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MARCH ON THE  
DRINA  
- WW1

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SREMSKA MITROVICA

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NEGOTIN

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# MARCH ON THE

A NEW LEVEL OF STRATEGY GAMING

# DRINA

WW1

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## RULEBOOK

SKOPJE

BITOLA

GREECE

CORFU



# MARCH ON THE DRINA WWI

To our father, Darko Nišavić

Perhaps you have never reached the star heights of glorious Serbian generals,  
but for us you will forever be a hero,  
whose righteous words we will always remember,  
and whom we will love endlessly

Your sons,  
Vukašin and Janko



# MARCH ON THE DRINA WWI

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## 1. Historical Note

At the beginning of the XX century, a political situation in Europe started to get more and more complicated. Old European countries, Britain, France, Spain, Portugal, Netherlands and Belgium, had already divided the rest of the world as their colonies and spheres of interest. After Italy and Germany were formed in the second half of XIX century, two great countries emerged in Central Europe, which together with Austro-Hungarian Empire, longed for cheap work force and resources that other European powers were getting from their colonies.

That situation led to forming of The Triple Alliance between Germany, Italy and Austro-Hungary in 1882. As counterbalance, in 1907, an Anglo-Russian treaty was signed and Antanta, a new alliance between England, Russia and France, was formed. The stage for a war had been set, and all that was needed was a trigger.

It did not take long for that trigger to be pulled. On June 28, 1914 in Sarajevo, Gavrilo Princip, a member of organization called "Young Bosnia", whose goal was to liberate all Serbian lands from Austro-Hungarian rule, assassinated Archduke Franz Ferdinand of Austria. The Austro-Hungary blamed Serbia and sent an ultimatum. The terms of ultimatum were unacceptable for Serbia, so as a response to Serbian rejection of the ultimatum, on July 28, 1914, The Austro-Hungarian Empire declared war on The Kingdom of Serbia. Considering it as its honorable duty to help Serbia, The Kingdom of Montenegro declared war on The Austro-Hungarian Empire on August 6, 1914.

Diplomacy of the Triple Alliance was on the move. After secret negotiations, on August 2, 1914 The Ottoman Empire signed the Ottoman-German treaty and joined the alliance. In order to prevent a complete loss of influence on the Balkans, Russia ordered its army to mobilize, which led Germany to declare war on Russia. As Germany has already invaded neutral Belgium and rejected Britain's ultimatum to withdraw its forces, Britain declared war on Germany on August 4, 1914. The whole Europe was in flame.

## 2. How to Win the Game

The game board shows Serbia and countries that surround it, with major cities. In this game, Serbia (with Montenegro which has no army of its own nor the finances) is on one side, while on the other side there are Austro-Hungary, Germany and Bulgaria, which play together against Serbia and cannot attack each other.

In order to win, a player who controls Serbia must occupy all cities on the territory of Serbia and Montenegro and hold them until his next turn.

In order to win, players who control Germany, Austro-Hungary and Bulgaria must occupy all cities on the territory of Serbia and Montenegro and hold them for one round. In addition, those three players must control a minimum of 6 (out of 10) cities on territory of Austro-Hungary and Bulgaria.

If neither side controls all cities on the territory of Serbia and Montenegro at the end of September – December 1918 round in The Calendar, the winner is the side who controls the most cities on said territory.





### 3. The Players

March on the Drina can be played by 2 to 4 players. Each player controls one country in conflict. If there are 3 players, one player controls Serbia, one player controls Austro-Hungary, while one player controls Germany and Bulgaria. If there are 2 players, one player controls Serbia, while the other player controls Austro-Hungary, Germany and Bulgaria.

If one player controls 2 or 3 countries, he must keep the finances of each country separate.

### 4. Contents of the Box

The game consists of the following elements:

#### 4.1. Game Board

Game board represents the map of The Kingdom of Serbia in 1914 and parts of neighboring countries: Austro-Hungary, Romania, Bulgaria, Albania, Greece and Montenegro, sized 19" x 27". Game board is made out of hexes, which all represent one field in the game.

#### 4.2. Player Cards

Each country has its card that shows:

- The name of the country
- The flag
- Names of the cities that are under its control and their Military Capacity (MC)
- Starting National Military Capacity (NMC)
- Number and type of units at the beginning of the game
- Unit's Cost, Move, Attack and Defense values
- Names of the Generals that country has and their Special Abilities.
- Order of play

#### 4.3. Units

Each country has three types of units: Infantry, Cavalry and Artillery. Each type of unit is represented by one figure that is inside the box. On one field on the game board, there can be only one unit. The number of each unit that players start the game with is marked on the Player Cards.

The number of units represents the number of armies that the country has at its disposal at the beginning of the game. For example, The Kingdom of Serbia has 10 infantry units, which means that there will be 10 infantry figures on the game board. Austro-Hungary has 3 cavalry units, which means that there will be 3 cavalry figures on the game board.

Unit strength is decided with the number of tokens, where at the beginning of the game each unit has a strength of 3, which means that on one field on the game board there will be a figure of that unit and 2 tokens under it. Exception is a General unit. General unit has the strength of 1, which means that there are no tokens under the unit's figure.



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In each round, each unit can move a certain number of fields, which represents the units Move and has a certain Attack and Defense value that is used to determine the winner of a battle. Resolving a battle will be explained later on. In addition, artillery units have Range, which is the distance (number of fields) from where artillery can open fire on an enemy unit.

Each unit has its Price, which represents the value a player must pay to bring reinforcements in the game. The Price of a unit is a price of one token of that type of unit. Reinforcements will be explained later on.

## ***Infantry***

Move: 2

Attack value: 2

Defense value: 3

Price: 6



## ***Cavalry***

Move: 3

Attack value: 3

Defense value: 2

Price: 8



## ***Artillery***

Move: 2

Range: 3

Attack value: 4

Defense value: 1

Price: 10





# MARCH ON THE DRINA WWI

## 4.4. Generals and General's Cards

Each country has a certain number of Generals. Each general is represented by a general figure, which is placed on the game board. In addition, each general has its General card, with the country's flag and general's ordinal number. Each figure of the general also has the ordinal number, so in every moment you know which general is represented by which figure on the game board.



At the beginning, Austro-Hungary chooses 1 out of 3 generals, Germany chooses 1 out of 2, Bulgaria 1 out of 2, while Serbia chooses 3 out of 6 generals (5 Serbian and 1 Montenegrin). Chosen generals are placed on the game board, while others remain in the box. Starting number of generals is unchangeable.



No player can have more generals on the game board than at the beginning of the game.

A new general can enter the game as a substitute for an existing general. The substitution of a general is free of charge and can be done only when The Calendar shows that the period for reinforcements has come.

A unit is under general's command if it stands within 3 fields from the field with a general. Area within 3 fields from the field with a general is called General's Area of Command and units within that area are under that general's command. Since only Serbia can have more than 1 general, if a unit stands within the Command Area of 2 or more generals, at the beginning of a round, a player who controls Serbia must clearly say which unit is under which general's command. Each general can command no more than 8 units. If there are more than 8 units within the general's command area, a player must chose 8 units, while the other units will be under the other general's command or without a commanding general.



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Only units which are within the General's Area of Command can be reinforced when the time for reinforcement comes. If a unit is not within the General's Area of Command, it cannot be reinforced but it can move, attack and defend.



Each general has Move 2 and Defense value 4. A general cannot attack, so therefore he has no attack value. Strength of a general unit is 1, which means that the generals cannot be reinforced. If a general is attacked and he losses a battle, he is destroyed. Its

figure is removed from the game board and that general cannot enter the game anymore. A player can buy a new general when The Calendar shows that the period for reinforcements has come. The price of a general is 8.

## 4.4.1. General's Special Abilities (optional)

Each general has a special ability, which is written on his General's card. General's special ability is transferred to the units under his command. At the beginning of the game, players can choose whether they will play with this rule or not. If they choose to play with this rule, it is important to choose a general(s) that will suit the player's strategy the best. For example, if the player plans to play offensive and to conquer territories, he should choose a general with offensive ability and vice versa.

General's ability is transferred to every unit that is within General's Area of Command. If there are more than 8 units within general's command area or a unit is within the command area of 2 or more generals (applicable to Serbia), before the next player's turn, that player is obliged to clearly say which unit is under command of which general.

Player can substitute a general, as previously described.

## 4.5. The Calendar

Game is played in rounds, where each round is finished when every player finishes his turn. Each round represents one time period, which players can track through The Calendar. The Calendar has 14 calendar cards and every card represents one time period. The Calendar starts with July – August 1914 period and ends with September – December 1918 period. Important events of World War I are written on calendar cards, along with The Effect, which that calendar card has on the game. In some cases there will be no effect on the game, while, for example, in January – April 1915 period, a player who controls Serbia will lose 3 infantry tokens of his choice. At the beginning of a round, players read the effect that the time period brings, they apply it right away and it lasts for the whole round.

Reinforcement of the units that are on the game board can be done only when it is stated on the calendar card.



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## 4.6. Control Markers

Control markers show which country controls which city on the game board. If a player occupies a city, which belonged to another player, he puts a round shaped control marker on the city field. Control markers are nothing more than a country's flag. If there is an enemy unit on the city field on the game board, then it is clear which country controls that city. If that enemy unit moves away from the city field, a player who controls that army will put a control marker so everybody will know who has control over that city.

Players also use Control markers so they can keep track of the current National Military Capacity of each country.

## 4.7. National Military Capacity Chart and Military Capacity Units

National Military Capacity Chart (NMCC) shows economic power of a country in terms of the production of new units. Each city has a certain Military Capacity (MC), which is a number that stands under the city's name on the game board. Starting NMC is shown on the Player Cards and on the NMCC. At the beginning, each country controls a certain number of cities, which are called homeland cities, and they are listed on the Player Cards.

If a player occupies a homeland city of another player, his NMC increases by 1, while the NMC of a player who lost that homeland city is decreased by the number marked on the game board. For example, if Germany occupies Serbian city Belgrade, German NMC will increase by 1, while NMC of Serbia will decrease by 3. Players move Control markers on NMCC, so in every moment they know each country's NMC.



If a player liberates his homeland city, his NMC will increase by the number shown on the game board, while the NMC of a player who lost control over the city will decrease by 1.

Austro-Hungary, Germany and Bulgaria cannot take control over each other's homeland cities. If Serbia occupies a homeland city of some other country, its liberation by another player will mean that the city is again under control of the country whose homeland city it is. For example, if Serbia occupies German homeland city Bečkerek and later on, Austro-Hungary occupies Bečkerek, Austro-Hungary will not increase its NMC, but Germany will, while Serbia will decrease its NMC.



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At the end of his turn, a player will take as many Military Capacity Units as it is marked on NMCC. MCU come in 1, 5 and 10 denomination.

When The Calendar shows that it is time for Reinforcement, players can buy as many units as their collected MC allows them.

## 4.8. Luck Cards

There are 4 types of Luck Cards: 0 (6 pc), +1 (18 pc), +2 (12 pc) and +3 (6 pc). Players use Luck Cards for resolving a battle, which will be explained in detail later on.



## 4.9. Mini-map

Mini-map is used at the game setup, which will be explained in detail later on.

## 4.10. Albanian Order

Serbian troops that used the option of Retreat through Albania are marked with The Albanian Order. The effects will be explained in detail later on.







## 5. Game Setup

### 5.1. Starting Lineup

Each player has a certain number of each unit type and that is listed on Player Cards. Only one unit (Infantry, Cavalry, Artillery or General) can be placed on one field on the game board. In order to keep the element of surprise, each player takes one mini-map that comes with the box. A mini-map is a downscaled game board, with all its elements. First, each side in conflict marks the position of its units on the mini-map. That means that Austro-Hungary, Germany and Bulgaria will work together and mark the starting positions of their units, selecting in that way the strategy they plan to perform. Serbia will do the same on its own mini-map. In that way, sides in conflict don't know each other's troops layout at the beginning of the game. When every player is satisfied with the starting position of his units, the mini-maps are shown, and the units are placed on the game board in the way that is marked on the mini-maps.

In order to make the marking easier, player use the combination of two letters, where the first letter represents the initial letter of the country's name and the second letter represents the initial letter of the unit's type. For example, Austro-Hungarian infantry will be marked with letters AI (Austro-Hungary = A, Infantry = I), German cavalry will be marked with letters GC (German = G, Cavalry = C). Generals are marked with a combination of two letters and a number, where the first letter is the initial letter of the country's name, the second letter is G (for general), and the number is the number of that general. For example, the Bulgarian general will be marked with BG1.

At the beginning of the game, units can be placed only on the field that is completely inside that country's borders. If a border between countries goes through the field on the game board, no unit can be placed there.

There are several exceptions to this rule:

- Austro-Hungary can place its units on the part of Serbian territory, which is marked with red dots, while Serbia cannot place its units on that part of its territory.
- Since Germany had no border with Serbia at that time, a player who controls Germany can place his units on the territory of Austro-Hungary.
- Serbia can place its units on the territory of Montenegro.
- Units cannot be placed on the fields that are unpassable (fields with mountains or fields with water surface).

All units must be placed within The Commanding Area of one of the generals, but at the initial setup of the game, one general can command no more than 6 units.





## 5.2. Order of Play

March on the Drina is played in rounds, where in each round every player has his turn in the following order:

- Austro-Hungary
- Germany
- Serbia
- Bulgaria

Each round is played as follows:

- The Calendar is adjusted to the next period.
- Players apply the effects which that period brings.
- Players play their turns at the order listed above. At the end of his turn, a player collects MCU.

When his turn comes, a player decides whether he will move all units, some units or no units. A player decides whether he will engage in combat or not. After that phase is finished, a player collects as much MCU as it is shown on NMCC and in that way he finishes his turn. When all players finish their turn, a round is over, The Calendar is adjusted to the next period and a new round begins.

## 6. Unit's Movement

Each hex on the game board represents one field. All units can move as many fields as their move allow them to and they can engage in combat only once. If a unit engages in combat, it loses the rest of its move. For example, if a Cavalry is 2 fields away from an enemy unit, it must move 2 fields to engage in combat. As Cavalry has a move of 3, one field remains unused, but that part of its move is lost because the unit was engaged in combat.

The exception from this rule is Artillery. If Artillery first engages in combat (fires upon enemy unit), it can move from the field where it stands. However, if Artillery first moves from the field it was standing on at the beginning of turn, it cannot engage in combat in that turn. For example, artillery has a move of 2 and if it moves to an adjacent field, it can move one more field, but it cannot engage in combat (fire upon enemy unit), because it lost that option when it moved from the starting field. Nevertheless, Artillery can fire first, and then move.

If the field that the unit must pass through in order to reach its destination is occupied with a unit of the same country or a friendly unit (German, Austro-Hungarian and Bulgarian units are considered friendly units), there is no problem and that unit can pass. However, the unit cannot finish its move on the field that is occupied with the unit belonging to the same country or a friendly unit, because only one unit can stand on one field on the game board.





## **6.1. Resolving the Battle**

Each unit engages in combat solely and it can attack only one field.

### **6.1.1. Infantry and Cavalry Attack**

If Infantry or Cavalry is the attacking unit, a battle is resolved as follows:

- First, players calculate The Offensive value of the unit. The Offensive value represents the sum on the unit's strength and the unit's attack value. For example, if Infantry has a strength of 3 (Infantry figure + 2 tokens), its Offensive value is 5.

$$3 \text{ (unit's strength)} + 2 \text{ (attack value)} = 5 \text{ (offensive value)}$$

- Players calculate The Defensive value of the unit that is under attack. The Defensive value represents the sum on the unit's strength and the unit's defense value. For example, if the Cavalry unit that is under attack has a strength of 2 (cavalry figure + 1 token), its Defensive value is 4.

$$2 \text{ (unit's strength)} + 2 \text{ (defense value)} = 4 \text{ (defensive value)}$$

- Players check if The Calendar effect is applicable. For example, if the battle is taking place in the September – December 1914 period, then the Serbian infantry will gain +1 attack value.
- Both players take a Luck Card and add its value to the Offensive and Defensive values of their units and that is the final score of the battle.

$$\text{Total Offensive value: } 5 \text{ (Offensive value)} + 1 \text{ (The Calendar effect)} + 1 \text{ (Luck Card)} = 7$$

$$\text{Total Defensive value: } 4 \text{ (Defensive value)} + 2 \text{ (Luck Card)} = 6$$

***A battle can be resolved in three ways:***

#### ***Tied battle***

If The Total Offensive Value is the same as The Total Defensive Value, then the battle is tied. If a battle is tied, players check if one of the generals has some special ability. If a general has the ability to swing the tied result in his favor, he wins the battle. It is the same for the defending general. If both generals have that ability, the battle remains tied.

If the battle is tied, both units lose 1 token. If there are no tokens left, the unit figure is removed from the game board. Defending unit remains on its field. The attacking unit retreats to the field it came from. The field from which the attacking unit came from is the field adjacent to the field where the battle took place, not the field from where the attacking unit started its move. If that field is occupied with a friendly unit, the attacking unit will retreat to the next field in line (applicable to Cavalry) or to the field it came from.



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Exception: If a General is under attack and the battle is tied, the attacker will lose a token and he will have to retreat as described above, but the General will remain on the game board, as if the General has won the battle.

## ***Attacking unit wins***

If The Total Offensive Value is greater than The Total Defensive Value, the attacking unit wins the battle.

Defending unit loses 1 token. If there are no more tokens left, the unit figure is removed from the game board.

Attacking unit occupies the field where the battle took place. Defensive unit must withdraw one field back from the field where the battle took place. A field where the defensive unit is about to retreat cannot be adjacent to the field from where the attacking unit came from. If that field does not exist (end of the game board, unpassable field) the defensive unit can retreat two fields from the field where the battle took place, or fields to the right and to the left of that field, but it has to follow the direction of the attack. If that field is also occupied or does not exist, the unit is destroyed and it is removed from the game board.

## ***Defending unit wins***

If The Total Offensive Value is lower than The Total Defensive Value, the defending unit wins the battle.

Attacking unit loses 1 token. If there are no tokens left, the unit figure is removed from the game board.

Attacking unit retreats to the field it came from.





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## 6.1.2. Artillery Attack

Artillery is a weapon with greater range of action than Infantry and Cavalry, so it can attack (fire upon) an enemy unit that is within a 3 field area. A battle is resolved in a way described earlier.

If Artillery wins the battle, defending unit loses 1 token or it is removed from the game board. There is no retreat of any kind.

If the defending unit wins the battle or the battle is tied, nothing happens - no tokens are lost, nor is there a retreat of any kind.



## 6.1.3. Adjusting the Impact of Luck

March on the Drina is a game where players can adjust the impact of luck by using the luck cards. There are 42 luck cards, six +0 cards, six +3 cards, twelve +2 cards, and eighteen +1 cards.

This means that players have about a 42% chance of getting a +1 card. Since both sides in battle will draw +1, which means that both players will add 1 to their Offensive and Defensive value, in that way in about 42% of the cases the result of the battle is not affected by luck but by the unit's strength, while luck plays a role in about 58% of the cases (both side will draw +0, +2 or +3 card).

### **Normal Battle Mode**

Leave The Luck Cards as they come with the box.

### **I Feel Lucky Battle Mode**

Discard six +1 Luck cards

### **Hard Core Strategy Battle Mode**

Discard three +0 and three +3 Luck cards

In order to eliminate a possibility of counting cards, players can shuffle the luck cards before each battle.



# MARCH ON THE DRINA WWI

## 6.2. Retreat through Albania and Salonica Front

If the enemy is pressing too hard, Serbian units may use the option of Retreat through Albania.

If a Serbian unit move to one of the three fields in Northern Albania that are marked on the game board with brown color, it is automatically transferred to one of the brown color fields in Northern Greece. By doing that, unit's strength is restored to maximum. For example, if the unit's strength was 1 (there was only figure) after The Retreat through Albania and getting to Salonica Front, that unit will receive 2 tokens and in that way it will restore its strength to maximum.

If a Serbian General uses The Retreat through Albania, he receives 2 Infantry units which are placed on the Salonica Front (brown fields in Northern Greece). All Serbian units, including Generals can use this option only once.

This option is unlocked when The Calendar shows January – April 1916 period.

All Serbian units which use this option, including the additional Infantry units received by the Generals, besides restoring their strength to maximum, receive two additional abilities:

- Move of all units increases by 1.
- All units receive The Second Attack Ability. That doesn't mean that Serbian units can attack two times in one turn, but if a Serbian unit wins the battle and the enemy units retreats one field, the Serbian unit can attack that same unit one more time in the same turn. If the initial battle is tied or the Serbian unit loses the battle, it cannot use The Second Attack Ability.

All Serbian units who use the Retreat through Albania option, and new units received by the generals in that way, receive The Albanian Order, which is placed between the figure and the tokens.







## 7. Purchasing New Units

When The Calendar shows that it is time for the reinforcements, all players can reinforce their existing units or buy new units.

Unit prices are listed on Player Cards.

A player can reinforce the unit which is already on the game board by purchasing tokens. Units can be reinforced only to their maximum strength of 3.

A unit can be reinforced only if it stands in The Command Area of a General.

A player can form a new unit, but then he has to pay a New Unit Compensation which is 2 MCU.

For example, if a player wishes to form a new Artillery unit, he will purchase 2 tokens and an Artillery figure, each costing 10 MCU = 30 MCU, plus he will have to pay 2 MCU for New Unit Compensation, which is 32 MCU in total. A player can choose not to buy a full strength unit (strength 3), but to buy a new unit with a strength of 2 (figure + 1 token) or even 1 (only figure), but he nevertheless has to pay 2 MCU for New Unit Compensation.

Reinforcement procedure is as follows:

- At the beginning of a round, all players reinforce the units that are already on the game board and within The Command Area of a general.
- At the beginning of a round, all player purchase new units if they wish to, but they don't place them on the game board right away. New units are placed on the game board at the end of that player's turn and before the next player's turn.

A new formed unit can be placed only on a field that is adjacent to the field occupied by a general. In every moment, the player must keep in mind that one general can command no more than 8 units.

If a player has no generals left, he cannot place new units on the game board and he cannot reinforce the existing ones. A player can purchase a new general and place it on the city under his control. If a player doesn't control any city, he cannot place a general on the game board.





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