit can move.
- Two-Hex Units cannot place PA markers.
- A Two-Hex Unit can straddle an Impassable Mountain hexside.

**19.1.5 Tasks:** A Two-Hex Unit can only perform one task at a time.

*EXAMPLE: A Two-Hex must expend 13 MPs twice to build two IPs. First it builds in one hex, then in the second hex.*

**19.1.6 Combat:** A Two-Hex Unit has its strength and Artillery Value divided equally between the two hexes it occupies.

- Attack: A Two-Hex Unit can conduct only one attack per phase.
- Defense: It defends as if it were two separate units (i.e., attacks upon separate portions of a Two-Hex Unit must be resolved separately). If both portions of a Two-Hex Unit will be participating in combat during an attack phase the two combats must be resolved simultaneously. In this case the Individual Attack Sequence (9.1.1) is modified as follows: Each attack is conducted

as a separate attack without an effect upon the other (except in the possible case of retreat results). The Two-Hex Unit will conduct only one Post-Combat EC check, using the highest (worst) modifier from the two combats.

**19.1.7 Retreat Results:** A one hex retreat result from the CRT affects only the half that was forced to retreat; it will compel the Two-Hex Unit to either consolidate or wheel.

An EC Retreat result or multi-hex CRT retreat result affects the entire unit; the hex that suffered the retreat result must retreat the full distance while the other hex must retreat the number of hexes required to consolidate in the last hex of retreat.

**COMBAT EXAMPLE:** The Serbian Lim Brigade is in Two-Hex Status in hexes 22.11 and 22.12. Hex 22.12 contains a Level 1 IP. In hex 21.12, with a Prepared Attack marker pointed at hex 22.11, is the A-H 1 Division. Adjacent, in hex 21.13 is the 2 Gb Brigade. The A-H Player states he will be attacking hex 22.11 with the 1 Division, and hex 22.12 with the 2 Gb Brigade. Because the defender is in Two-Hex status the two combats are conducted concurrently.

Each player determines his total strength for each combat. The A-H 1 Division has attack strength of 10, while the 2 Gb Brigade has attack strength of 4. The defending Serbian Lim Brigade must split its defense strength in half. Therefore it will defend each hex with a defensive strength of 3. The two strength ratios are 10:3 and 4:3. These round to a combat ratio of 3:1 and 3:2.

The players now check to see if there are any odds shifts. In the case of the 1 Division it is one to the right for the PA marker. For the 2 Gb Brigade it is one to the left because of the IP. So the final odds are 4:1, for the 1 Division, and 1:1, for the 2 Gb Brigade.

Next the Proficiency Ratings are compared. The Lim Brigade's PR is 3. Both A-H units also have PRs of 3. Therefore there will be no DRM modifiers for PR.

Next the attacker and then defender announce with what Intensity they will fight the battle. In both cases neither player announces Intensity and therefore it is a Low Intensity combat.

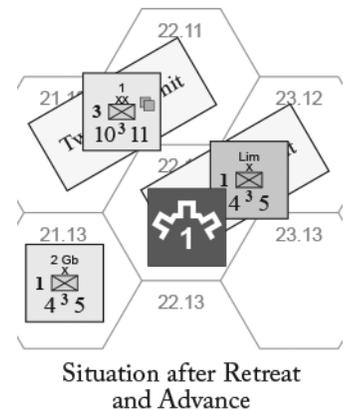
The A-H player now rolls 2d6 for the 1 Division's attack. The result of the white die is 2; the black die is 3. These results are cross-referenced with the 4:1 odds column. The CRT result is -/+4①. There is no effect on the A-H attacker. The Serbian defender suffered a +4 EC DRM and must retreat one hex. Before conducting the retreat and rolling the post-combat EC the second attack is resolved.

The A-H player now rolls 2d6 for the 2 Gb Brigade's attack. The result of the white die is 4, modified to 3; the black die is 4. These results are cross-referenced with the 1:1 odds column. The CRT result is +3/+3②. The A-H attacker suffered a +3 EC DRM and so

did the Serbian defender. The white retreat result is ignored since this is a Low Intensity battle.

Next the Artillery Table is referenced. The 1 Division's AV is 3. This sum is cross-referenced with a ¼ of a division-equivalent receiving fire. The result is a 0 EC DRM to the Serbian. The 2 Gb Brigade's AV is 1. Cross-referenced with ¼ of a division-equivalent receiving fire the result is a -1 EC DRM. The Serbian AV total is 1 (this is divided in half, and then rounded up). Cross-referenced with one division-equivalent and one-half division-equivalent receiving fire the result both times is a -1 EC DRM.

Now the post-combat ECs are resolved. The A-H units both roll low and pass. The Serbian Lim Brigade must roll only once using the greatest DRM. In this case it is +4. The Serbian player is fortunate, rolls low and passes. The Serbian player must now conduct the mandated retreat. He retreats from hex 22.11 into 23.12, and therefore the Lim Brigade ends the combat still in Two-Hex status in hexes 23.12 and 22.12.



The 1 Division wants to enter the vacated hex but does not want to leave the hex it is in. It therefore decides to Advance after Combat by entering Two-Hex Status. This concludes the combat.

## 20.0 Intentionally left blank

## 21.0 SPECIAL RULES

### 21.1 Detachment Units

Some divisions begin the campaign with detached components and special reduced strength markers. Detachment units are those with ID that begins with det. (e.g. det.29 is a detachment from the 29th Division.) Detachment units cannot be created during the game.

**21.1 Integrating Detachment Units:** Detachment units may be integrated back into the parent unit at the end of any friendly movement phase if the parent and detachment are stacked in the same hex. Simply remove the detachment unit from the map and remove the corresponding Strength Reduction marker from the parent unit transferring any Strength Reductions suffered by the Detachment.

### 21.2 Pontoon Bridges

Both Players can build Pontoon Bridges. A deployed pontoon bridge is considered a River Bridge (7.1.5) in all respects except that only one Force can gain its Movement cost benefit per movement phase.

- Pontoon Bridge markers are always placed as the top most unit on a stack.

**21.2.1 Procedure:** During a Finishing Phase, if a player controls both hexes adjacent to a Sava or Donau River hexside, the player may begin the construction of a pontoon bridge by placing a Pontoon marker on its "construction" side, pointed at the desired hexside. During the next Finishing phase, if the player still controls both hexes adjacent the River hexside, construction is complete and the marker is flipped to its bridge side.

**21.2.2 Removal:** A pontoon bridge marker (deployed or during construction) is removed the instant an enemy unit occupies one of the two hexes adjacent to the hexside the pontoon bridge spans. A removed pontoon bridge can be used again.

**21.2.3 Donau River Restrictions:** Pontoon bridges can only be deployed at Donau-island hexsides and Two Pontoon bridge markers are required per hexside.

**21.2.4 A-H Naval Squadrons:** If a Naval Squadron unit enters a hex adjacent to a Serbian Pontoon bridge's hexside the pontoon is immediately removed. A removed pontoon bridge can be used again.

## 22.0 Intentionally left blank

## 23.0 SERBIAN SPECIAL RULES

### 23.1 The Komitadji Markers

During the Finishing Phase of his Player Turn, the Serbian Player picks up all his available Komitadji markers and then places them back on the map, a maximum of one per hex and a minimum of five hexes apart (i.e. there must be four intervening hexes between them). The markers can be placed in any hex south of the Sava/Donau Rivers within three hexes of any Serbian combat unit. It does not matter which side of the marker is up when placed—see Effects below.

- Komitadji markers can never be destroyed.

**23.1.1 Effects:** A placed marker is never moved from the hex it is placed in. The marker's effect depends upon other Serb units. If a Serb unit is in the hex with the marker, the marker enhances the unit's combat strength. If no Serb unit is present, the marker causes harassment.

**Combat Strength:** If stacked with a Serb unit the marker gives that unit +1 combat strength (AS or DS). Use the front side of the marker if used in this manner.

**Harassment:** If not stacked with a Serb unit, the A-H player is affected in two ways. It increases the cost to move into that hex by +1 MP, AND, if the hex does not contain an A-H combat unit, it increases the cost of tracing a supply path through the hex by 1 (the hex counts as 2 hexes). Use the back side of the marker if used in this manner.

*EXAMPLE: During the Finishing Phase the Serb player, hoping to disrupt the A-H player's plans, places the Komitadji marker on a Low Mountain hex just behind the A-H front line. During the next A-H Supply Phase, the A-H player could trace a supply line into the hex but no further because of rule 15.3.2. In addition, during the A-H movement phases the A-H player would be forced to pay 1 additional MP when moving a unit into the hex.*

*HISTORICAL NOTE: The Komitadji, or Četniks, were irregular troops that infiltrated the enemy's rear areas, where they gathered intelligence, conducted raids, sabotaged supply lines, and exhorted the local Slavic populations to rise up against the A-H officials. They usually preceded invading Serbian and Montenegrin army units into occupied or enemy territory.*

### 23.2 Serbian Artillery Shell Shortage

The Serbs have a special type of combat supply termed Artillery Shells. The expenditure of "Shells" is tracked on the Serb Resources

Display using the Shells marker. [The Serbian begin the Campaign scenario with an inventory of 125 Shells.]

**23.2.1 Combat Effects:** During each combat, when the Serb Player provides Ammo for combat (9.4) he must decide if he will also provide Shells. If Shells are provided, the combat is fought as normal. If not provided, a Serbian Force denied Shells is considered to have an AV of zero.

- When attacking one increment of Shells supplies one Force. When defending, one increment of Shells allows one defending Force AND one neighboring Force (10.1.1) to use its AV.
- Shells cannot be provided to a Force that does not receive Ammo.

**23.2.2 Shell Shortage and Allied Assistance:** If, during an Inter-Phase, the Serb has zero Shells in his inventory he will roll 1d6 for Allied Assistance. If the result is a 6 the Allies have sent the Serbs artillery shells. If the result is a 1-5, the Allies fail to send assistance. Each failed die roll provides a +1 DRM for the next Inter-Phase's die roll. Once the die roll has been successful the Serb receives 4 Shells per GT (record the number stored on the Resources Display).

*PLAY NOTE: A Savvy Serb Player will conserve his "Shells." Indiscriminate use is not wise. Only provide Shells when their use will cause a shift on the Artillery Table.*

### 23.3 Serbian Garrison Units

All garrison requirements are cancelled if Beograd is in A-H control.

## 24.0 MONTENEGRIN SPECIAL RULES

### 24.1 Montenegrin REPLs

Beginning on the second Inter-Phase and each Inter-Phase thereafter, the Serbian Player rolls 1d6 to determine the number of Montenegrin REPLs he receives.

Die Roll	1	2	3	4-7
Nr. of REPLs	3	2	1	0

**DRM:** After 8th Inter-Phase add +1.

Montenegrin REPLs must first be used to remove any Strength Reduction the Pljevlja unit has suffered. If any REPLs remain they can be used to create a Montenegro asset unit. When created, Montenegro asset units appear either in hex 16.29, 22.29 or 30.29.

### 24.2 Montenegrin Off-Map Boxes

Montenegrin units may enter and exit (i.e. move and retreat off) the map from hexsides marked with an 'M' (hexes 16.29, 20.29, 22.29, 24.29, 30.29).

**24.4.1 Exiting the Map:** During a movement phase, a unit can exit the map by expending 2 MPs. Units that exit the map are placed in the nearest Off-Map Box.

**24.4.1 Entering the Map:** To enter the map a unit must expend the number of MPs required to enter the hex. Units can enter the map into an EZOC. They cannot enter into a hex occupied by an A-H unit.

**24.2.2 Off-Map Movement:** While off-map a unit can move from one Off-Map Box to another, one box per movement phase. Also

while in an Off-Map Box a Formation can perform CE Recovery by remaining stationary for one entire Movement Phase (not Counter-Movement Phase).

### 24.3 Other Montenegrin Rules Summary

- Montenegrin Supply—see 15.1.5

## 25.0 AUSTRO-HUNGARIAN (A-H) SPECIAL RULES

### 25.1 Naval Squadrons

*Historical Note: At the outset of the war the A-H Donau flotilla consisted of six river monitors, small but heavily-armored vessels with gun turrets, and six speedy patrol boats armed with machine guns used primarily for reconnaissance. In addition, ten armed steamboats and numerous motor boats, tugs and barges, all taken from civilian enterprises, were used to lay and sweep mines and as hospital boats.*

#### Characteristics:

- For movement, a squadron always moves alone. It cannot move as part of a Force with other units.
- A squadron is always in Full Supply and never requires Ammo.
- It does not count for stacking (and may involuntarily be stacked with an enemy unit).
- Combat: Naval Squadron units never participate in combat alone. Once per combat phase, a squadron can add its AV to a combat in its hex or any adjacent hex that is also adjacent to a Sava or Donau River hexside. Squadrons are not effected by retreat results and never take a post-combat CE.

*EXAMPLE: The Sava squadron is stacked in hex 21.10. The squadron could add its AV to an A-H unit defending in hexes 21.09, 21.10, 22.09 and 22.10 or to an A-H unit attacking into hexes 21.09, 22.09 and 22.10.*

**25.1.1 Movement:** Naval Squadrons move along the Sava and Donau Rivers by entering hexes adjacent to these rivers' hexsides. Each hex entered costs one MP against the squadron's movement allowance. (There is no cost to exit or enter an EZOC.) Squadrons can move through enemy occupied hexes but cannot voluntarily end their movement stacked with an enemy unit.

*EXAMPLE: The Sava squadron begins in hex 20.06. The squadron would like to move to hex 21.10 (Šabac). To do so it starts its move by moving along the river's north bank entering hex 21.07, and then crossing to the south bank, enters hexes 21.08, 21.09 and 21.10. The move cost the squadron a total of 4 MPs.*

**MOVEMENT NOTE:** A squadron cannot move directly from hex 16.07 to hex 17.07, or from hex 28.08 to hex 28.09. Same goes for any other similar hex configuration.

#### 25.1.2 Hindrances to Movement and Hits:

**Beograd:** Each time a squadron enters OR exits hex 29.09, 29.10, 30.08 or 30.09 the squadron must roll 1d6. The roll is conducted at the end of the squadron's movement. The die is rolled only once no matter how many of these hexes were entered or exited. If the roll's result is 6 the squadron takes a hit and must "Refit." Flip the counter to its backside and place it on the GT Record Track three GTs from the current GT. If the squadron is already reduced remove it from the game.

**Exception:** Do not roll 1d6 if the squadron enters or exits hex 29.09 (Semlin) from or into hex 28.08 or 29.08.

**Russian Naval Mission:** Starting on GT 19, if a squadron moves into a hex that is enemy controlled (3.4), or a hex where the hex on the opposite riverbank is enemy controlled, the squadron must roll 1d6. The roll is conducted at the end of the squadron's movement. The die is rolled only once no matter how many hexes were entered. If the roll's result is 6 the squadron takes a hit and must "Refit." Flip the counter to its backside and place it on the GT Record Track three GTs from the current GT. If the squadron is already reduced remove it from the game.

*Historical Note: This represents the arrival of the Russian naval mission with mines, torpedoes and explosives. During the campaign, the Russian's greatest success was the sinking of Donau flotilla's flagship Temes. On 23 October by Grabovci (hex 23.10), the Temes struck a mine, keeled over to starboard, and sank.*

**Refitting at Naval Base:** When a squadron returns after refitting, place it on one of its Naval Base hexes, backside up. Once per game, while refitting, one squadron can incorporate a Naval Squadron REPL.

*EXAMPLE: A squadron takes a hit on GT 3. It would be returned to play on GT 6.*

**Naval Bases:** The Sava Squadron's bases are at Brčko (hex 11.08) and Brod (five hexes from hex 08.04). The Donau Squadrons' bases are at Semlin (hex 29.09) and Neusatz (hex 23.03).

**25.1.3 Sava River Water Level Low:** From GT 7 through GT 18 (inclusive) a Naval Squadron cannot sail on the Sava downstream of hex 17.08+17.09 or upstream past hex 29.09+30.09. At the start of GT 7 any naval squadron found on the Sava between these two hexsides is displaced, the Sava squadron to hex 17.08, a Donau squadron to hex 29.09. If those hexes are enemy occupied keep going towards the unit's base to the next hex that is not enemy occupied.

**25.1.4 French Naval Artillery Marker:** When in place the A-H Naval squadrons can no longer use the Semlin Naval Base (hex 29.09) nor can they enter the hexes 29.09, 29.10, 30.08, 31.09.

**Arrival:** On GT 32 or any turn thereafter, the Serbian player may place the French Naval Artillery marker in Beograd (hex 30.09). It cannot be moved or placed elsewhere.

**Removal:** Once placed, if an A-H combat unit enters Beograd the French Naval Artillery Marker is removed from the game.

*HISTORICAL NOTE: The French naval mission in Serbia, officially known as Mission D, consisted of 100 men, three 14-cm guns from the battleship Henri IV and 1500 shells. The mission arrived in Belgrade on 5 November and set about constructing two emplacements (the third gun was to be in reserve). On 21 November the guns fired their first shots and the A-H monitors, finding themselves out-ranged, were forced from their moorings at Semlin (hex 29.09).*

**25.1.5 Removal of Serbian Pontoon Bridge**—see 21.2.4.

**25.2 Syrmien and Banat Units:** Units with the ID SYRMIEN or BANAT must remain inside their respective region. For game purposes, the Syrmien region is the area north of the Sava River that is west of the Donau River to Neusatz and north of the Donau from hex row 23.xx (inclusive). The Banat region is the area north of the Donau.

### 25.3 Sarajevo Fortified Area

The Sarajevo Fortified Area is defined as the hexes 06.20, 06.21 and 07.21. A-H units within the Fortified Area can begin CE Recovery when adjacent to the enemy (7.5.1) and recovery from Demoralization when two hexes from the enemy (7.5.2).

### 25.4 Kalinovik Threatened

The instance a Serbian unit comes adjacent to Kalinovik (hex 06.25), prior to checking for Fort Abandonment (8.5.2), place the A-H asset unit 3 Gb in Kalinovik.

### 25.5 Other Austro-Hungarian Rules Summary

- Off-map Depot movement—see 15.6.3a

## 26.0 AUSTRO-HUNGARIAN STRATEGIC PLANS

At the beginning of some scenarios a number of Austro-Hungarian armies are bound by special directives termed “Strategic Plan” orders. Those armies are listed in each scenario’s special rules section. Denote these armies by flipping the army’s Army marker to its Strategic Plan side.

*DESIGN NOTE: Strategic Plans are intended as a simple mechanism to start the game in a historical direction. These Strat Plan rules are not “idiot” rules. Players will not compromise their units or their success by following them. In most cases, conducting operations as ordered by the plan is a game winning strategy.*

### 26.1 Strategic Plan Objectives

Each Strategic Plan has several geographical “Operational Objectives” of which one (or two) are “Primary Objective(s).”

- If the primary objective is captured (26.1.1) the plan is considered to be “Achieved.” The PLAYER TURN after the army has achieved its plan the army’s units are no longer bound by this rule’s movement restrictions.

**26.1.1 Capturing the Primary Objective:** A primary objective is considered captured only if: (1) a friendly division or brigade-sized Infantry unit is occupying the objective hex, AND (2) it is friendly controlled at the conclusion of the current PLAYER TURN.

- Cavalry cannot capture objectives.

#### 26.1.2 Operational Objectives:

- FIFTH Army: Obrenovac 26.11—Planinica 25.18.

**Primary objective:** Valjevo 23.16.

- SIXTH Army: Plavlje 16.28—Užice 22.21—Hex 22.29.

**Primary objective:** Prijepolje 19.28.

- The SECOND Army has no Strategic Plan. *Exception:* Alt-history scenario—see 32.0.

### 26.2 Strategic Plan Movement Restrictions

All Infantry Formations, except A-H Formations that are CI or Demoralized, are affected by Strategic Plan restrictions during both movement phases. A-H Infantry Formations with a CE Status of CI, D1 or D2, and all Cavalry, Supply, and Asset Units are not restricted.

**26.2.1 Movement:** IF a restricted infantry Formation moves from one hex to another (i.e., is not stationary in a hex), it must END its movement a minimum of one hex closer to any one of its army’s Operational Objectives.

*PLAY NOTE: This rule prohibits a restricted Infantry unit from sliding sideways if it is unable to decrease the distance to at least one of its objectives by the end of the phase. Such a unit can move sideways (or even backwards) during the phase, as long as it ends the phase one hex closer.*

### 26.3 Abandoning the Strategic Plan

An A-H army can “Abandon” its Strategic Plan if it is unable or disinclined to capture its Primary Objective. Plans may be abandoned (by either player) during the Joint Preliminary Phase (4.2.1a) by simply announcing the plan’s abandonment. The army’s units are no longer bound by rule 26.0 beginning that same Player Turn.

- Strategic Plans cannot be abandoned on GT 0 or GT 1.
- A-H armies must make Mandated Attacks to be eligible to abandon their Strategic Plans (26.4.2).
- There is a VP effect for plan abandonment (27.1).

**26.3.1 Mandated Attacks:** For an A-H army to be eligible to abandon its Strategic Plan (26.3) units attached to that army must first conduct a number of Mandated Attacks. A Force conducting a Mandated Attack must include an Infantry Formation and it must declare Intense Combat (9.8).

The number required is: FIFTH Army = 5; SIXTH Army = 4.

*PLAY NOTE: While an army’s Strat Plan is active, the player is free to choose when to conduct a Mandated Attack. Other attacks are not required to be Intensive.*

## 27.0 DETERMINING VICTORY

Victory Points (VPs) are used to determine which player is victorious. See each scenario’s Victory Conditions Rule for victory details.

### Victory Points

During play each player will add or subtract VPs as they are earned or lost according to the VP schedule found below. The current quantity of VPs accumulated is recorded on the VP Track. The VP marker is two-sided: if the Serbian player is in the lead keep the Serbian side face up and vice-versa if the Austro-Hungarians are in the lead.

### 27.1 Strategic Plans

No VPs are awarded for the achievement of a Strategic Plan; however, VPs are deducted if a plan is abandoned (26.3). The number of VPs deducted is variable and depends upon the proximity to the closest Infantry unit attached to that army to that army’s primary objective.

#### Distance from Primary Objective VPs

- 5 or more hexes –15
- 3 or 4 hexes –10
- 2 hexes –6
- 1 hex (adjacent) –3

*EXAMPLE: It is GT 2 and the A-H Fifth Army decides to abandon its plan. The closest Infantry unit attached to the Fifth Army is 4 hexes from its primary objective. The A-H player loses 10 VPs.*

### 27.2 Austro-Hungarian Furthest Advance

Each Inter-Phase the A-H player calculates the VPs earned due to his advance into Serbia. To find the number of VP earned by the furthest A-H Infantry Formation (not cavalry or Asset Units), subtract 20 from the hex's column number. Choose the hex that earns the greatest number of VPs. The sum may be zero or a positive number. Only hexes east of hex column 20.xx (exclusive), south of the Sava/Donau River line and north of hex row xx.23 (exclusive) are eligible.

*EXAMPLES: Hex 21.10 (Šabac) would earn the A-H player 1 VP. Hex 25.14 is worth 5 VPs.*

### 27.3 Austro-Hungarian Geographic Objectives

If an A-H unit ever enters the following towns the A-H Player immediately receives VPs: Beograd (hex 30.09) 10 VPs, Valjevo (hex 23.16) 5 VPs, Nova Varoš (hex 21.27) 5 VPs, Kragujavac (hex 34.20) 10 VPs.

### 27.4 Šabac

At the end of every friendly Player Turn that a player controls Šabac (hex 21.10) he gains 1 VP.

### 27.5 Austro-Hungarian Bombardment of Beograd

At the end of every Serbian Player Turn that the A-H artillery unit FsAR.6 is NOT adjacent to Beograd (hex 30.09) the Serbian Player receives 1 VP.

*PLAY NOTE: The silhouette on the backside of the FsAR.6 artillery unit is there only as a reminder of this rule.*

### 27.6 Serbian Advance into Sirmien

Once per game at the end of any Player Turn of the Serbian Player's choosing, if the Serbian controls Budjanovci (hex 23.08) and/or Dec (hex 25.09) and/or Surčin (hex 28.09) he may take an award of 5 VPs per location controlled.

### 27.7 Serbian Geographic Objectives

If a Serbian unit ever enters Višegrad or moves adjacent to Sarajevo or Kalinovik the Serbian player immediately earns VPs: Višegrad (hex 16.22) 5 VPs, adjacent to Sarajevo (hex 07.21) 15 VPs, adjacent to Kalinovik (hex 06.25) 10 VPs.

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## GAME SUPPORT

Ongoing errata and game support materials are available on the GMT Web site at: [www.GMTGames.com](http://www.GMTGames.com)

As well as on Michael Resch's Oregon Consim Games Web site at: [www.ConsimGames.com](http://www.ConsimGames.com)

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# PLAYER TURN SEQUENCE OF PLAY

## Preliminary Phase

- Place reinforcements and execute withdrawals and substitutions.
- Players note if any special events have occurred.

## Joint Preliminary Phase:

- Players note if any Strategic Plans have been achieved.
- The A-H player may abandon his army's Strategic Plans.
- Both players "Activate" all units scheduled to be activated this GT.

## Attachment Phase

- Designate each Army's "Area of Attachment" boundaries. Adjust the location of Attachment markers on the army organizational displays.

## Supply Phase

1. Flip any supply units that are on their Extended Mode sides to their front-sides and remove all Ammo Provided markers.

2. Determine the supply state of all friendly units.

(1) Check that every Depot unit has a LOC. If a Depot is found to not have a LOC, displace the Depot to create a valid LOC (15.6.2).

(2) Check that every Corps Train unit is in Full Supply or has a LOC. Place an Out of Supply marker on any Corps Train unit that is Out of Supply and has no LOC.

(3) Check to determine the supply state of every Force. A Force is either in Full Supply or Out of Supply. If a Force is Out of Supply, check for Isolation (15.5). Place an Out of

Supply/Isolation marker on all Forces that cannot trace a supply line.

(4) Reduce the CEL of all Out of Supply Forces by one unless Isolated. If Isolated, reduce the Force's CEL by three.

(5) Remove ALL Out of Supply/Isolation markers.

## Movement Phase

The Phasing Player conducts movement. Units have 9 MPs.

## Counter Movement Phase

The Non-Phasing Player conducts movement, after any required AoA adjustments (5.1.1a). Units have 5 MPs.

## Attack Phase

The Phasing Player conducts all of his Combat unit attacks.

- Combat Unit Attack Sequence Procedure:

a. The attacker identifies the defending and attacking hexes.

b. The ID, unit type and unit sizes of all units in the hex are revealed. Announce if units are to be withheld (9.2.5).

c. Both players check if their units are in supply range to receive Ammo. If any of the supply units providing Ammo is on its Extended Mode side record the provision (9.4.2). Record Serbian Artillery Shell provision (23.2)

## 1 ► Combat Resolution:

d. Each player calculates his total combat strength.

e. Determine the CRT odds ratio.

f. Determine the combat's Intensity.

g. Resolve the combat and determine the result.

h. Conduct any retreats and apply any CEL and/or strength reductions.

## 2 ► Artillery:

i. Determine the Artillery DRMs.

## 3 ► Post-Combat Effectiveness Check:

j. Conduct Post-Combat Effectiveness Checks and apply results.

k. Advance after combat.

## Counter Attack Phase

The Non-Phasing Player conducts all of his Combat unit attacks.

## Finishing Phase

- Cavalry Retirement Step: All eligible Cavalry units may Retire (8.3). The Phasing Player goes first followed by the Non-Phasing Player.

- River Step: Both players place, or flip over, Pontoon Bridge under construction markers (21.2), and remove or flip any River Crossing markers (7.1.5a).

- Komitadji Step (Serb Player Turn only): Place the Komitadji markers (23.1).

- Victory Points: Adjust the VP marker for VPs gained or lost this Player Turn (27.0).

## Montenegrin REPLs Table

Die Roll	1	2	3	4-7
Nr. of REPLs	3	2	1	0

DRM: After 8th Inter-Phase add +1.

## INTER-PHASE Chart

Inter-Phase	Replacements Points (16.6)		Replacements Points (16.6)	Improved Positions (14.0)	
	A-H	Serbian			
At Start	0	0	0	0	
1 <sup>st</sup>	5	5	0	0	
2 <sup>nd</sup>	4	4	Use Montenegrin REPLs Table (24.1)	2	Victory Points A-H Furthest Advance
3 <sup>rd</sup>	4	3		2	
4 <sup>th</sup>	4	2		3	
5 <sup>th</sup>	3	2		3	
6 <sup>th</sup>	3	2		4	
7 <sup>th</sup>	3	1		4	
8 <sup>th</sup>	3	1		4	
9 <sup>th</sup>	2	1		4	
10 <sup>th</sup>	2	1		4	
11 <sup>th</sup>	0	2		4	
12 <sup>th</sup>	0	2	4		