

The World Undone: 1914 Serbia

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1.0 INTRODUCTION

The World Undone is a series of WWI games covering the start of the Great War in 1914. The mechanics are inspired by the classic SPI game *The Marne* by the late John Young, which elegantly models the mobile period of WWI. The simplicity of the rules makes it suitable as an introductory wargame and advanced rules allow players to more accurately model the history involved. These games seek to evoke the same sense of immersion in the SPI games of yore, where a spartan but elegantly functional aesthetic allows players to focus on the situation at hand, as opposed to rules and overhead.

1.1 Materials

- A. A copy of *1914: Serbia: The World Undone* includes:
- Two 22" x 17" Maps
 - 140 Counters
 - One Rulebook
- B. One six-sided die is needed for the game but is not included.

1.2 Historical Overview

The World Undone: 1914 Serbia covers the first Austrian invasion of Serbia. The Austrian forces were split between the Galician and Serbian front and commander Franz Conrad von Hotzendorf in the middle of the Serbian operation decided to send sizeable forces to Galicia to help with the oncoming Russian onslaught.

1.3 Glossary and Abbreviations

1.3.1 Glossary

The World Undone (TWU) uses several terms frequently.

Term	Meaning
Control	The last side to occupy or move through a hex is said to control that hex. At the start of the game, all hexes in Germany are under German control while all hexes in Russia are under Russian control
Markers	TWU uses markers to denote special statuses on hexes or units, such as Entrained, Fortress Destroyed, and Control.
Movement Allowance	A unit's initial number of MP available to be used each Movement Phase.
Phasing	The player (or side) whose turn currently it is. The opponent is Non-Phasing.

1.3.2 Abbreviations

Abbr	Meaning	Abbr	Meaning
CRT	Combat Results Table	MP	Movement Point
DP	Defense Point	RM	Reserve Movement
DRM	Die Roll Modifier	SP	Strength Points
EZOC	Enemy Zone of Control	TEC	Terrain Effects Chart
HQ	Headquarters	VP	Victory Point
LOS	Line of Supply	ZOC	Zone of Control

2.0 SCALE

- Each unit is the equivalent of a division or smaller rated for their effectiveness in combat as opposed to sheer numbers.
- Each turn is one day.
- Hexes are 4.5 miles/7.2 kilometers wide.

3.0 IMPORTANT CONCEPTS

3.1 Units

- There are five unit types: Infantry, Cavalry, Heavy Artillery, Headquarters (HQ), and Naval Artillery.
- Serbian Partisans and Austrian Engineers are considered infantry.
- All units have their unit type color correspond to their army attachment which is useful during setup.

Serbian Infantry		Austro-Hungarian Infantry	
Serbian Partisan		Austro-Hungarian Engineer	
Serbian Headquarters		Austro-Hungarian Garrison	
Serbian Cavalry		Austro-Hungarian Cavalry	
Serbian Heavy Artillery		Austro-Hungarian Heavy Artillery	
Serbian Volunteer		Austro-Hungarian Naval Artillery	
Serbian Air Unit		Austro-Hungarian Air Unit	
Serbian Disrupted		Austro-Hungarian Disrupted	

3.1.1 Infantry

- All infantry units are divisions or smaller The top center of the counter indicates its size.
- For reinforcements, the number in top left corner of the corner is the turn the unit appears. If there is no number, the unit starts the game on the map.
- The markings to the left and right of the NATO symbol

are for Corps ID (Army ID for Austrian Garrisons) and Unit ID, respectively.

- D. At the bottom left of the counter is the unit's strength points (SPs). At the bottom right is the unit's movement allowance (MA).
- E. The front of a counter is its Fresh side, while the reverse is its Disrupted side.

3.1.2 Cavalry

- A. All cavalry units are brigades (X), as indicated at the top center of the counter.
- B. The markings to the left and right of the NATO symbol are for Army ID and Unit ID, respectively.
- C. At the bottom left of the corner is the unit's SPs and at the bottom right is the unit's MA.
- D. The front of a counter is its Fresh side, while the reverse is its Disrupted side.

3.1.3 Heavy Artillery

- A. All heavy artillery units are battalion (II) size, as indicated at the top center of the counter.
- B. The markings to the left and right of the NATO symbol are for Army ID and Unit ID, respectively.
- C. At the bottom left of the counter is a negative number, a Die Roll Modifier (DRM) that only applies in combat when the unit is stacked with other units. If alone in a hex, a heavy artillery unit defends with 1 SP (and may not attack).
- D. The front of a counter is its Fresh side, while the reverse is its Disrupted side.

3.1.4 Navy Artillery

- A. The Austrians have three Naval Artillery counters. These units are kept off map, but otherwise function similarly to Heavy Artillery.
- B. At the start of an Austrian attack or defense of a hex within two hexes of the Sava or Danube rivers, the Austro-Hungarians may declare they are using Naval Artillery in the combat. The Austro-Hungarians may use all three Naval Artillery units in a single combat or in two or three combats.
- C. The Naval Artillery units may be used once per turn, and become available again the following game turn.
- D. When using Naval Artillery in combat, if Austria-Hungary suffers an Elimination (E) in combat, any Naval Artillery units declared for that combat are permanently eliminated for the remainder of the game. They are each worth 10 VPs to the Serbians.

3.1.5 Headquarters

- A. There is one Serbian HQ unit present in the counter mix. This unit functions as a normal infantry unit except that if eliminated, the Serbians immediately lose the game.
- B. Additionally, when defending in an objective hex, they shift the column used on the CRT one column in their favor (to the left).

3.2 Stacking

- A. Stacking refers to placing one unit on top of another in the same hex. A stack may consist of any combination

of up to three infantry or cavalry units in a single hex. In addition, one heavy artillery unit and one HQ may occupy a hex with the other units.

- B. Stacking limits are enforced at the end of the Movement Phase. This means that units may temporarily overstack during movement and as the result of a retreat after combat. If a hex is overstacked at the end of a friendly Movement Phase, the owner must eliminate the excess units.

3.3 Zones of Control

- A. Each unit projects a Zone of Control (ZOC) into the six hexes adjacent to it. A ZOC projected by enemy units is known as an Enemy Zone of Control (EZOC).
- B. ZOCs do not project across river hexsides.
- C. Control of a hex is established by the physical presence of a unit in a hex. A ZOC by itself does not create control.
- D. There are several Austrian and Serbian fortresses on the map. Each fortress projects a ZOC (also printed on the map). Fortress ZOCs do extend across river hexsides, except across the Sava River.
- E. A unit must stop moving once it enters an EZOC. If a unit begins its movement in an EZOC, it may freely exit the EZOC and continue moving normally. However, the unit may not move directly from one EZOC hex into another EZOC hex unless the destination EZOC hex is occupied by a friendly unit. In that case, the unit may move into the EZOC hex occupied by a friendly unit, but it must then stop.
- F. A unit forced to retreat into an EZOC not occupied by a friendly unit is eliminated instead.

3.4 Supply

- A. A unit must be able to trace a Line of Supply (LOS) to move or engage in combat at full capacity. An LOS is a line of adjacent hexes, free of enemy units or their EZOCs, traced from a friendly supply source to the unit in question.
- B. An LOS may not be traced through enemy-controlled hexes. However, the presence of a friendly unit in an EZOC hex negates the EZOC for supply purposes.
- C. If a unit unable to trace an LOS when it begins its own Movement Phase loses one Movement Point (MP) from its MA.
- D. If a unit unable to trace a LOS when resolving combat, its SPs are halved (rounding down) for that combat.
- E. A unit in a fortress hex does not have to trace an LOS for combat.
- F. An LOS may be of unlimited length.
- G. An LOS may trace into, but not through mountain hexes except for mountain hexes with railroads.
- H. The Serbian source of supply is the southern map edge.
- I. The Austro-Hungarian source of supply is the northern map edge.
- J. Neither side may trace supply across the Sava River except where there are bridge crossings.

3.5 Attacker Disruption

- A. Units which attack in the First Combat Phase are

flipped over to their Disrupted side and cannot participate in either the Second Movement Phase or the Second Combat Phase.

- B. At the end of the friendly Second Combat Phase, flip back all Disrupted units to their Fresh side for the next turn.

3.6 Fortresses

- A. Fortresses are special map features that belong to one side or the other.
- B. There is a lone Serbian fortress hex on Beograd (hex 4309). It provides defending Serbian units with a SP bonus in combat. This fortress does not project a ZOC. Austro-Hungarian units may not enter hex 4309 until the fortress is destroyed. The hex must be attacked even if there are no Serbian units occupying hex 4309.
- C. A fortress is destroyed on a Defender Eliminated combat result when the fortress hex is attacked.

4.0 SEQUENCE OF PLAY

Each turn consists of an Austro-Hungarian Player-Turn, Player-Turn and a Serbian Player-Turn. These turns are played in the following sequence:

- A. Austro-Hungarian Player-Turn
 1. First Movement Phase
 2. First Combat Phase
 3. Second Movement Phase
 4. Second Combat Phase
- B. Serbian Player-Turn
 1. First Movement Phase
 2. First Combat Phase
 3. Second Movement Phase
 4. Second Combat Phase

5.0 THE MOVEMENT PHASES

- A. In a Movement Phase, the phasing side may move all, some, or none of its units on the map, with the exception for Disrupted units (3.5).
- B. A unit must check for an LOS before moving. If the unit cannot trace an LOS, its MA is reduced by 1 MP for the current movement phase.
- C. Once the LOS trace is complete, movement commences with the unit spending 1 MP per adjacent hex entered.
- D. Certain terrain features increase the number of MPs needed to enter a hex. The terrain legend and the Terrain Effects Chart (TEC) can be found on the Player's Aid.
- E. A unit must stop when it has spent a total of MPs equal to its MA, although it is free to stop prior to using all available MPs.
- F. A unit may always move at least one hex as long as standard movement rules related to impassible terrain and ZOCs are not violated.
- G. A Russian unit may not move into an undestroyed Austrian fortress hex, but Austrian units may enter unoccupied Russian Fortresses without having to attack them first.
- H. Units may move individually or as a stack. If in a stack, no unit may continue moving once it has exhausted its

MA. If electing to continue movement with the stack, those units that have exhausted their MA drop off of the stack and remain on the appropriate hex.

- I. The owner can also elect to remove a unit from the moving stack prior to expending all its MPs.
- J. A unit with MPs remaining left by a stack that continues to move cannot itself move any further during the current Movement Phase, although it can receive a MP Reserved marker, if eligible (5.1).
- K. A stack cannot add units to itself as it moves.

5.1 Reserve Movement

- A. During the friendly First Movement Phase of any game turn, the phasing side may save unspent MPs for use in that turn's Second Movement Phase. This is called Reserve Movement (RM) and is recorded by placing a MP Reserved marker on top of the appropriate unit or stack.
- B. Any unspent MPs at the end of the Second Movement Phase are lost.
- C. In the Second Movement Phase, the units under an MP Reserved marker are not required to move as a stack; units may move separately.
- D. The Austro-Hungarian side may assign up to two stacks to enter RM each turn
- E. The Serbian side may assign up to five stacks to enter RM each turn.
- F. The MP Reserved marker applies to all units in that hex. Any subsequent units entering the hex must be eligible to receive the MP Reserved marker (i.e., the unit must have unused MPs available that are equal to or greater than the MPs indicated on the MP Reserved marker). The unit entering the hex may have more MPs available than indicated on the MP Reserved marker, but once it has entered the hex, any MPs above those indicated on the marker are lost.
- G. Units with an MP Reserved marker may participate in combat during the First Combat Phase. Units that do participate in combat lose their MP Reserved marker removed and become Disrupted. Once Disrupted, these units cannot move during the Second Movement Phase.
- H. Any units in a stack that did not participate in combat also lose their RM benefit, although they do not become Disrupted and are free to move during the Second Movement Phase of the game turn.

MP Reserved Marker Placement Example: A unit with an MA of 3 could spend 0, 1, or 2 MPs in the First Movement Phase, receive either a 3, 2 or 1 MP Reserved marker, respectively, and then add that number of reserved MPs to its total MA (resulting in a temporary MA of 6, 5, or 4, respectively) for the Second Movement Phase.

Reserve Movement Examples: A unit moves one hex in the First Movement Phase, then stops and receives a 2 MP Reserved marker. If it does not participate in combat, so it has an MA of 5 to use in the Second Movement Phase. Another unit with an MA of 3 that is two hexes away could not move into and stay in the hex with the marker (although it would not be prevented from moving through

the hex if it had sufficient MPs remaining to do so) as it would only have 1 MP remaining. A third unit, this time with an MA of 4 and adjacent to the hex with the marker could move into the hex and remain there, but it would only have 2 MPs reserved, so the extra 1 MP it did not use would be lost.

5.2 Rail Movement

5.2.1 In General

- A. All units may use Rail Movement. It costs 1 MP to entrain, and additional 1 MP to move an unlimited distance along connected railway hexes that are uncut and friendly-controlled.
- B. It costs 1 MP to detrain. A unit may remain entrained at the end of a Movement Phase.
- C. A unit may not entrain, use rail movement, or detrain in an EZOC.
- D. Units may not use rail movement outside of their friendly borders.
- E. If attacked while entrained, units are automatically disrupted and retreat three hexes..

5.2.2 Rail Capacity

- A. Each side is limited in the number of units per turn that can use Rail Movement.
- B. The Austro-Hungarians may entrain one unit per turn. The Austro-Hungarians may have no more than three entrained units.
- C. The Serbians may entrain two units per turn. The Serbians may have no more than four entrained units.
- D. . Any entrained units attacked in combat are immediately disrupted and retreat 3 hexes.
- E. Units entering as reinforcements also affect their side's Rail Capacity.

5.2.3 Cutting and Repairing Rail Lines

Units may not cut nor repair rail lines unless using optional rule 10.6. If using that rule, units conducting a Forced March (10.3) may not cut rail lines.

5.2.4 Austrian Off-Map Rail Movement

The Austro-Hungarians may move units by rail off a friendly map edge and reappear on another friendly map edge with a rail connection.

5.3 Reinforcements

- A. A unit designated as a reinforcement enters the game during the First Movement Phase of the turn indicated on the unit's counter.
- B. Reinforcements must expend the appropriate MPs for the first hex entered.
- C. Reinforcements may enter already entrained (and thus do not need to spend the 1 MP to entrain) and use rail movement, counting against the limit for the number of units that may be entrained each turn.

6.0 THE COMBAT PHASES

- A. During each combat phase, friendly units adjacent to enemy units or fortresses may choose to attack those hexes.
- B. Combat is never mandatory; however, if a unit chooses to attack, then all enemy units in its ZOC must be

attacked that phase, whether by that or other friendly units.

- C. To resolve combat, each participating unit traces an LOS, and then the total modified attacking strength is compared to that of the defender to create a ratio, rounded down in favor of the defender.
Example: 14 SPs attacking 5 SPs is 2:1.
- D. The calculated ratio shows which column to use on the relevant Combat Results Table (CRT).
- E. There are two different CRTs printed on the map; one for Austro-Hungarian attackers and one for Serbian attackers.
- F. The attacker rolls a single die, modified by relevant DRMs, and cross-indexes the modified roll with the column on the CRT to provide a result.
- G. Results include elimination, retreat, and advance.
- H. In the First Combat Phase, all participating attacking units become disrupted at the end of combat.

6.1 Participating Units

- A. All defending units in a hex must be combined into a single strength; the units may not be attacked individually.
- B. Any of the phasing side's adjacent units may participate in the attack. All such units' SPs are combined into a single total.
- C. Units in the same hex may choose to attack different defending hexes.
- D. If the defender is in more than one hex and all attacking units are adjacent to all defending units, then it may be resolved as a single combat, summing all SPs from all attacking hexes and comparing to the sum of all SPs from all defending hexes.
- E. A defending unit in a fortress hex adds the fortress SPs (printed on the map) to the total defending SPs.

6.2 Combat Supply

- A. At the start of any individual combat, each participating unit must trace an LOS. If unable to do so, the unit's SPs are halved (rounded up) for the upcoming combat.
- B. Fortresses and any unit defending in a fortress do not need to trace an LOS for combat.

6.3 Die Roll Modifiers

- A. The combat die roll may be modified by terrain (see the TEC), by heavy artillery, and if the attacker is making a flanking attack.
- B. All DRMs are cumulative.

6.3.1 Terrain Modifiers

DRM	Terrain
+1	Forest
+2	Swamp
+3	River

*If river hexsides are between all attackers and all defenders.

6.3.2 Heavy Artillery

- A. Any heavy artillery stacked with a unit participating in the combat applies its DRM to the combat, -1 for attackers and +1 for defenders.
- B. When attacked alone' artillery defends with a strength of 1 SP and no modifier.

6.3.3 Flanking Attack

- A. A flanking attack receives a -1 DRM and occurs where all the hexes adjacent to the defending hex(es) are either occupied by the participating attacking units or in the ZOCs of the participating attacking units.
- B. Only units attacking in this individual combat are considered. The presence of defending units has no effect.

6.4 Combat Results Explanations

Result	Explanation
AE	Attacker Eliminated
A#	Attacker Retreats (# of hexes)
EX	Exchange: Defender Eliminated, Attacker eliminates SPs equal to at least half the Defender's total, all units remain in place.
D#	Defender Retreats(# of hexes)
DE	Defender Eliminated

6.5 Retreats

- A. Units may be required to retreat as a result of combat. Units must retreat toward their edge of the board.
- B. Retreating units must avoid EZOCs unless the hex is occupied by a friendly unit.
- C. Retreating units may not cross river hexsides.
- D. Units unable to retreat without violating the above restrictions are instead eliminated.
- E. Units can overstack during a retreat, but if an overstacked hex is in a subsequent combat, the overstacked units do not contribute toward the combat and are eliminated if the original units in the hex suffer an adverse result. Units may be flipped to their Disrupted side to indicate overstacked units.

6.6 Advance After Combat

6.6.1 In General

- A. After any combat, any or all victorious infantry and cavalry may advance into any hex vacated by enemy units.
- B. They may continue their advance into a hex the enemy retreated through (i.e. they may advance more than one hex) up to normal stacking limits.
- C. Advancing units may advance separately.
- D. Both attacking and defending units may advance.
- E. After their initial advance into the combat hex, units that continue to advance must stop upon entering an EZOC.

6.6.2 Restrictions

- A. Defending units may not advance across river hexsides.
- B. HQ, heavy artillery, and any overstacked units may not advance after combat.

6.6.3 Russian Advance Into Fortress

If the defending hex contained a fortress, it is destroyed if an attacking Austro-Hungarian unit advances into the hex. Once destroyed, a fortress cannot be rebuilt. The symbol of the fortress and its ZOCs printed on the map are ignored for the remainder of the game, and the SPs of the fortress are counted for VP purposes.

7.0 SPECIAL RULES

These special rules take precedence over any previous rules to simulate various historical aspects of the campaign.

7.1 Turn 1

The game begins with the second Austro-Hungarian Movement Phase, followed by the second Austro-Hungarian Combat Phase. All other turns are played normally.

7.2 Austro-Hungarian Coordination Modifiers

- A. The Austro-Hungarian order of battle paid little attention to the numerous languages/cultures present throughout the empire and often times the men were taught just enough German to follow orders.
- B. Hungarian units feature a Hungarian flag on their counter. Whenever both Hungarian and Austrian units defend in a single hex, apply a -1 DRM to the attack. Whenever making an attack including both Hungarian and Austrian units, apply a +1 DRM to the attack.

7.3 Austro-Hungarian Withdrawals

- A. Austro-Hungarian units marked with a red turn number on their counter are removed from the game at the end of that turn.
- B. Units must have a valid LOS in order to withdraw. If a unit is unable to be withdrawn for any reason, the unit is permanently eliminated, and the opponent receives VPs per 8.1. Withdrawn units do not award VPs.
- C. Withdrawn units may not reenter the game as replacements.

Design Note: This mechanic is necessary to simulate the drastic redeployments Conrad decided on immediately after the conflict begun. A variant scenario allows for these units to remain on the map in exchange for awarding the Serbian side VPs.

7.4 Air Units

- A. Included in the counter mix are two Austro-Hungarian air units and one Serbian air unit.
- B. Once per turn, players may place air units on top of a friendly stack attacking or defending in combat. The air unit adds +1 SP to the attacking or defending stack/unit.
- C. Air units cannot be destroyed in combat.
- D. Players may use air counters on the same hex during combat; there is no other effect.

7.5 Special Serbian Units

7.5.1 Partisans

- A. Serbian Partisan units feature both SPs and Defense Points (DPs) in parenthesis. Partisan units use SPs when attacking and DPs when defending.
- B. When eliminated, Partisan units reenter the game as reinforcements in the next Serbian movement phase.
- C. Partisan units do not award the opponent VPs when eliminated.

7.5.2 Serbian Volunteers Unit

The Serbian volunteer unit has a question mark where DPs are normally placed for Partisan units. This indicates that each time the unit defends in combat, a die is rolled to

determine the DP of the unit. Roll 1d6 and halve the result (rounding up) to determine the DP value the unit will defend with for that turn.

7.6 Austro-Hungarian Engineer Units

7.6.1 In General

A. Austrian Engineers have the special ability to forego both of their movement phases to place an Under Construction Marker in their hex. As long as the engineer unit remains in that hex, it begins construction of a bridge. The bridge takes two complete movement phases to complete. At that time, flip the marker to its Bridge Side. Use the bridge marker to denote which hexside the bridge is being used to cross.

Example: An engineer unit that begins building a bridge during Turn 3's Second Movement Phase. It will finish constructing the bridge at the start of Turn 4's Austro-Hungarian Second Movement Phase.

- B. When completing the bridge, if an engineer unit is adjacent to a Serbian unit (even across the Sava/Danube), the Austro-Hungarians must first roll a die to see if they successfully build the bridge.
- On a 1-5, the bridge is built.
 - On a 6, the Under Construction Marker remains until the following respective Austrian Movement Phase.
- C. As soon as an engineer unit moves away from a hex with an Under Construction Marker (whether voluntarily or involuntarily), the Under Construction Marker is immediately removed.

7.6.2 Austro-Hungarian Bridges

- A. Bridges allow Austro-Hungarian units to cross all major rivers on the map by spending +1 MP. The Engineer unit that builds a bridge may not leave the hex while the bridge is on the map.
- B. Serbian units may not use such bridges.
- C. The Austro-Hungarians may elect to deconstruct a bridge using the same process as building a bridge, however no roll is necessary to deconstruct a Bridge marker if a Serbian unit is adjacent to the engineer. If an engineer is forced to retreat in combat (while deconstructing a bridge), the bridge remains.

7.6.3 Bridges in Combat

- A. Units attacking across a bridge may only attack through a single hexside (unless friendly units are on the other side of the bridge).
- B. Units attacking across a bridge suffer a -1 column shift to the left.

7.7 The Belgrade Feint

In the lead up to the period depicted in-game, the Austro-Hungarian forces had heavily telegraphed that they planned to concentrate their forces on Belgrade (Beograd, 3409) in an attempt to fool the Serbians into thinking that the capital was the objective of the attack. In fact, the Austro-Hungarian invasion planned to penetrate deep into the Serbian rear via the western mountains. These rules reflect the responsibilities certain units had in the leadup to the

war and had an effect on the initial outbreak.

- A. At the start of the game, the Serbians roll 1d6. The result is the number of full turns that the Putnik HQ and the Serbian Danube I Division must remain in Belgrade.
- B. The Austrian 7th and 17th Infantry Divisions and must each respectively start the game in Semlin (4209) and Pancsova (4508) and remain there for the same number of turns that the Serbian units above remain in Belgrade.

Design Note: There is no requirement for the Austrian army to actually attack Beograd, as it did not occur until later into the conflict.

8.0 VICTORY CONDITIONS

8.1 Awarding VPs

At the end of the game, each side determines its total VPs, from controlling towns and cities (VPs noted on the map) and by eliminating enemy units or fortresses (1 VP per SP).

8.2 Victory Levels

The level of victory is determined by the ratio of the two side's VPs (higher to lower).

Ratio	Victory Level
≥ 3:1	Significant
≥ 2:1	Minor Victory
> 2:1	Draw

9.0 SCENARIOS

- A. There are three scenarios covering the main campaign.
- B. More scenarios are possible when combining the three TWU games on the Eastern Front together as the Austrian side can choose to either go all in on Serbia or Galicia.

9.1 Historical Setup

- A. Serbia sets up first followed by Austria-Hungary.
- B. Setup zones are indicated with the army designation printed in hex. Place units of each army designation inside of their setup zones, observing stacking limits.
- C. Place reinforcements on the turn track on their appropriate turn (5.3).
- D. Any units without a numerical army designation may be placed in any of the friendly marked setup hexes.
- E. Units with a withdrawal number must be removed from the map at the end of the turn indicated on their counter.

9.2 Second Army Stays in Serbia

Follow the same setup for 9.1 except units from the 2nd army are not removed from the map. In addition, the Serbians are immediately awarded 15 VPs.

9.3 Free Setup

Players are allowed to setup units wherever they choose on their own side of the border. Players can choose to also include 9.2 with this rule.

10.0 OPTIONAL RULES

The following rules are optional; while more historical they may affect the balance of the game, and thus are recommended for solo players (with the exception of the

Hidden Movement rule obviously, unless you are like me and have an awful short-term memory).

10.1 Hidden Movement

- A. The reverse of all units features a symbol specific to the unit's nationality. Players may flip all units on map over to their reverse sides to hide the identity of each unit.
- B. Players may inspect the front of each enemy unit that is adjacent to a friendly unit.
- C. Included in the counter mix are five Serbian and three Austro-Hungarian dummy units, which may be used to add uncertainty, tricking the opponent into thinking one side has strong units where in fact there are none.
- D. All dummy units have an MA of 2.
- E. Once revealed, dummy units are removed from the map and may reenter the map as reinforcements the following turn.
- F. When using this rule, disrupted units may be rotated 45-90 degrees instead of being flipped.

10.2 Cavalry Exceptions

Cavalry behaved differently from infantry in 1914; they never attacked infantry head on and had less auxiliary support than the average infantry unit (i.e. they were relatively useless except for probing or reconnaissance). The rules in this section reflect this.

10.2.1 Cavalry vs Infantry

Cavalry may never attack enemy infantry unless a friendly infantry unit is also involved in the attack. Cavalry defends normally when attacked by infantry (but see 10.2.2).

10.2.2 Cavalry Retreat Before Combat

- A. When cavalry is attacked by infantry units only (with or without heavy artillery), the cavalry may choose to retreat 1-2 hexes before the combat is resolved.
- B. If there are cavalry with the attackers, the owner must roll a die for the defending cavalry to retreat before combat.
 1. On a 1-3, the cavalry may retreat.
 2. On a 4-6, the cavalry may not retreat and must fight.
- C. Each defending cavalry unit chooses whether to retreat before combat individually.
- D. Cavalry may retreat only if not stacked with infantry or heavy artillery.
- E. Attacking infantry and cavalry units may advance into any hexes which the retreating cavalry vacated, but the attacking units are disrupted as if they had attacked normally whether they advance or not (also see 10.2.3).
- F. Attacking cavalry may also choose to retreat before combat, using the same process as above.

Play Note: Attacking cavalry units which successfully retreat before combat, free up adjacent friendly forces also adjacent to the same enemy force from having to attack that force during the combat phase. (Defending units can be temporarily disrupted to reflect this.)

Design Note: This tactic explicitly models the probing and reconnaissance abilities of cavalry.

10.2.3 Cavalry Hex Control

Cavalry units only control a hex while they occupy it unless they spend 1 MP while in the hex they wish to control. This means that once a friendly cavalry unit leaves a hex, control reverts to the side that previously controlled the hex (which may be the same side) unless the cavalry spent the 1 MP while in the hex.

10.3 Forced March

- A. During any movement phase, a unit may increase its MA by 1 MP if the owner declares a forced march at the start of its movement.
- B. Units making a forced march may not enter an EZOC nor a hex adjacent to an enemy unit (like an enemy across a river hex, for example) and are not eligible for reserve movement.
- C. Force Marching units may not cut rail lines (5.2.1)

10.4 Refugee Congestion

On the Turns 1-4, a unit must pay +1 MP to move into any town or city hex.

10.5 Replacements

When a unit is eliminated, roll a die. The unit will return as a reinforcement in that many turns. When using this rule, players need to record SPs lost for VP purposes.

Design Note: in playtesting, I found that players would behave more historically cautious if they knew that their units could not return, though using replacements is the more historically accurate option.

10.6 Cutting and Repairing Rail Lines

- A. An infantry unit may spend 1 MP while in a rail hex to cut the rail line, placing a Rail Cut marker in the hex.
- B. An infantry unit in a hex with a Rail Cut marker may spend 1 MP to repair the rail line, removing the marker.
- C. Rail lines may be cut or repaired while in an EZOC.
- D. A unit performing the repair must be able to trace a LOS when in the hex, but a unit cutting the rail line does not require a LOS.
- E. Units using Forced March (10.3) may not cut rail lines.

10.7 Variable Austro-Hungarian Withdrawals

- A. At the start of a game, players must decide if they both agree to use this rule.
- B. If both agree, whenever an Austrian withdrawal is called for, the Austro-Hungarians roll 1d6.
 1. On a 1-2, the unit remains for the current and following turn and is instead withdrawn two turns in the future.
 2. On a 3-4, the unit remains for the turn and withdraws the following turn.
 3. On a 5-6, the unit withdraws as scheduled.
- C. If players agree to use this rule, immediately award the Serbians 10 VPs.

11.0 DESIGNER NOTES

With Serbia, we now have the full trilogy of 1914 east front games completed. Over the past year, the game has improved and tightened up as different errata was found and these rules represent the most refined version of the game. TWU is one of my favorite games of mine and I hope

you have enjoyed the series as much as I have enjoyed working on it.

I may as well admit a personal bias here, but I have always considered Serbia responsible for starting WWI. Aside from the assassination of Archduke Ferdinand (See my *Galicia* notes for my thoughts on him.) Serbian political culture was frankly barbaric for the 20th century. Apart from beheadings, assassinations, bombings and other acts of terror, political elements inside of Serbia desperately went out of their way to start this war. Ferdinand was specifically seen as a threat to Serbian nationalists given that he wanted to reconcile with Serbia and improve relations between the two countries, the antithesis of the nationalism they wished to inspire.

I also don't mean to give Austria-Hungary a pass here, while there were aspects I admire about it (Again, see my *Galicia* notes.) it was a fairly hapless and incompetent country that hired a bloodthirsty madman to run their general staff in Conrad von Hotzendorf. Conrad was just as eager for a war as the Serbian nationalists and thought up a completely absurd battle plan that failed to consider the realities of the structure and makeup of the Austro-Hungarian forces.

OK so apart from those historical politics aside, its clear that the Serbians were exceptionally talented in terms of waging a defensive campaign. While structural/ethnic issues plaguing the Austrian army, the homogenous Serbian forces were able to spread their forces effectively and totally frustrate several initial Austrian invasions , prompting the Germans to send forces eventually in 1915 to help. Partisan and territorial forces played an exceptionally important role, given the Austrian avenues of advance were all through fairly miserable terrain and could not effectively maneuver nearly as well as the nimble Serbian partisans. It's beyond me how Conrad could have ever assumed his plan to split forces between Galicia and Serbia made any sense whatsoever, Galicia was the only theater that really mattered at the outset, given Serbia was not in a position to invade effectively.

12.0 CREDITS

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