

STANDARD RULES for the GREAT WAR IN THE EAST

Game system

Caporetto, The Brusilov Offensive, Serbia/Galicia, Von Hindenburg in Poland and TANNENBERG

Copyright © 1978, Simulations Publications, Inc., New York, N.Y., 10010

1.0 INTRODUCTION

2.0 GAME EQUIPMENT

- 2.1 The Game Map
- 2.2 Game Charts and Tables
- 2.3 The Playing Pieces
- 2.4 Definition of Terms
- 2.5 Game Scale
- 2.6 Parts Inventory
- 2.7 Rules Questions

3.0 SETTING UP THE GAME

4.0 SEQUENCE OF PLAY

5.0 MOVEMENT

- 5.1 Movement Restrictions and Prohibitions
- 5.2 Effects of Friendly Units on Movement
- 5.3 Railroad Movement
- 5.4 Terrain Effects Chart

6.0 STACKING

- 6.1 Stacking Restrictions
- 6.2 Stacking and Movement

7.0 ZONES OF CONTROL

- 7.1 Extent of Zones of Control
- 7.2 Effects of Zones of Control

8.0 COMBAT

- 8.1 Which Units May Attack
- 8.2 Multiple Unit and Multi-Hex Combat
- 8.3 Effects of Terrain on Combat
- 8.4 Combat Resolution
- 8.5 Explanation of Combat Results
- 8.6 Retreat After Combat
- 8.7 Advance After Combat
- 8.8 Combat Results Table
- 8.9 Combat Results Option Table

9.0 SUPPLY

- 9.1 Supply Determination
- 9.2 Effects of Being Out of Supply

10.0 COMMAND CONTROL

- 10.1 HQ Units
- 10.2 Effects of HQ Units on Combat
- 10.3 How to Determine Command Control
- 10.4 Effects of Being Out of Command Control
- 10.5 Effect of Enemy Actions on HQ Units

11.0 FORTRESSES

- 11.1 Fortresses and Combat
- 11.2 Fortress Supply

12.0 CAVALRY

- 12.1 Cavalry Withdrawal Before Combat
- 12.2 Cavalry Combat Limitations

13.0 REPLACEMENT OF LOST STEPS

14.0 REINFORCEMENTS

- 14.1 Movement of Reinforcements
- 14.2 Restrictions

[1.0] INTRODUCTION

The battles that raged on the Eastern and Italian fronts of World War I had effects so broad and far reaching that they are felt in the world we live in today. The end results of these battles — of four years of total war — were that the great imperial hegemonies — German, Austro-Hungarian, Russian, and Ottoman — were dead, and that from their ashes was to emerge communism, fascism, and the origins of a century of conflict.

The Great War in the East: The Death of Empires is a set of games that allows Players to simulate some of these decisive battles which were marked by sweeping and devastating attacks and crucial encirclements. Each game uses this common set of Standard Rules as well as exclusive rules, a game map, and cardboard counters that are specific to that game. In each game, one Player or team of Players commands the actual Allied units involved, while their opponents command the Central Powers forces. *The Great War in the East: The Death of Empires* is of moderate complexity, and while it contains many new and unique concepts, the basic ideas and procedures are similar to those of other simulation games.

[2.0] GAME EQUIPMENT

[2.1] THE GAME MAP

Each 16" by 22" mapsheet portrays the area in which a crucial campaign of World War I was fought. A hexagonal grid overlays the terrain features to regularize movement and positioning of the playing pieces. The mapsheet also displays the Terrain Key, the Turn Record Track, and various visual aids.

[2.2] GAME CHARTS AND TABLES

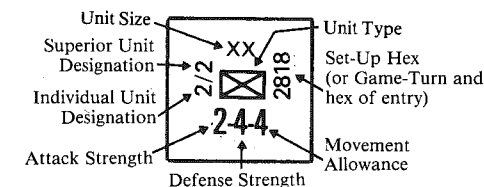
Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are the Terrain Effects Chart, the Combat Results Table, and charts and tables specific to each game, including the exclusive rules.

[2.3] THE PLAYING PIECES

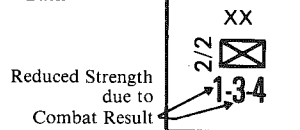
The cardboard pieces represent the actual military units that took part in the original battle. The numbers and symbols on the pieces represent the strength, movement capability, and the type of unit represented by the piece. These playing pieces are referred to as "units."

[2.31] How to Read the Units

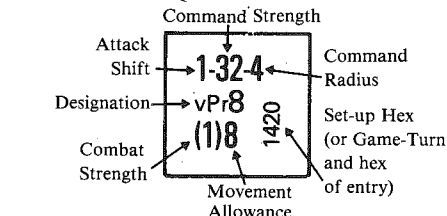
TYPICAL COMBAT UNIT Front



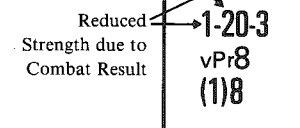
Back



TYPICAL HEADQUARTERS UNIT Front









Back



[2.32] Unit Size Symbols

III = regiment; X = brigade; XX = division;
XXX = corps

[2.33] Unit Type Symbols

-  = Infantry
 = Cavalry
 = Artillery
 = Naval Infantry
 = Supply Depot
 = Mountain Infantry

Note that not all types appear in all games.

[2.4] DEFINITION OF TERMS

Attack Strength: The quantification of a unit's strength in terms of attack for the type of combat represented on the Combat Results Table.

Defense Strength: The quantification of a unit's strength in terms of defense for the type of combat represented on the Combat Results Table.

Movement Allowance: The quantification of a unit's mobility in terms of Movement Points. Basically, a unit expends one Movement Point for each hex of Clear terrain it enters.

Reinforcements: Units which do not begin the game placed on the Game-Map, but rather appear at a scheduled time and hex during a future Game-Turn.

Stacking Point: The number of units a Player may have in any hex at the end of any Phase is regulated by means of Stacking Points. Each unit is worth a number of Stacking Points which is never changed throughout the game, ranging from one to four Stacking Points per unit. **Note:** It is important that Players not confuse Stacking Points with Steps. Unlike Steps, a unit may never lose Stacking Points.

Step: Part of the total strength of a unit which is lost due to combat or other causes, with an attendant reduction in Attack and Defense strengths. Each unit has between one and four Steps. When a unit has lost all its steps, it is eliminated and removed from play.

Tactical Competence Rating: One of the more important concepts in the game is Tactical Competence Rating (TCR), which is referred to throughout the rules. Each army on each side will be given a Tactical Competence Rating in the Exclusive Rules. This is a quantitative evaluation of each army's capabilities. They range from 1 (excellent) to 4 (poor).

Zones of Control: The six adjacent hexes surrounding a unit which that unit is said to control.

[2.5] GAME SCALE

See the Exclusive Rules of each game for its precise scale.

[2.6] PARTS INVENTORY

	<i>Individual Game</i>	<i>Quadri- Game</i>
Game Map	1	4*
Die-Cut Counter Sheet	1	4*
Standard Rules Folder	1	2†
Exclusive Rules Folder	1	4*
Historical Article	0	1
Plastic Die	0	1
Game Box	0	1

*different
†identical

Note: Game Box and Plastic Die not included in subscription edition.

If any of the above parts are damaged or missing, write:

Customer Service
Simulations Publications, Inc.
44 East 23rd Street
New York, N.Y. 10010

[2.7] RULES QUESTIONS

Questions concerning the rules for *The Great War in the East Quad* will be answered if phrased so that a simple yes or no reply will suffice and if the questions are accompanied by a stamped, self-addressed envelope. Mark the envelope "Rules Questions: Great War in the East Quad."

[3.0] SETTING UP THE GAME

Before the game can begin, a number of counters are placed on the Game-Map. Each counter is placed in the hex whose *four*-digit number appears printed on the unit. Units which have a *one*- or *two*-digit number accompanied by a letter are reinforcements. The number refers to their Game-Turn of arrival and the letter to the hex they arrive in. Some games have Scenarios in which this initial set-up varies (see Exclusive rules). Once the starting units have been set on the map, play may begin.

[4.0] SEQUENCE OF PLAY

Each game is played in Game-Turns, each of which comprises two alternating Player-Turns. The Player whose Player-Turn is in progress is called the Phasing Player. Each Game-Turn proceeds strictly in accordance with the following Sequence outline. No action or function contrary to the Sequence of Play is permitted. To determine which Player is the Phasing Player, consult the Exclusive rules for each game.

A. FIRST PLAYER-TURN

1. **MOVEMENT PHASE:** Each Movement Phase is divided into the following segments:

a. **Initial Supply Determination Segment:** The Phasing Player determines which of his units are out of supply (their Movement Allowances are halved for that Movement Phase, see Case 9.2).

b. **Reinforcement Segment:** The Phasing Player places his reinforcements on the Game-Map.

c. **Command Control Segment:** The Phasing Player determines which of his units he will place in Command Control by allocating Command Strength. Units to which Command Strength is allocated must be within the Command Radius of a HQ unit. For each of the remaining units he then rolls the die to see if they are in Command Control. He then places an "Out of Command Control" marker on all units that are not in Command Control.

d. **Movement Segment:** The Phasing Player may move all of his units which are in Command Control after which time he removes all "Out of Command Control" markers.

e. **Attrition Segment:** The Phasing Player determines which of his units are not out of supply and then rolls the die to determine if each one suffers attrition.

2. **CAVALRY WITHDRAWAL BEFORE COMBAT PHASE:** The non-Phasing (second) Player may now roll the die, if he wishes, for each of his cavalry units which are adjacent to an Enemy (Phasing Player) unit to determine if the unit may withdraw two hexes (see Case 12.1).

3. **COMBAT PHASE:** Each Combat Phase is divided into two Segments:

a. **Command Control Segment:** The Phasing Player determines which of his units he will place

in Command Control for *combat* purposes by allocating Command Strength. Units to which Command Strength is allocated must be within the Command Radius of a HQ unit. He then places "Out of Command Control" markers on all units not in Command Control.

b. **Combat Resolution Segment:** The Phasing Player may use his units to attack the non-Phasing Player's units in accordance with the rules of combat. During this Phase neither Player may move his units except when forced to do so as a result of combat.

4. **STEP REPLACEMENT PHASE:** Units which have lost steps may now, under certain conditions, have them replaced by the Phasing Player.

B. SECOND PLAYER-TURN

The second Player now becomes the Phasing Player and repeats the actions performed in Phases 1 through 4.

C. GAME-TURN RECORD INTERPHASE

The Game-Turn marker should be advanced one space on the Game-Turn Record Track to mark the end of one Game-Turn and signal the start of another.

[5.0] MOVEMENT**GENERAL RULE:**

During the Movement Phase, the Phasing Player may move as many or as few of his units as far as he desires (within the restrictions of Command Control, Case 10.4), as long as each unit's Movement Point Allowance is not exceeded in a single Phase.

PROCEDURE:

Move each unit individually, tracing the path of its movement through the hexagonal grid. As each unit enters a hex the unit expends one or more Movement Points from its Movement Allowance.

CASES:**[5.1] MOVEMENT RESTRICTIONS AND PROHIBITIONS**

[5.11] Friendly units may be moved only during the Friendly Movement Phase, although there may be some movement as a result of combat in terms of advances and retreats and withdrawal of cavalry before the Combat Phase. These are not considered movement *per se* and do not require the expenditure of Movement Points.

[5.12] Movement is calculated in terms of Movement Points. Basically, one Movement Point of a unit's total Movement Allowance is expended for each Clear terrain hex the unit enters; other terrain costs more than one Movement Point to enter or cross. These effects are summarized on the Terrain Effects Chart (5.4).

[5.13] Units may never be moved into an Enemy-occupied hex or undestroyed Enemy fortress.

[5.14] A unit may never expend more Movement Points than its total Movement Allowance in any one Movement Phase. Unused Movement Points may not be accumulated until another Movement Phase, nor may they be transferred to another unit.

[5.15] A unit may be moved from an Enemy-controlled hex during the Friendly Movement Phase (even into another Enemy-controlled hex, see 7.22) subject to all movement costs.

[5.16] Only units using Railroad Movement (see 5.3) benefit from Railroad lines.

[5.17] A unit that has expended *no* Movement Points in a given Movement Phase may always

move at least one hex, regardless of Movement Point limitations, unless it is out of Command Control.

[5.2] EFFECTS OF FRIENDLY UNITS ON MOVEMENT

[5.21] A Friendly unit may be moved through hexes occupied by other Friendly units at no additional Movement Point cost.

[5.22] There is no limit to the number of Friendly units which may pass through a given hex in any one Segment, and Friendly units may be overstacked at the end of any Segment as long as all Stacking limits are met at the end of each Phase (see Section 6.0).



[5.3] RAILROAD MOVEMENT

[5.31] During each Movement Phase, the Phasing Player may move a specified number of Stacking Points (see Case 6.1) of Friendly units, plus any of his HQ units, a specified number of hexes along Friendly railroad lines. These specifications vary from game to game and from army to army and are referred to as Rail Capacity and Railroad Movement Rate, respectively. All units which move by rail in a Movement Segment or remain entrained at the end of their Movement Segment (without moving) count toward Rail Capacity.

[5.32] To use Rail Movement, a unit must first be moved to a non-Enemy-controlled hex containing a Friendly railroad line (as defined in the Exclusive rules). [Exception: Units with a Tactical Competence Rating of 1 may entrain in Enemy Zones of Control.] Once in a hex containing a Friendly rail line, a unit must expend additional Movement Points equal to its Tactical Competence Rating in order to be entrained. Once entrained, place an Entrained marker on that unit (this marker remains on that unit until it detrains). Only units which are in supply and in Command Control may be entrained.

[5.33] Once entrained, a unit may be moved from one contiguous adjacent Railroad hex to another, following the railroad line. This unit may be moved up to the maximum number of hexes permitted by the Railroad Movement Rate. Entrained units may not enter an Enemy-controlled hex or any hex last occupied by an Enemy unit.

[5.34] After a Player has finished moving a unit by rail, he may detrain at no additional Movement Point cost and resume moving that unit normally, provided that it has Movement Points remaining. However, only units with a Tactical Competence Rating of 1 may be used in an attack in the Combat Phase immediately following a Movement Phase in which they used Rail Movement.

[5.35] Entrained units which are out of Command Control in the Movement Segment may freely engage in Rail Movement only. They may not detrain, entrain, or use normal movement.

[5.36] Entrained units do not possess a Zone of Control and may not attack. Entrained units defend at half Defense Strength, rounded down. If attacked, they are automatically detrained.

[5.37] In some games, Players will see that certain rail lines that exit the map are linked by rail lines off the playing area of the map. An entrained unit which exits from a friendly rail map-exit hex may be moved "off the map" paying the indicated number of Movement Points until it reenters the map at the appropriate hex. However, the unit may not re-enter the map into an Enemy Zone of Control (see Case 14.22).

[5.38] All Off-Map Movement is Rail Movement. All units (except for HQ units) performing Off-Map Movement count against Rail Capacity. A

unit may end its movement off-map. If it does so, the Phasing Player must note how many Movement Points the unit has moved toward its destination. These Movement Points may be applied to the next Game-Turn's Movement.

[5.4] TERRAIN EFFECTS CHART (see Page R11)

[6.0] STACKING

GENERAL RULE:

Each Player is restricted as to the number of Stacking Points he may have in a hex at the end of any given Phase. The number of Stacking Points permissible per hex varies from army to army and from game to game (see Exclusive rules).

CASES:

[6.1] STACKING RESTRICTIONS

[6.11] The Stacking Point Value of units are as follows:

HQ units: 0 Stacking Points

Regiments: 1 Stacking Point

Brigades: 1 Stacking Point

Divisions: 2 Stacking Points

Corps: 4 Stacking Points

[6.12] Fortresses and game markers never count toward Stacking limits.

[6.13] Friendly units of different types and nationalities may stack together.

[6.14] Any units in excess of the stacking restrictions at the end of any given Phase (*not* Segment) are eliminated, with the owning Player choosing which units to eliminate. **Note:** Losing a part of a unit does not reduce that unit's Stacking Point Value.

[6.15] Units may overstack while retreating after combat. However, if a unit is forced to overstack at the end of its retreat, it is eliminated.

[6.16] A unit's Stacking Point Value is a constant. It is never reduced, even if that unit is weakened due to step losses.

[6.2] STACKING AND MOVEMENT

[6.21] There is no limit to the number of Friendly units that may enter or move through any hex during a Phase as long as Stacking limits are met at the end of that Phase.

[6.22] There is no additional Movement Point cost to stack or unstack Friendly units.

[7.0] ZONES OF CONTROL

GENERAL RULE:

The six hexagons immediately surrounding a hex constitute the Zone of Control of any units in that hex. Hexes upon which a unit exerts a Zone of Control, called controlled hexes, inhibit the movement of Enemy units. Fortresses and units in fortresses that would do so normally exert Zones of Control in the same manner as normal units. Units in an Enemy Zone of Control are never required to attack. Combat is completely voluntary.

PROCEDURE:

All units must expend one additional Movement Point (above and beyond terrain costs) to enter an Enemy-controlled hex.

CASES:

[7.1] EXTENT OF ZONES OF CONTROL

[7.11] Zones of Control extend into all six hexes adjacent to the controlling unit's hex. Zones of Control do not extend across Prohibited hexsides.

[7.12] All units exert Zones of Control at all times during the Game-Turn.

[7.2] EFFECTS OF ZONES OF CONTROL

[7.21] Friendly units must pay one additional Movement Point to enter an Enemy-controlled hex, in addition to any cost incurred due to the terrain in the hex being entered.

[7.22] Units may be moved directly from one Enemy-controlled hex to another, as long as they have sufficient Movement Points remaining to enter that hex (the terrain cost plus one for entering that Enemy-controlled hex).

[7.23] There is never any additional Movement Point cost to move from an Enemy-controlled hex into a hex that is not Enemy-controlled.

[7.24] The presence of Friendly units or fortresses (but not friendly Zones of Control) negate the effect of Enemy-controlled hexes for the purposes of tracing supply and retreat after combat. They do not negate Enemy Zones of Control for the purposes of movement.

[7.25] If there are both Enemy and Friendly Zones of Control exerted into the same hex, both Zones co-exist, and that hex is mutually controlled by both Players. There is no additional effect of having more than one unit exerting its Zone of Control onto a given hex.

[7.26] HQ units and supply depots never exert a Zone of Control.

[8.0] COMBAT

GENERAL RULE:

Combat occurs between adjacent opposing units at the Phasing Player's discretion. The Phasing Player is the Attacker, the non-Phasing Player is the Defender, regardless of the overall strategic situation.

PROCEDURE:

Total the Attack Strengths of all the attacking units involved in a specific attack and compare it to the total Defense Strength of the units in the hex under attack. State the comparison as a ratio: Attacker's strength to Defender's strength. Round off the ratio in favor of the Defender to conform to the simplified odds found on the Combat Results Table (see 8.8); roll the die and read the results on the appropriate line under the odds. Apply the result immediately consulting the Combat Results Option Table (8.9) before resolving any other attacks being made during that Combat Phase.

CASES:

[8.1] WHICH UNITS MAY ATTACK

[8.11] Friendly units may attack during the Friendly Combat Phase. They may then attack any and all Enemy units which are adjacent to them. Only those units directly adjacent to a given Enemy unit may participate in an attack upon that unit.

[8.12] Attacking is completely voluntary; units are never compelled to attack, and not every unit adjacent to an Enemy unit need participate in any attack. A Friendly unit in a stack that is not participating in a given attack is never affected by the results of that attack. Units with an Attack Strength of zero and units with Combat Strengths in parentheses (see Case 10.51) may never attack.

[8.13] An Enemy-occupied hex may be attacked by as many units as can be brought to bear in the six adjacent hexes.

[8.14] No unit may attack more than once per Combat Phase, and no Enemy unit may be attacked more than once per Combat Phase.

[8.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[8.21] All units in a given hex must be attacked as a single Defense Strength. The Defender may not withhold a unit in a hex under attack. Different units in a hex may not be attacked separately, nor may one unit be attacked without involving the other units in the same combat.

[8.22] Other units in a hex containing an attacking unit need not participate in that combat or any other attack. Thus when one unit in a stack is attacking a given hex, the other units in the stack could attack another hex, or not attack at all.

[8.23] If a unit(s) is adjacent to more than one Enemy-occupied hex, it could attack all of them in a single combat. Thus, units in a single hex may attack more than one hex. The only requirement is that all attacking units must be adjacent to all defending units.

[8.24] A given unit's Attack and/or Defense Strength is always unitary; that is it may not be divided among different combats either for attack or defense.

[8.3] EFFECTS OF TERRAIN ON COMBAT

(see Terrain Effects Chart, Case 5.4)

[8.4] COMBAT RESOLUTION

Combat odds are always rounded off in favor of the Defender. For example, an attack with a combined Attack Strength of 26 against a group of units defending with a Strength of 9 (26 to 9) would be rounded off to the next lowest combat ratio column on the Combat Results Table "2-1." The combat ratio column used is modified by the Tactical Competence Rating of the attacking units and the attack shift of the HQ units involved in the combat. The die is then rolled and the result dictated by the Combat Results Table is applied using the Combat Option Table.

[8.5] EXPLANATION OF COMBAT RESULTS

Each of the units in the *Great War in the East QuadriGame* has a number of strength levels called Steps. The results on the Combat Results Table direct the Players to an entry on the Combat Option Table (8.9). Under each entry are one or more options, one of which must be fulfilled by the units affected by the combat. These options will require the affected units to lose steps, be retreated, or a combination of both.

[8.51] Regiments, most brigades (see Exclusive rules), and supply depots (which are treated as combat units) have one Step. Therefore, if such a unit is reduced one step, it is eliminated.

[8.52] Divisions (and some brigades) have two Steps. The second Step being printed on the reverse side of the counter. Should such a unit be reduced one Step, it is flipped over to its weaker strength. Should it then be reduced another one Step, it would be eliminated. Note that some units (in some Scenarios) begin the game in a reduced state.

[8.53] Corps have four Steps. The first (full strength) and third (half strength) are represented by the front and back, respectively of each corps counter. The second and fourth Steps of corps are indicated by placing a Corps Reduction marker on top of the counter representing the corps.

Example:

No Step reduction (first Step): The corps unit at full strength (face-up) with no marker present.

One Step reduction (second Step): Place a Corps Reduction marker "-1 from Full Strength" on top of the full strength side of the corps counter. This has the effect of reducing the full Attack and Defense Strengths of that corps by one.

Two Step reduction (third step): Flip the corps unit over to its weakened strength. No marker is placed on the corps counter.

Three Step reduction (fourth Step): Place a corps reduction marker "-1 from Half Strength" on top of the weakened strength side of the corps counter. This has the effect of reducing the weakened Attack and Defense strengths of the corps by one.

Four Step reduction: The corps is eliminated.

[8.54] Each result on the Combat Results Table has two results (e.g., "1/2"). The first number is the Combat Result for the attacking units. The second number is the combat result for the defending units. Each number result refers the Players to an entry on the Combat Result Option Table (Case 8.9), which lists the options available to both the Attacker and Defender. **Note:** Only defending units may ever retreat as a result of combat. When both the Attacker and Defender suffer a combat result the Defender always applies his combat result first, regardless of which option he selects.

[8.6] RETREAT AFTER COMBAT

[8.61] Only defending units may retreat — never attacking units. The defending Player may elect an option on the Combat Results Option Table that requires an affected stack or unit to retreat one or two hexes. A unit may never be retreated into or through an Enemy unit or through Prohibited hex-sides.

[8.62] Retreats of Friendly units are conducted by the owning Player, within the parameters of Case 8.63. Units in a stack which retreat must retreat together and may not retreat individually.

[8.63] Units must observe the following priorities in deciding which hex to retreat into:

1. Toward the nearest Friendly supply source.
2. If the retreating unit has a Tactical Competence Rating of 1, into non-Enemy controlled hexes (this priority is superseded by priority 1).

Units are never eliminated, however, if they are not able to observe the retreat priorities. Units may never end their retreat in a hex in violation of the Stacking restrictions. Units which would be forced to do so are eliminated instead.

[8.64] If forced not to observe retreat priority 2, units with a Tactical Competence Rating of 1 may be retreated into or through an Enemy-controlled hex. Units with a Tactical Competence Rating of 2, 3, or 4 may not be retreated into or through an Enemy-controlled hex (unless that hex is occupied by a Friendly unit; see Case 7.24). If forced to so retreat they would be eliminated.

[8.65] Units may be retreated through other Friendly units, within the bounds of Case 8.63, without disturbing the non-retreating units. The non-retreating units are not affected by the retreating units; they do not have to move out of the way of the retreating units.

[8.66] If a unit is forced to retreat into a Friendly-occupied hex (either as a result of combat or cavalry withdrawal before combat) and that hex then undergoes an attack, the retreated unit does not add its Defense Strength to the units in the hex. Nor are its Steps counted to see whether the defending force is the larger side in that combat. If the units with which the retreated force is now stacked suffers a combat result causing them to retreat or

be eliminated, the previously retreated force is eliminated. If the units with which the retreated force is stacked loses half its Steps the retreated force would also lose half its Steps (rounding up).

[8.7] ADVANCE AFTER COMBAT

[8.71] Whenever an Enemy force is forced to retreat (or is eliminated) leaving the hex it originally occupied vacant as a result of combat, any or all Friendly victorious units which participated in the combat are allowed to advance into that hex, subject to the Stacking limit (Exception: see Case 8.75).

[8.72] Advancing victorious units may ignore Enemy Zones of Control.

[8.73] The option to advance after combat must be exercised immediately, before any other combat resolution. Units are never forced to advance after combat. After advancing, units may not attack in that Phase, even if their advance places them adjacent to Enemy units whose battles are yet to be resolved or who were not involved in combat. However, advances are useful in cutting off the retreat of Enemy units whose combat has not yet been resolved.

[8.74] Victorious defending units may never advance after combat — only victorious attacking units.

[8.75] "Ils Ne Passeront Pas!"

In certain cases where all the defending units have been eliminated, if they were in supply at the moment of combat, no attacking units may advance into the vacated hex. This happens:

1. When all defending units have been eliminated as a result of selecting option "1" after a combat result of 2.
2. When all the defending units have been eliminated as a result of selecting option "1" after a combat result of 3.

In either of these two events, no attacking units may advance into the vacated hex. This represents the fact that the defending units have been eliminated due to holding their ground to the last man — "Ils ne passeront pas!"

[8.8] COMBAT RESULTS TABLE

(see page R12)

[8.9] COMBAT RESULTS OPTION TABLE

(see page R12)

[9.0] SUPPLY

GENERAL RULE:

Units not in supply are penalized with respect to their movement and attack abilities. They may also lose Steps through attrition as a result of being out of supply (however, see Case 9.24).

CASES:

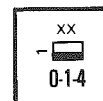
[9.1] SUPPLY DETERMINATION

[9.11] Supply for Phasing units is determined with respect to the following:

1. For movement purposes: during the Initial Supply Determination Segment
2. For attrition: during the Attrition Segment
3. For combat purposes: at the instant of combat.

[9.12] Units are in supply if they can trace a line of supply to a supply source. This line of supply may not exceed that unit's Supply Range (see Exclusive rules).

[9.13] The line of supply is traced from the unit in question to a Friendly supply source (do not count



the hex the unit occupies). A unit may trace supply to a supply source which is either a Friendly railroad, Friendly mapedge (where a Friendly railroad line exits the map), or a supply depot unit that is itself in supply.

[9.14] A supply line may not be traced through an Enemy-occupied hex; it may be traced through a maximum of two Enemy-controlled hexes *only* if the unit whose supply line is being traced has a Tactical Competence Rating of 1.

[9.15] A Friendly rail hex is a supply source *only* if a path of contiguous rail hexes, free of Enemy-occupied and Enemy-controlled hexes, can be traced from it to a Friendly map edge *and* the hex was not last occupied by an Enemy unit.

[9.16] A supply depot is in supply *only* if it is within its Supply Range (free of Enemy-occupied and Enemy-controlled hexes) of another supplied Friendly supply depot, or within Supply Range of a Friendly railroad hex which can be used for supply. Supply depots may form a chain from a Friendly railway hex to supply Friendly units (including other supply depots).

[9.17] Lines of supply may be traced through hexes which contain only Enemy HQ units.

[9.2] EFFECTS OF BEING OUT OF SUPPLY

[9.21] All units which are out of supply have their Movement Allowances and Attack Strengths (*not* Defense) halved (round fractions down, but never below one). Being out of supply has no effect on Rail Movement.

[9.22] All Phasing units which are determined to be out of supply during the Attrition Segment of the Friendly Movement Phase must roll for attrition. The Phasing Player rolls the die individually for each of his own units that is out of supply. On a die roll of 1, 2, or 3, that unit loses half of its remaining Steps (fractions rounded up). Any other die roll has no effect.

[9.23] Attacking (*not* defending) units determined to be out of supply at the instant of combat must check for attrition as per Case 9.22. This die roll takes place immediately before the odds are computed and that unit's combat is resolved.

[9.24] HQ units are the only units immune from attrition under Cases 9.22 and 9.23.

[10.0] COMMAND CONTROL

CASES:

[10.1] HQ UNITS

[10.11] The HQ units represent the various commanders and their staffs. Each HQ unit is rated according to the ability of the commanding officers. This ability is represented by the Attack Shift, Command Radius, Command Strength and Combat Strength which have the following effects:

1. **Attack Shift:** Each HQ unit may provide a Shift to the right of a number of columns equal to its attack shift on the Combat Results Table, for one attack per Friendly Combat Phase.

2. **Command Strength:** The maximum number of units, represented in Stacking Points, within a given HQ unit's Command Radius (see below) which may receive from it the benefits of being in Command Control.

3. **Command Radius:** The maximum distance (in hexes) that a unit may be from a HQ unit eligible to be in Command Control and receive that HQ's Attack Shift.

4. **Combat Strength:** The Defense Strength of normal HQ units, and the Attack and Defense Strength of Heroic leader HQ units.

[10.12] HQ units which have an "H" next to their Combat Strength are "Heroic" leader HQ units. They differ from other HQ units only with regard to their additional effect on combat (see Case 10.2).

[10.2] EFFECTS OF HQ UNITS ON COMBAT

HQ units have the following effects on combat:

1. **Heroic Leaders and normal HQ units** may aid one attack within their **Combat Radius** each Combat Phase with their Attack Shift, which enables the Combat Results Table odds column to be shifted a number of columns to the right equal to the HQ unit's attack shift (see Case 10.21).

2. **Heroic Leader HQ units** may use their **Combat Strength** for attack and defense, and normal HQ units may use their Combat Strength for defense, when stacked with two or more Stacking Points of Friendly units (see 10.41).

3. **HQ units** may place units in Command Control. Attacking units out of Command Control have their Attack Strength halved (see Case 10.32).

[10.21] Attack Shift

Each HQ unit has an attack shift. It may *not* be used for defense. This represents the ability to Shift the final combat odds of one attack a number of columns on the Combat Results Table to the right equal to the Attack Shift of the HQ unit. Thus, an HQ unit with an attack Shift of 2 could use it to turn a 2-1 attack into a 4-1 attack by shifting it two columns to the right. For an HQ unit to give the benefit of its Attack Shift to an attack, at least half of the attacking units (in terms of Steps, excluding other HQ units and depots) must be within that HQ unit's Command Radius.

[10.22] Attack Shift Limit

A given attack may receive only one Shift per Command Level (subject to Case 10.21). For example, an attack could receive a shift from a Corps HQ and shift from an army HQ. It could not receive a Shift from two corps HQ or two army HQ units.

[10.23] Heroic Leaders

Certain HQ units are designated as being Heroic leaders. Heroic leaders are those with an "H" next to their Combat Strength. In addition to the Attack Shift they may, when stacked with two or more Friendly Stacking Points, add their Combat Strength to the attack or defense in which that stack is participating.

[10.24] Heroic leaders may not apply their Attack Shift to a different combat from the one in which they are applying their Combat Strength.

[10.3] HOW TO DETERMINE COMMAND CONTROL

[10.31] At the start of the Command Control Segment of the Movement Phase, the Phasing Player must determine the Command Status of all his units, and place an Out of Command Control marker on all those that are not in Command Control. The number of Stacking Points worth of units which may be in Command Control may not exceed the Command Strength of the HQ unit to which they are tracing command. Once placed in Command Control, a unit is in Command Control until the end of that Movement Phase.

[10.32] A unit may be placed in Command Control if it is within the Command Radius of a HQ unit. The owning Player then decides which of his units to apply an HQ unit's Command Strength to. Note that if a unit is in Command Control due to Case 10.41, it does not count toward any HQ's

Command Strength. **Optional:** Players who value simplicity may decide to treat the Command Strength of all HQ units as unlimited — they may benefit all the units in their Radius.

[10.33] The Command Radius is traced through the hex grid from the hex the HQ unit is in (exclusive) to the hex occupied by the unit being commanded (inclusive). The Command Radius may never be traced through Prohibited terrain, Blocked hexsides, or Enemy-occupied hexes.

[10.34] If the Tactical Competence Rating for a given HQ unit is 1, that HQ unit's Command Radii may be traced through Enemy Zones of Control. If an HQ unit's Tactical Competence Rating is 2, 3, or 4, that HQ unit's Command Radii may not be traced through Enemy Zones of Control. For this purpose, the presence of Friendly units in an Enemy-controlled hex negates the Enemy Zone of Control's effect.

[10.35] Being entrained or out of supply has no effect on HQ units whatsoever.

[10.36] Remember that a Player determines which of his units are in Command Control for movement purposes in the Command Control Segment of his Movement Phase, and for combat purposes in the Command Control Segment of the Combat Phase.

[10.4] EFFECTS OF BEING OUT OF COMMAND CONTROL

[10.41] At the end of each Movement Phase Command Control Segment, the Phasing Player may roll the die for each of his units which are out of Command Control. If the die roll is greater than that unit's Tactical Competence Rating, the Out of Command Control marker is removed from it and the unit is in Command Control for that Movement Phase. If the die roll is less than or equal to that unit's Tactical Competence Rating, that unit remains out of Command Control.

[10.42] Attacking units determined to be out of Command Control in the Command Control Segment of the Combat Phase have their Attack Strength halved. This may result in them being halved twice, thus reducing their Attack Strength to 1/4 of normal (if they are also out of supply). Units out of Command Control due to being outside a Command Radius during the Command Control Segment of the Combat Phase may not reenter Command Control through a die roll as in 10.41.

[10.43] Units with a Tactical Competence Rating of 3 or 4 which are out of Command Control (or out of an HQ unit's Command Radius if they are the non-phasing units) at the instant of combat add one to the result on the Combat Results Table, with 3 on the table becoming an E.

[10.5] EFFECT OF ENEMY ACTIONS ON HQ UNITS

[10.51] Attack shifts may be used only to benefit Friendly attacks. They may not be used to aid the defense of Friendly units. In addition to the use of their Attack Shift, Heroic leader HQ units may attack and defend with their full Combat Strength, and normal HQ units may defend with a Strength of 1 when stacked with two or more Stacking Points of Friendly combat units. The Combat Strengths of HQ units are never reduced by being unsupplied.

[10.52] All HQ units, including Heroic leaders, do not exert Zones of Control. They do not block Enemy lines of supply, retreat or Rail Movement — these can both be traced over and adjacent to them. A Friendly combat unit with an Attack Strength of greater than zero may even move into the hex only containing an Enemy HQ unit (this is an exception to Case 5.13), in which case the

1-7-1
VF3C
2h8
NE

Enemy HQ must immediately displace to the hex containing the nearest Enemy unit and/or fortress. Friendly unit retreats may also displace Enemy HQ units. Enemy Displacement may not occur if all six hexes surrounding the Enemy HQ unit are occupied by Friendly units or (if the HQ units have a Tactical Competence Rating of 2, 3, or 4) by Friendly -controlled hexes. Thus, only HQ units with a Tactical Competence Rating of 1 may displace through Enemy Zones of Control. HQ units not stacked with Friendly combat units must displace, at any time during the Enemy Movement Phase if Enemy units are adjacent to it. HQ units stacked with Friendly combat units may never displace.

[10.53] HQ units which are part of a defending stack defend with their full Combat Strength provided they are stacked with two or more Stacking Points of Friendly defending units. If there are fewer than two Friendly Stacking Points in the defending hex, HQ units may not add their Defense Strength, regardless of whether they are Heroic or not. HQ units always suffer the same combat results as the Friendly units they are stacked with. If all the Friendly combat units a HQ unit is stacked with are eliminated it also is eliminated (exception: see 10.54). Defending HQ units may only retreat when one or more of the units they are stacked with retreats.

[10.54] Certain army-level HQ units have a reverse side, printed with reduced Strengths. Such units may, if eliminated as a result of combat, displace as in Case 10.52 instead of being eliminated. The Enemy Player still receives any Victory Points for eliminating the unit, however. (This represents setting up an alternate HQ under surviving elements.)

[11.0] FORTRESSES

GENERAL RULE:

Fortresses are permanent elaborate defensive positions. They are printed on the map.

CASES:

[11.1] FORTRESSES AND COMBAT

[11.11] Fortresses may never attack. They defend with their printed Defense Strength only. If a Friendly unit is defending in a fortress hex, that fortress adds its Defense Strength to the Defense Strength of those units being attacked.

[11.12] Fortresses are affected by combat results in the same manner as normal units with the exception that they must absorb all losses in Steps. They may never retreat.

[11.13] All fortresses have four Steps. For purposes of absorbing losses (only), each fortress Step loss is equivalent to two combat unit Steps. **Example:** If two divisions are stacked with a fortress, (8 Steps: 4 for the fortress and 4 for the two divisions) and the combat result is a 1, the defending Player would have to lose one half of 8 Steps, which would be 4 Steps. They could absorb this loss either by losing the two divisions (4 Steps) or by losing 2 fortress Steps. If an unoccupied fortress is attacked, with a result of 3, the defending Player would have to lose 3/2 (150%) of four Steps which would be 6 Steps. The loss must be absorbed by using 3 fortress Steps.

[11.14] Fortresses which have lost two of their fortress Steps use the smaller of their two Defense Strengths. Players should place a "Fortress Destroyed" or "Fortress Weakened" marker in the hex the fortress occupies to reflect this. Players should use Corps Reduction markers to record intermediate Fortress Step losses.

[11.15] Once a fortress loses a Step or is eliminated, it may never be replaced.

[11.2] FORTRESS SUPPLY

[11.21] Fortresses never count against Stacking limits.

[11.22] Fortresses are always in supply. In addition, a maximum of one unit of any size, which is stacked with a Friendly fortress, may be in supply provided it does not attack. This is called "feeding off a fortress." If the unit were to attack, the owning Player would roll for attrition as described in Case 9.22

[12.0] CAVALRY

CASES:

[12.1] CAVALRY WITHDRAWAL BEFORE COMBAT

Each Player has a Cavalry Withdrawal Before Combat Phase. This occurs between the Enemy Player's Movement and Combat Phases.

[12.11] In this Phase, any Friendly Cavalry units (whether or not they are in Command Control) which are adjacent to Enemy units may attempt to withdraw two (no more or less) hexes.

[12.12] Cavalry withdrawal is not automatic. The owning Player must roll one die for each cavalry unit attempting such a withdrawal. A die roll higher than the unit's Tactical Competence Rating indicates a successful withdrawal before combat. If the unit does not roll higher than its Tactical Competence Rating, it may not withdraw.

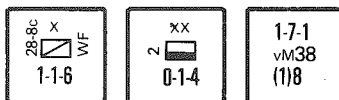
[12.13] If the withdrawal is successful, the withdrawing unit is moved two hexes. Only units with a Tactical Competence Rating of 1 may withdraw into or through an Enemy-controlled hex. A unit should withdraw toward the Friendly supply source, but if this is not possible, it may withdraw to another hex.

[12.14] Cavalry Withdrawal Before Combat costs no Movement Points.

[12.15] If a cavalry unit is not withdrawn or if it ends its withdrawal in an Enemy-controlled hex, it may be attacked in the ensuing Combat Phase.

[12.16] Any of the Phasing Player's units (i.e., on the side that is *not* making the withdrawal) which are adjacent to a hex which is vacated by Cavalry Withdrawal Before Combat may be moved immediately into that hex at the owning Player's discretion, subject to all Stacking rules.

[12.17] Cavalry units which Withdraw before Combat into a hex which contains Friendly units never add their combat strength to the Defense Strength of those units during the ensuing Combat Phase; withdrawn units are, however, affected by all combat results which apply to units in that hex (see Case 8.66).



[12.2] CAVALRY COMBAT LIMITATIONS

[12.21] Cavalry may use their full Attack Strength only when attacking hexes containing *only* Enemy cavalry, depot, or HQ units. If the hex being attacked contains any other type of unit, the attacking cavalry units have their total Attack Strengths reduced by 75% (round fractions down). Thus it would require cavalry units with a total Attack Strength of 4 to attack a hex containing a non-cavalry unit with a combined Attack Strength of 1. Fractional Attack Strengths are ignored.

[13.0] REPLACEMENT OF LOST STEPS

Divisions which have lost one Step, and corps which have lost one or two steps, may be restored to full strength during the Step Replacement Phase. The Phasing Player may roll the die for a number of such units and/or Steps (see Exclusive rules for the number of units for each game) which meet all the following criteria:

1. There may be no Enemy units within a specified distance of that unit (see Exclusive rules).
2. That unit may not have participated in combat (attacked or defended) during the preceding Game-Turn.
3. The unit may not have been moved in the preceding Movement Phase of this Game-Turn.

If the die roll for a unit (see Exclusive rules for the range of the die-roll) is successful, that unit is returned to full strength. Cavalry units, fortresses, and supply depots are not eligible for replacement of lost Steps.

[14.0] REINFORCEMENTS

GENERAL RULE:

Both Players receive reinforcements. These appear during the owning Player's Movement Phase on the Game-Turn and lettered Entry Hex specified on the counter.

CASES:

[14.1] MOVEMENT OF REINFORCEMENTS

[14.11] A reinforcement unit expends no Movement Points to be placed on the map in its specified, lettered Entry Hex.

[14.12] Certain reinforcement units are designated as arriving entrained. In the Movement Phase when they enter the map on a rail line as a reinforcement, such units are considered already entrained and pay no additional Movement Point cost.

[14.13] In several cases, more than one unit is scheduled to appear in the same Game-Turn. These units may appear stacked in the Entry Hex during the Reinforcement Segment. (Remember that the Stacking limit only applies at the end of a Phase.)

[14.14] Once a unit is placed on the map as a reinforcement, it may be moved normally beginning with the subsequent Movement Segment of that Movement Phase.

[14.2] RESTRICTIONS

[14.21] Reinforcements may not enter the map in a hex which is currently occupied by an Enemy unit or in an Enemy Zone of Control.

[14.22] If, and only if, a scheduled entry hex is Enemy-occupied or Enemy-controlled, the reinforcing unit may enter the nearest unblocked mapedge hex to the scheduled entry hex in the direction of the nearest Friendly unit. However, reinforcements so blocked are delayed by one Game-Turn in their arrival (e.g., they appear during the next Friendly Movement Phase; Exception 14.32).

[14.23] Entrained reinforcement units whose Entry Hex is blocked have the additional option of using Off-Map Movement (see Cases 5.37 and 5.38).

[14.24] A Player may deliberately withhold reinforcements from Game-Turn to Game-Turn, bringing them into play (if at all) on some later Game-Turn. However, reinforcements must appear on their scheduled hex, alternate hex, or travel off-map by rail.

DESIGNER'S NOTES

Tannenberg and the *Great War in the East QuadriGame*, are simple games on broad and colorful subjects. The QuadriGame format (*Tannenberg* is formatted as the "fifth wheel" of the quadrigame) has dictated that the rules be concise and easy to grasp, yet have the scope to deal with disparate situations. However, I have attempted to bring together all these different elements into a game system that, while simple, is not primitive. Those who have studied World War I in the East will see where the simplifications have been made, thus keeping bookkeeping to a minimum (remember, the players are supposed to be Field Marshals, not company clerks). But I believe that these elements do not detract from the overall historical validity of the game system. If I thought otherwise, I wouldn't have done the game.

The *Great War in the East QuadriGame* system was designed to make certain points about the nature of warfare in the Russian and Italian fronts of 1914-18. First, the most "cost-effective" way of destroying large amounts of enemy units is to encircle them. The combat system is built to reward those who can break through and encircle an enemy. Frontal assaults are costly, and the attacker can find himself presented very quickly with a butcher's bill that would sicken Attila the Hun. But this is not to say that frontal assaults should be avoided — often they cannot be, and frequently they should not be. Each player must weigh the risks against the benefits for each attack before

rolling the die. Attrition can be a useful tactic, and if done on wide enough a scale can cause an enemy collapse; if not, it will merely cause the loss of some territory.

On the Eastern Front, the railroad was the key to strategic mobility. The side with greater Rail Capacity and Railroad Movement Rate — usually the Central Powers — has a great advantage, for he can shift troops to meet developing enemy threats and rapidly deploy reinforcements at the front. But Players must not overlook the possibilities of using railroads *offensively*. A German corps detraining behind Russian positions was the decisive element in the Battle of Tannenberg. Thus, a Player operating in territory where his units can use the Railroad should always keep a sharp eye for an unguarded rail line leading to an enemy's weak spot, where troops moving by rail can repeat this key maneuver.

The railroads are also vital for supply. On the Russian Front, units cut off from friendly railheads were soon reduced to armed mobs. In these games, if troops are cut off, they will begin to suffer losses almost immediately. Players must always maintain their supply lines at all costs and cut those of the enemy. This applies in *Caporetto* as much as the Russian front games. Despite the lesser distances involved, being unsupplied is as critical in the Alps as in the endless plains of Eastern Europe.

Command Control and HQ units are vital to the success of any army. An army without adequate

leaders will find that whatever strength its individual units have may be wasted. Units out of Command Control are liabilities rather than assets, even for the Germans. Russian and Austro-Hungarian units are particularly dependent on their HQ units. This often limits these armies to a few crucial points to mount their operations, so that the important units will be within a Command Radius. Regardless of whether or not he has a good Tactical Competence Rating and many effective HQ units, a Player will have to come to grips with the Command Control rule and execute whatever plans he may formulate with their limitations in mind.

The comparative Tactical Competence Ratings run throughout these rules like a *leitmotif*. They represent how radically the different armies on the Russian and Italian fronts could differ in terms of command, control, combat, and movement abilities. Most German victories in the East were due to these qualities, and not to any preponderance or superiority in men and material. The size of an army is seldom more important than its skill or its substance. In each game, you will see that the exclusive rules treat the specific strengths and weaknesses of each Army — the professionalism of the Germans, the rear-area confusion of the Russians, the demoralization and often utter hopelessness of the hapless Austro-Hungarians — are all reflected not only in the Tactical Competence rating, but throughout the rules.

[5.4] TERRAIN EFFECTS CHART

Terrain Type	Movement Costs (by Tactical Competency Rating)		Effect on Combat
	1,2	3,4	
Clear (all)	1	1	None
Forest (B,S,T,V)	1	2	None
Broken (S,T,V)	1,2	2	None
Swamp (all)	2	2,3	None
Rough (B,S,V)	2	2	None
Ridge hexside (C)	See Note in Case 16.0		1 is added to the die roll if <i>any</i> unit in an attack attacks across Ridge hexside.
Mountain (B,C,S,V)	2	3	Defender Doubled
Town (all)	As other terrain in hex		None
City (all)	1	1	Defender doubled
Trench (B,C,T)	+1	+1	Defender doubled
River or Major River hexside (all)	+1	+1	Units attacking across are halved; 2 is added to die roll if units are attacking <i>exclusively</i> across <i>Major</i> Rivers
Blocked hexside (B,C,T)	Prohibited		Prohibited
Lake, Sea, (C,T)	Prohibited		Prohibited
Railroad (all)	See Case 5.3		None
Fortress (all)	1	1	See Case 11.1
Enemy-controlled hex (all)	+1	+1	None
to Entrain (all)	+1, +2	+3, +4	Entrained units may not attack

Notes:

Terrain effects on combat are cumulative. Thus in an attack directed against a unit in a City by units attacking across a Minor River, the defending unit would be doubled *and* the stacking units would be halved.

The left-hand column under Movement Costs refers to units with Tactical Competency Ratings of 1 and 2; the right-hand column refers to units rated 3 and 4. Whenever only one number is listed, it applies to both Ratings appropriate to that column. When two numbers are listed, the first number applies to units with Rating of 1 or 3, and the second number to units with Rating of 2 or 4, as appropriate to that column. Example: In Broken terrain, a unit Rated 1 expends 1 Movement Point per hex; a unit Rated 2 expends 2 Movement Points; and a unit Rated 3 or 4 expends 2 Movement Points.

Letters refer to the games in which the Terrain Types appear: **B** = Brusilov, **C** = Caporetto; **S** = Serbia/Galicia; **T** = Tannenberg; **V** = von Hindenburg.

[8.8] COMBAT RESULTS TABLE

Combat Ratios (Attacker to Defender) by Attacker's Tactical Competency Rating								
TCR1	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1
TCR2&3	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1
TCR4	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1

DIE

1	1/1	1/1	-/1	-/2	-/3	-/3	-/E	-/ E
2	1/1	1/1	1/1	1/2	-/2	-/2	-/E	-/ E
3	1/-	1/1	1/1	1/1	1/2	1/2	-/3	-/ 3
4	1/-	1/-	1/1	1/1	1/1	1/2	1/2	-/ 3
5	2/-	1/-	1/-	1/1	1/1	1/1	1/1	1/ 2
6	2/-	2/-	1/-	1/-	1/1	1/1	1/1	1/ 1
7	2/-	2/-	2/-	1/-	1/-	1/1	1/1	1/ 1
8	2/-	2/-	2/-	2/-	1/-	1/-	1/-	1/ 1

Key:

Result to left of slash refers to Attacker; result to right of slash refers to Defender. # = Combat result, to be used on Combat Results Option Table; - = no effect; E = mandatory elimination of affected unit(s).

Note that units may not attack at less than the minimum ratios listed. Attacks at greater than the maximum ratio listed are resolved as though they were at the maximum combat ratio. See Section 8.0 for complete explanation of Combat Results.

[8.9] COMBAT RESULT OPTION TABLE

Attacking Unit Options

COMBAT RESULT Options

1 The attacking force must lose a number of Steps equal to one-half the total number of affected Steps. The total number of affected Steps is always equal to the number of Steps present in the smaller force at the moment of combat, regardless of whether the smaller force is the Attacker or Defender.

2 The attacking force must lose a number of Steps equal to the total number of affected Steps. The total number of affected Steps is always equal to the number of steps present in the smaller force at the moment of combat, regardless of whether the smaller force is the Attacker or Defender. Thus, if the attacking force is the smaller, all attacking units are eliminated.

Defending Unit Options

COMBAT RESULT Options

1 1. Half of the total steps of all affected units are eliminated.
2. Each affected unit (or stack containing any affected units) is retreated one hex.

2 1. All affected units are eliminated (Case 8.75)
2. Half of the total steps of all affected units are eliminated and each surviving unit (or stack containing any surviving units) is retreated one hex.
3. Each affected unit (or stack containing any affected units) is retreated two hexes.

3 1. All affected units are eliminated (Case 8.75)
2. Half of the total steps of all affected units are eliminated and each surviving affected unit (or stack containing any such units) is retreated two hexes.

E All affected units are eliminated.

GREAT WAR IN THE EAST DESIGN CREDITS

Game Design/Development: David C. Isby
Physical Systems and Graphic Design:

Redmond A. Simonsen

Rules Editing: David Warden

Production: Larry Catalano, Manfred F. Milkuhn, Steve Parsons, Norman Pearl, Bob Ryer, Gale J. Saddy, Linda Sapin

Explanation:

Any unit(s) receiving a result on the Combat Results Table refer to the Combat Result Option Table. Affected defending units refer to the Defending Unit portion of the Table; affected attacking units refer to the Attacking Unit portion. A defending unit that receives a combat result of 1, 2, or 3 has a choice of options; a defending unit that receives a combat result of E is automatically eliminated. An attacking unit that receives a combat result of 1 or 2 must follow the instructions listed for that combat result on the Combat Result Option Table.

Note that, if the force (unit or stack of units) which receives a combat result (i.e., attacker or defender) is smaller (in Steps) than its oppo-

nent, all units in that force are affected and must undergo a combat result option. If the force which receives a combat result is larger (in Steps) than its opponent, only a number of Steps equal to the number of affected Steps in the opposing force is subject to a combat result option. The player who owns the larger force chooses which of his units are affected.

The size in Steps of each force is determined at the moment of combat. When a Combat Result Option calls for a stack or single unit to lose half its total Steps, any fraction is rounded up. An option requiring a defending stack(s) or the defending force to lose a number of Steps may be satisfied from any unit or combination of units in each affected stack or force, as the owning Player sees fit, so long as the required number of Steps are eliminated.

The defending Player chooses one option for the entire defending force in an individual combat. If any units in a defending stack undergo an option that requires them to retreat, then *all* units in the stack (including any unaffected units) must also retreat along with those units along the same path and retreat to the same hex.

All surviving Steps must be retreated when a Player elects to retreat a force as a combat result option. All units of both forces are affected if neither force is larger than the other. A defending force always undergoes its combat result option first.

GREAT WAR IN THE EAST

SERBIA/GALICIA

Austria-Hungary at War, 1914

EXCLUSIVE RULES

Copyright © 1978, Simulations Publications, Inc., New York, N.Y., 10010

- 15.0 INTRODUCTION
- 16.0 MODIFICATIONS TO THE STANDARD RULES
- 17.0 RAIL MOVEMENT LIMITATIONS
 - 17.1 Austro-Hungarian and Russian Rail Movement Procedure
 - 17.2 Austro-Hungarian Rail Net Limitations
 - 17.3 Further Restrictions on Rail Movement
 - 17.4 Austro-Hungarian Intermap Transfer
 - 17.5 Rail Movement Limitation (Optional)
- 18.0 COMMAND CONTROL
 - 18.1 Army Combat Integrity
 - 18.2 Defensive Shifts
- 19.0 MARSHALL PUTNIK
 - 19.1 Marshall Putnik's Effect on Combat
 - 19.2 Movement of Putnik
- 20.0 SERBIAN SUPPLY AND LIMITATIONS ON SERBIAN ATTACKS
 - 20.1 Serbian Supply and the Serbian Supply Track
 - 20.2 Replenishing Serbian Supply
 - 20.3 Initial Serbian Supply Points
- 21.0 AUSTRO-HUNGARIAN MONITOR FLOTILLA
- 22.0 THE WRONG ENVELOPE (Optional)
- 23.0 AUSTRIAN ATTACK IMPERATIVE (Optional)
- 24.0 CAVALRY FORAGE (Optional)
 - 24.1 Effects of Cavalry Forage on Movement
 - 24.2 Effects of Cavalry Forage on Combat
- 25.0 VICTORY CONDITIONS
 - 25.1 Victory Point Awards
 - 25.2 Victory Point Schedule
 - 25.3 Level of Victory Chart
 - 25.4 How to Use the Victory Point Track
- 26.0 SCENARIOS
 - 26.1 The Historical Campaign Game
 - 26.2 The Free Deployment Campaign
 - 26.3 1 September 1914: Decision in Galicia

[15.0] INTRODUCTION

Serbia/Galicia is a simulation of the two front war Austria waged during the opening months of WWI. In the south against her tiny neighbor Serbia, and in her own province of Galicia against Russian invaders, Austria learned the brutal lessons of 20th century warfare.

[16.0] MODIFICATIONS TO THE STANDARD RULES

GENERAL RULE:

This Section explains modifications and additions to the Standard Rules required by this particular






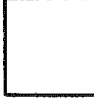


game. Players should read the Standard Rules *first*, otherwise many terms and concepts will be unfamiliar. The numbers refer to the Case in the Standard Rules being modified.

[2.1] THE GAME MAP The Game Map consists of two different battle areas: Galicia and Serbia. Any hex number reference will be coded with g or s to indicate the appropriate map. Since references are made in the rules to intermap transfer, it is essential that players conceive of *two entirely different* playing surfaces.

[2.2] GAME CHARTS AND TABLES Additional charts and tables are needed for the play of this game. These are printed on the game map, and their use described in specific rules sections in this folder.

[2.3] THE PLAYING PIECES The Superior Unit Designation refers to armies for all units in the game. All command units except for Putnik (SOK) are army level HQs. The Allied Player controls the Russian and Serbian units.

[2.32] GAME MARKERS

Front		Back
	Fort Destroyed	
	Out of Command Control	
	Austrian Control	
	Russian Control	

[2.4] DEFINITION OF TERMS The Tactical Competence Rating for all Austro-Hungarian units is 4, for all Russian units is 3, and for all Serbian units is 2.

[2.5] GAME SCALE One Game-Turn is equal to 72 hours. One hex is equal to 12.87 km (12.06 verst or 8 miles).

[4.0] SEQUENCE OF PLAY The Allied Player is the first Player, but on Game-Turn one, *only*, he has *No Player Turn*.

[5.3] RAIL MOVEMENT RATE Austro-Hungarian—20 hexes, Russian—18 hexes, Serbian—14 hexes.

[5.3] RAIL CAPACITY The Austro-Hungarian and Russian Rail Capacity varies from Game-Turn to Game-Turn (see the Game-Turn Track). The Serbian Rail Capacity is five Stacking Points per Game-Turn.

[5.3] FRIENDLY RAILROADS Units may use only those railroads in their own country for supply and movement.

[6.11] STACKING The Stacking Limit is nine Stacking Points.

[9.0] FRIENDLY MAP EDGE Where two countries border on a map edge, that map edge is Friendly to each country behind its own borders. Any map edge entirely "in" one country is Friendly to that country only. The Austro-Hungarian Player may not treat any East map-edge hexes of the Galician map as Friendly.

[9.1] SUPPLY RANGE Russian and Austro-Hungarian: three hexes for all units. Serbian units are always in supply while in Serbia. Serbian units outside Serbia have a "normal" three-hex range. Serbian supply may *never* be traced across a major river hexside. See Cavalry Forage Section (24.0).

[11.0] STEP REPLACEMENT Only the Austro-Hungarian Player may use step replacement on or after Game-Turn 8. A roll of 5 or 6 is required for successful replacement. Step Replacement maximum is 8 Stacking Points per turn. These units must be at least six hexes from an Allied unit.

[14.1] REINFORCEMENTS All reinforcements may be considered entrained at arrival, at the owning players option. If entrained, all reinforcements count towards the Rail Capacity of the owning country in the Game-Turn of arrival. Players may delay arrival of Reinforcements, to subsequent Game-Turns, or move the reinforcements onto the map using normal non-rail movement in order to utilize the Rail Capacity for units already on the map.

Note: Rail Capacities on Turn Record Track (e.g., 18/13) refer to Austro-Hungarians and Russians respectively.

[17.0] RAIL MOVEMENT LIMITATIONS

CASES:

[17.1] AUSTRO-HUNGARIAN AND RUSSIAN RAIL MOVEMENT PROCEDURE

[17.11] The Austro-Hungarian Player and the Russian units of the Allied Player must roll one die for each unit they wish to entrain, *before* moving it. A die roll of 3 through 6 means the unit has suc-

ceeded in entraining normally and may move, subject to the Rail Movement rules (Case 5.3, Standard Rules). A roll of 1 or 2 means the unit must *immediately* end its movement for that Movement Phase, and *cannot* entrain. Units already entrained need not roll the die to entrain.

[17.12] **AUSTRO-HUNGARIAN and Russian Rail Capacity** is expressed in the number of Stacking Points entrained or attempting to entrain. Thus, if a unit attempts to entrain and fails, it still counts against the appropriate nationalities Rail Capacity.

[17.2] AUSTRO-HUNGARIAN RAIL NET LIMITATIONS

Whenever Austro-Hungarian units enter the Galician front map entrained, they may complete that Movement Phase entrained, but are then considered automatically detrained. Units already on the Galician Front map may remain entrained. This restriction applies *only* to entering Austro-Hungarian reinforcements (i.e., *not* to transferred units — see case 17.4).

[17.3] FURTHER RESTRICTIONS ON RAIL MOVEMENT

[17.31] Players need not roll a die to entrain supply depots or HQ units. Such units may be entrained automatically. Supply depots entrained or moved by rail count towards Rail Capacity; HQ units do not.

[17.32] Reinforcements may always be considered entrained. Players need not roll a die to entrain reinforcements on the Game-Turn such units are brought into play.

[17.4] AUSTRO-HUNGARIAN INTERMAP TRANSFER

The Austro-Hungarian player, *only*, may transfer units between the two Game-Maps. This works like Off-Map Movement (see Cases 5.37 and 5.38).

[17.41] Austro-Hungarian units bearing Superior Unit Designations of the 5th and 6th (Balkan) armies and those armies command and supply units may never use inter-map transfer.

[17.42] Austro-Hungarian units bearing Superior Unit Designations of the 2nd Army, and that army's command and supply units, may *not* leave the Serbian map until Game-Turn Three or later.

[17.5] RAIL MOVEMENT LIMITATION (Optional Rule)

[17.51] There is a limit to the number of Stacking Points that may cross each hexside on a single Railroad Line in a single Movement Phase. The limits are: For *Single-Track Railroads*, the Russian and Serbian limit is 4; the Austro-Hungarian limit is 5. For *Double-Track Railroads*, the Russian and Serbian limit is 12; the Austro-Hungarian limit is 14.

[17.52] For example, no more than 4 Stacking Points of Russian units can cross a hexside using any Single-Track Russian Railroad line. The Players must keep track of which Rail lines have had the maximum number of Stacking Points moved over them in that Movement Phase.

[17.53] If there is more than one Rail line through a hexside, units may move over it even though the other has had its capacity for that Movement Phase "used up."

[18.0] COMMAND CONTROL

GENERAL RULE:

This Section modifies Section 10.0 of the Standard Rules and should be read in context with it.

[18.1] ARMY COMBAT INTEGRITY

A HQ unit may not use its Combat Shift for Attack or Defense to benefit an attack, unless *over half* of the affected force, measured in Steps, belongs to the same army as the HQ unit.

[18.2] DEFENSIVE SHIFTS

All HQ units with a non-parenthesized Attack Shift value may utilize that value to cause a defensive shift in one combat for friendly units within their command radius. The Command Strength of the HQ unit may not be exceeded by the Stacking Point value of the friendly units thus involved. This shift is expressed after all Attacking Player shifts to the Combat have been made. Shift to the *left* a number of columns equal to the Combat Strength of the HQ unit delivering the shift.

[19.0] MARSHALL PUTNIK

COMMENTARY:

Marshall Putnik of the Serbian Army is one of the most unique and least appreciated leaders of WWI. He was an invalid and conducted much of the campaign for the Serbians from maps — and very successfully.

[19.1] MARSHALL PUTNIK'S EFFECT ON COMBAT

Marshall Putnik's Combat Shift is parenthesized. This means that the shift may be applied to one attack per Game-Turn, *only*, through a second Serbian HQ unit within the Command Radius of the Putnik counter.

[19.11] The shift of the Putnik HQ unit may be combined with the shift (if any) of the second Serbian HQ unit to aid the attack of any Serbian units, subject to Case 10.21.

[19.12] Putnik's shift may only be applied through a second Serbian HQ unit, whose shift (if any) cannot be applied to a different attack than the one Putnik's shift affects.

[19.13] Putnik's shift may *never* be applied defensively.

[19.2] MOVEMENT OF PUTNIK

The Putnik HQ unit may *only* be moved by rail, along Friendly rail lines.

[20.0] SERBIAN SUPPLY AND LIMITATIONS ON SERBIAN ATTACKS

COMMENTARY:

The Serbian Army began the war with a supply situation that was, at best, tenuous. Limited production capabilities, coupled with ineffective Allied action to aid Serbia, forced the tiny country to play a waiting game. She held off attacks to replenish supply, attacking only under highly favorable circumstances.

CASES:

[20.1] SERBIAN SUPPLY AND THE SERBIAN SUPPLY TRACK

The general level of Serbian supply stocks is measured in "Supply Points." For each Serbian unit involved in an attack, one Supply Point is immediately expended. The current level of Serbian Supply Points is maintained on the Serbian Supply Track (see Game-Map). No Serbian attack may occur unless sufficient Supply Points are expended.

[20.2] REPLENISHING SERBIAN SUPPLY

During the Allied Initial Supply Determination Segment of each Game-Turn, he rolls a die. If he obtains a result of "one" or "two," no additional Supply Points are received. A result of "three" results in one Supply Point immediately added to the Serbian Supply Track. A result of "four" or "five" allows the Allied Player to add two Supply Points and a result of "six" allows him to add four Supply Points.

[20.3] INITIAL SERBIAN SUPPLY POINTS

At the start of the game, the Allied Player has four Serbian Supply Points.

[21.0] AUSTRO-HUNGARIAN MONITOR FLOTILLA

GENERAL RULE:

On each Game-Turn, in any hex adjacent to a major river hexside on the Serbian front map, the Austro-Hungarian Player may use three additional Attack Combat Strength Points. This Attack Strength may be used alone or in conjunction with other units. All combat losses are taken normally when the strength is used with cooperating friendly units (all losses are taken by those cooperating units). If used alone, any attackers loss accorded by the CRT is ignored, but no command shift may be applied to the attack. Use of the Monitor Flotilla Strength requires no expenditure of Command Strength.

[22.0] THE WRONG ENVELOPE (Optional Rule)

Austria-Hungary entered the war with two deployment plans. In the historical event Austro-Hungary quite literally picked the wrong envelope. Here they may attempt to rectify this grievous error.

On a die roll of 1, 2, or 3, the Austrian Player deploys as in Case 26.1. On a die roll of four, five, or six, the Austrian 2nd Army is used as a reinforcement for the Galician Front. It is available in Game-Turn One.

[23.0] AUSTRIAN ATTACK IMPERATIVE (Optional Rule)

COMMENTARY:

As the First World War opened, every country trotted out its plans — usually fantasies of glorious attack and total victory. The Austrians were no exception. They planned a joint offensive (with the Germans) to roll up the Russian armies. Of course Serbia would fall in short order.

GENERAL RULE:

The Austrian Player must make at least four attacks per Game-Turn during Game-Turns 2, 3, and 4.

[24.0] CAVALRY FORAGE (Optional Rule)

GENERAL RULE:

At the owning Players option, Cavalry Units may exempt themselves from attrition due to lack of supply if they fulfill the following requirements during the Initial Supply Determination Segment.

1. Maximum of two stacking points per hex.
2. Not adjacent to Enemy units or Friendly unsupplied units.

[24.1] EFFECTS OF CAVALRY FORAGE ON MOVEMENT

Foraging Cavalry Units move normally but *do not* exert a Zone of Control.

[24.2] EFFECTS OF CAVALRY FORAGE ON COMBAT

Such units may attack at one-half their normal strength. They defend normally. If they do attack they must check for attrition (see Case 9.23).

[25.0] VICTORY CONDITIONS

GENERAL RULE:

Victory is determined by Victory Points. Victory Points are added and subtracted from the Allied Victory Point Total each Game-Turn for destroying Enemy units and fortresses and for controlling certain cities and towns. The Allied Player receives all positive Victory Points and adds these points to the Allied Victory Point Total. The Austro-Hungarian Player receives negative Victory Points and these points are deducted from Allied Victory Points. The Victory Point Index thus shows the net Allied Victory Point Total.

CASES:

[25.1] VICTORY POINT AWARDS

[25.11] The Allied and Austro-Hungarian Players receive positive and negative victory points (respectively) for controlling towns and cities with these point values printed with their names on the map. The Allied Player receives points only for towns or cities with positive point values, the Austro-Hungarian only for negative point values.

[25.12] A Player controls a town or city if his units were the last to occupy it, move through it, or are currently occupying it, and the town or city is in supply (see rules Section 9.0). Austro-Hungarian and Russian control markers are provided to clarify the control of unoccupied cities as the game progresses. A marker should be placed in each city or town as it becomes controlled and removed when the town or city no longer fulfills the requirement for control.

[25.13] During the Game-Turn Record Interphase, each Player determines which towns and cities yield him victory points. Each Player adjusts the Victory Points for each controlled town or city. A controlled town or city yields Victory Points each Game-Turn Interphase until it fails to meet the criteria in case 25.12.

[25.14] Only Victory Point adjustments for controlling towns or cities are made in the Game-Turn Record Interphase. Other Victory Point awards are made as they occur in the Game-Turn.

[25.15] The Victory Point Total may be a negative number. In that event, the Players should use the "negative" side of the Victory Point Index Markers.

[25.2] VICTORY POINT SCHEDULE

+2	For each Austro-Hungarian step lost in combat
(varies)	In addition to the +2 points awarded (see above) for each Austro-Hungarian unit <i>entirely eliminated</i> , +1 Victory Point additional for each Stacking Point in that unit.
-1	For each Russian step lost in combat
-2	For each Serbian Step lost in combat
(varies)	In addition to the -2 or -1 points awarded (see above) for each Russian or Serbian unit <i>entirely eliminated</i> , -1 Victory point for each Stacking Point in that unit.
-5 per Game-Turn	Austro-Hungarian control of Lublin, Chelm, Kowel, Dubno, and hex S1101 (<i>each</i>)
-3 per Game-Turn	Austro-Hungarian control of Belgrade
-20	If 10 or less Serbian Stacking Points remain on the map at the end of the game.
+4 per Game-Turn	Russian control of Jabloniza Pass (G2809), Lysa Pass (G2315), Ushok Pass (G2118), Lupkow Pass (G1924), Duka Pass (G1825) and hex G1126 (<i>each</i>).
+5 per Game-Turn	Russian control of Lemberg and any Austro-Hungarian Fortress hex (<i>each</i>)

[25.3] LEVEL OF VICTORY CHART

At the end of the game, compare this chart with the number of Victory Points on the Victory Point Index to determine the type of Victory achieved.

VP Total	Type of Victory
56 and over	Allied Strategic
36-55	Allied Substantive
21-35	Allied Marginal
15-20	Draw
5-15	Austro-Hungarian Marginal
-10-5	Austro-Hungarian Substantive
-11 or less	Austro-Hungarian Decisive

[25.4] HOW TO USE THE VICTORY POINT TRACK

The Allied Player records Victory Points on the Victory Point Record Track (see Game-map). The Austro-Hungarian Player subtracts Victory Points, as they are gained, from the total indicated on the track. There are two markers included in the counter mix for use on this track. One counter is marked (×1) Positive on one side and (×1) Negative on the other; the other counter is marked ×10 Positive and ×10 Negative. Use the positive side when the total is 1 or greater and the negative side when the total is less than zero. EXAMPLE: the ×10 Positive marker in box 6 and the ×1 Positive marker in box three indicate a Victory Point total of 63.

[26.0] SCENARIOS

There are three scenarios in Galicia/Serbia: *The Historical Campaign Game*, *The Free Deployment Campaign*, and *The Sept. 1 Galician Front Scenario*. Each Scenario lasts a set number of Game-Turns.

CASES:

[26.1] THE HISTORICAL CAMPAIGN GAME

This Scenario begins at the start of Game-Turn 1 and ends at the end of Game-Turn 13. Use the set-up and reinforcement designations on the counters.

[26.2] THE FREE DEPLOYMENT CAMPAIGN

This Scenario is identical to that in Case 26.1, except that Players have the freedom to choose their initial unit placement. Disregard the set-up hexes on the units.

[26.21] Serbian Set-Up

The Allied Player may set-up Serbian units anywhere in Serbia. The Allied Player sets up the Serbian units before any Austro-Hungarian deployment.

[26.22] Austro-Hungarian Set-Up

The Austro-Hungarian Player may set up his initial units (those units marked with set-up hexes) anywhere in Austria, on either map, with the exception of: Austrian units bearing designations of the 5th and 6th (Balkan) armies; they *must* set up on the Serbian front map.

[26.23] An option which may be used upon mutual agreement of both players: In addition to those units bearing printed set-up hex designations, the Austrian Player may deploy 12 more Stacking Points anywhere in Austria.

[26.24] Reinforcements

In this Scenario, both Players may vary the entry hex of their reinforcements. Reinforcements may be brought in to alternate railroad entry hexes on the same map edge they were scheduled to appear on, with a one Game-Turn delay. Reinforcements may change their map edge of arrival with a three Game-Turn delay.

[26.3] 1 SEPTEMBER 1914: DECISION IN GALICIA

The *Decision in Galicia* scenario begins with the start of the Russian Player turn in Game-Turn Seven. It ends with the completion of Game-Turn 13. Only the Galician Front map is used in this scenario. No inter-map transfer may take place.

[26.31] Set-Up

Units set up on the Sept. 1 Scenario Start Line printed on the map. The Austro-Hungarian Player sets up first. Units may only be placed within the appropriate Army boundaries on the start line itself. Austro-Hungarian units set-up south and west of it; Russian units north and east. Both players may construct appropriate supply lines to units on the front. All start line hexes *must* be covered by units or their Zones of Control.

[26.32] Austro-Hungarian and Russian Attrition

When all Austrian units are deployed, but before the Russian units are, the Austrian Player rolls a die for each unit. On a die roll of 2 the unit is reduced two steps; on a die roll of one the unit is reduced on step. When all Russian units are deployed, but before play begins, the Russian Player rolls a die for each unit — on a die roll of 1 or 2 the unit is reduced one step. Any die roll of three or more has no effect.

[26.33] Victory Conditions

Victory Points are awarded to the Players as in the *Campaign Game*. However, the Allied Victory Point markers begin the game at a level of 35. The levels of Victory are as in Case 25.4.

AUSTRO-HUNGARIAN COMMAND ABBREVIATIONS

1st Army: General der Kavallerie Dankl; 2nd Army: General der Kavallerie v. Bohm Ermolli; 3rd Army: General der Kavallerie Ritter v. Brudermann; 4th Army: General der Infanterie Ritter v. Auffenberg; Kummer: General der Infanterie Ritter Kummer v. Falbenfehb; 5th Army: General der Infanterie Liborius Ritter v. Frank; 6th Army: Field Marshall Potioreff.

RUSSIAN COMMAND ABBREVIATIONS

3rd Army: General der Infanterie Dimitriew; 4th Army: General der Infanterie Ewert; 5th Army: General der Kavallerie Plehwe; 8th Army General der Kavallerie Brussilow; 9th Army: General der Infanterie Letschitzki.

SERBIAN COMMAND ABBREVIATIONS

SOK: Chief of Staff Wojwode Putnik; 1st Army: General Bojovic; 2nd Army: General Stepanovic; 3rd Army: General Jurisic-Sturm; Uzice: General Bozanovic.

NOTES An Overview

World War I on the Eastern Front is a contradiction of all stereotypes of early 20th Century Warfare: it was mobile, full of decisive action, successful attack, and *disappointing* defensive performance. When the project began, this game was to be about the Serbian battles only, and the game was to replace the wrong-scaled Gallipoli project in the quad. Upon closer examination, though, it became clear that Serbia itself was the wrong scale to work with the flagship game *Tannenberg*. At this point the designer became interested in the Austro-Hungarian situation in August of 1914. The empire was rotten to its core, rife with corruption, burdened with bureaucracy, and supported by an army filled with effective 20th century technology led by 19th century men — all the makings of the disaster which befell it.

Thus the design decision was made to cover the two-front war as it existed in the potentially decisive opening weeks of August. This decision dictated the two-map solution which, from the beginning, worked quite well in portraying the Austrian strategic situation. The secondary and more exciting result in terms of the game is the variety of action it offers. The sweeping action of Galicia is offset by the cautious attack and counterattack in Serbia, and both Players are offered the opportunity to make strategic decisions

which affect the outcome of play. The burden of attack rests with the Russian army which must both destroy the Austrian presence in Galicia and occupy much of the province as quickly as possible, at the same time the Allied Player must be prepared for a heavy onslaught against Serbia which must be effectively dealt with in order for the Allied cause to hold up *strategically*.

In the midst of these burdens on the Allied Player is the intangible — the actions of the Austro-Hungarian Player. With the Austro-Hungarian Player rests the potential for decisive disruption of Allied timetables and plans. The strategic decisions which the Austro-Hungarian Player makes will determine the course of the game, and it is in these decisions that the outcome of the historical event can be manipulated and explored. Basically the fact of the matter is this: The Austro-Hungarian high command in the person of Conrad made an irrevocable error in opting for two and then three separate offensive actions during the early weeks of the war, dissipating the not inconsiderable punch of the Austro-Hungarian army and sealing the fate of the empire. In the game, of course, the Austro-Hungarian Player is not bound by these errors in strategic thinking.

In the Player role of Austro-Hungary, the movement of troops between the two fronts in the manner of the expert railroad strategists — the Germans — is possible. In this way, and in this way alone, can the game be broken away from the ugly and inevitable historical result. The limiting factor is, of course the Austro-Hungarian rail capacity coupled with the immense distance between the two fronts. Only *one* complete round trip is really possible in terms of the game and the plan involves... Well, you figure it out.

In short, the burden of attack rests with the Allied Player in terms of both preserving and gaining ground, while the Strategic initiative rests with the poorly led and dispersed Austro-Hungarian forces.

A Lesson:

Like most gamer-historians, we like maps. And if Players examine the four maps of the quad, they will find that three of the four maps cover approximately the same area at slightly different scales and orientations. Let the Player be reassured also that there is correspondence among these maps only in the most general sense. There is a lesson to be learned about these games and the people who create them. Approximately the same ground evaluated from the same maps using the same terrain system results in three quite divergent assessments.

The variables in the process are two-fold: The first and minor one is the time of year. In a sense this is built into the terrain of the games. The damp fall

action of Lodz/Warsaw, for example, is quite different from the summer campaigning of Serbia/Galicia. But this is not the primary variable. That distinction is reserved for the gamer-historian/designers themselves. The vagaries and eccentricities in thought process among Messrs. Beavers, Dunnigan, and Nelson cannot be fully explained, nor should they be. Suffice it to say that this interpretive difference is at the core of design and history evaluation, which is always subjective and nearly always skewed by hindsight and theory. Any Questions?

And a Comment:

As the art of wargame design grows and feeds upon itself, the more divergent and single purposed it becomes. Each new game which appears has a germ of some previous game (always at least a germ) and the beginnings of some new thought (always). Upon this solid base of historical analysis we can begin to take the first tentative steps toward a new view over and away from the rather limited military events on which the simulation game traditionally focuses. Questions of sociology, psychology, and morality can be explored within the framework of our games either in addition to or totally separate from that military focus. This is a next step of advancement for our games, and the first halting motions in that direction have already been made. In this limited game you have a statistical analysis of the situation the men of history faced. What you lack is a sense of the larger scope of social and psychological pressures which impinged upon these men. It is up to you to assume the roles of these creatures of history and allow the game to provide you with an admittedly imperfect and subjective evocation of another time.

DESIGN CREDITS

Game Design: **J. A. Nelson**
Game System Design: **David C. Isby**
Physical Systems and Graphics: **Redmond A. Simonsen**
Development and Rules Editing: **B. E. Hessel, Charles Holmes, Richard Macksound, J. A. Nelson, Tom Hamilton**
Playtesting: **James F. Dunnigan, Tom Hamilton, B. E. Hessel, Charles Holmes, Richard Macksound, J. A. Nelson, Stephen Donaldson, Guy Feraiollo**
Production: **Karen Cantor, Robert A. Degni, Andrew Grossman, Kate Higgins, Ted Koller, Manfred F. Milkuhn, Bob Ryer, Karen Tully**

SERBIA - GALICIA

COUNTERS

1. Austro-Hungarian 2/6 Brigade starts in s1513
2. Serbian Be Brigade starts in s0307 (Belgrade)

MAP

17.11 (clarification) The owning Player rolls the die to determine if a unit is successfully entrained after that unit has been moved to a rail hex.

24.1 (clarification) Cavalry units lose their ZOC during the owning Player's Player-Turn only.

SERBIA/GALICIA COUNTERS (FRONT)

Copyright © 1978, Simulations Publications, Inc., New York, N.Y., 10010

1-16-3 Da1 3A (1)8	1-14-3 Bo2 2A (1)8	0-18-4 vB3 2A (1)8	1-14-3 vA4 1A (1)8	1-10-3 vF5 2A (1)8	0-8-3 Po6 1A (1)8	0-8-4 KO 2A (1)8	0-8-3 J.F. 3A (1)8	10/1 xxx 5-7-4 1A g1419	2/4 xxx 5-7-4 1A s1514
6/4 xxx 5-7-4 1A	3/3 xxx 5-7-4 2A	14/3 xxx 5-7-4 2A	1/1 xxx 5-7-4 3A	5/1 xxx 5-7-4 3A	11/3 xxx 5-6-4 1A g1312	9/2 xxx 5-6-4 1A s0113	4/2 xxx 5-6-4 2A s0209	7/2 xxx 5-6-4 2A s0104	12/3 xxx 5-6-4 2A

13/3 xx 2-3-4 2A g2801	9/5 xx 2-3-4 2A s0314	21/5 xx 2-3-4 2A s0314	36/5 xx 2-3-4 2A s0514	42/5 xx 2-3-4 2A s0514	19/4 xx 2-3-4 1A	23/3 xx 2-3-4 1A	41/3 xx 2-3-4 2A	20/2 xx 2-3-4 2A	38/2 xx 2-3-4 2A
1/6 xx 2-2-4 1A s1411	48/6 xx 2-2-4 1A s1411	18/6 xx 2-2-4 1A s1514	47/6 xx 2-2-4 1A s1514	1/6 x 1-1-4 1A s1513	2/6 x 1-1-4 1A s1E	13/6 x 1-1-4 1A s1513	11/5 x 1-1-4 1A s0314	5/2 xx 1-1-6 2A	13/5 x 1-2-4 2A s0715

AUSTRO-HUNGARIANS

9 L/1 xx 2-3-5 3A	6/4 xx 1-1-6 1A g1419	4/3 xx 1-1-6 1A g1312	9/1 xx 1-1-6 1A g1312	8/3 xx 1-1-6 1A g2207	10/2 xx 1-1-6 1A s0115	11/3 xx 1-1-6 2A	2/3 xx 1-1-6 2A	3/1 xx 1-1-6 3A	1/2 xx 1-1-6 1A
1 xx 0-1-3 3A	4 xx 0-1-3 1A	5 xx 0-1-3 1A s1411	6 xx 0-1-3 1A s0515	2 xx 0-1-3 1A s0110	Austrian Control	Austrian Control	Austrian Control	Austrian Control	Austrian Control

Full Strength -1	Full Strength -1	Full Strength -1	Full Strength -1	Full Strength -1	Full Strength -1	Full Strength -1	Full Strength -1	Full Strength -1	Full Strength -1
Fort DEST	Fort DEST	Fort DEST	Fort DEST	Fort DEST	OCC	OCC	OCC	OCC	OCC

NEUTRAL MARKERS

OCC	OCC	OCC	OCC	OCC	OCC	OCC	OCC	OCC	OCC
RR	RR	RR	RR	RR	RR	RR	RR	RR	RR

2-25-3 Ru3 2LM (1)8	1-20-3 Sa4 2G (1)8	1-24-3 Ph5 2J (1)8	2-27-4 B+8 4N 1h8	1-10-3 9 6G (1)8	7/4 xxx 5-8-4 3G	9/3 xxx 4-8-4 2LM	11/3 xxx 4-8-4 3LM	10/3 xxx 4-8-4 3LM	21/3 xxx 4-8-4 2LM
14/4 xxx 4-8-4 2G	16/4 xxx 4-8-4 4G	19/5 xxx 4-8-4 2J	17/5 xxx 4-8-4 3J	5/5 xxx 4-8-4 3J	12/8 xxx 4-8-4 3N	7/8 xxx 4-8-4 3N	8/8 xxx 4-8-4 3N	24/8 xxx 4-8-4 3N	18/9 xxx 4-8-4 6G

3K/4 xxx 4-8-4 4L	25R/5 xxx 4-6-4 3J	78R/3 xx 2-3-4 2LM	69R/3 xx 2-3-4 2LM	60R/3 xx 2-3-4 3LM	58R/3 xx 2-3-4 4LM	80R/4 xx 2-3-4 4G	82R/4 xx 2-3-4 5G	88R/4 xx 2-3-4 6G	81R/5 xx 2-3-4 4J
75R/5 xx 2-3-4 5J	70R/5 xx 2-3-4 5J	61R/5 xx 2-3-4 6J	55R/5 xx 2-3-4 6J	65R/8 xx 2-3-4 6N	7/3 xx 2-1-6 2LM	3K/3 xx 2-1-6 2LM	11/3 xx 2-1-6 3LM	9/3 xx 2-1-6 3LM	13/4 xx 2-1-6 2G

RUSSIANS

14/4 xx 2-1-6 4G	8/4 xx 2-1-6 6G	1DK/5 xx 2-1-6 2J	2DK/5 xx 2-1-6 2J	3DK/5 xx 2-1-6 3J	KK/5 xx 2-1-6 5J	10/8 xx 2-1-6 3N	12/8 xx 2-1-6 3N	2K/8 xx 2-1-6 3N	13/9 xx 2-1-6 6G
1/4 xx 0-1-3 2G	1/5 xx 0-1-3 2J	1/8 xx 0-1-3 3N	2/8 xx 0-1-3 5N	1/3 xx 0-1-3 3LM	2/3 xx 0-1-3 5LM	3/8 xx 0-1-3 6N	2/5 xx 0-1-3 4J	2/4 xx 0-1-3 4L	

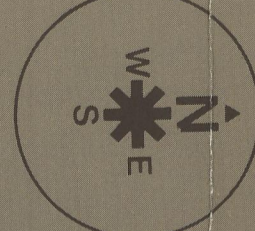
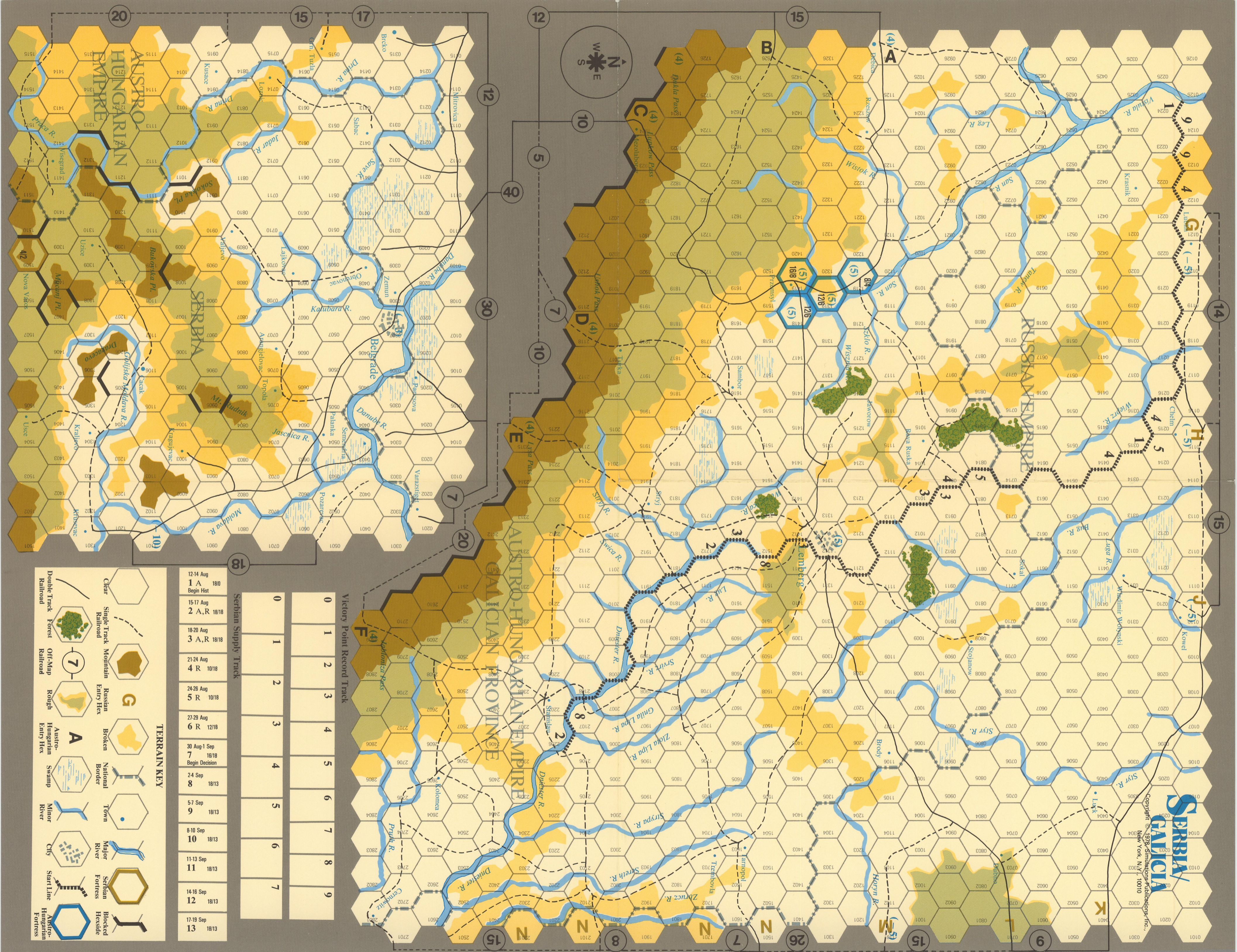
							(3)(8)4 PuSoK 1h* s1003	0-4-4 PB1 1-8 s0705	1-4-4 SS2 1-8 s0603
0-4-4 Js3 1h8 s0809	0-3-4 u 1-8 s1309	Dol/2 xx 1-2-4 2A s0407	Til/1 xx 1-2-4 2A s0603	Mol/2 xx 1-2-4 2A s0706	KbD/2 xx 1-2-4 2A s0606	Sh/2 xx 1-2-4 2A s0607	Dh/3 xx 1-2-4 2A s0809	Shi/U xx 1-1-4 2A s1309	Til/1 xx 1-1-4 2A s0602

SERBIANS

Mol/1 xx 1-1-4 2A s0604	Dol/3 xx 1-1-4 2A s0709	Dol/1 xx 1-1-4 2A s0503	Uz/U x 1-1-4 2A s1209	Ob x 1-1-4 2A s0408	Be x 1-1-4 2A	Lim iii 0-1-4 2A s0713	Lj iii 0-1-4 2A s0511	Sa iii 0-1-4 2A s0412	MoK iii 0-1-4 2A s1311
RR	RR	RR	RR	(x1) Positive	(x10) Positive	GAME- TURN	KN xx 2-2-6 2A s0605	S xx 0-1-3 2A s0711	SERBIAN SUPPLY

NEUTRAL MARKERS

[illegible][illegible]



12-14 Aug	1 A	18/0
15-17 Aug	2 A, R	18/18
18-20 Aug	3 A, R	18/18
21-24 Aug	4 R	18/10
24-26 Aug	5 R	18/01
27-29 Aug	6 R	18/12
30 Aug-1 Sep	7	16/18
1-7 Sep	8	13/18
8-10 Sep	9	13/18
11-13 Sep	10	13/18
14-16 Sep	11	13/18
17-19 Sep	12	13/18
	13	13/18

0	1	2	3	4	5	6	7	8	9
0	1	2	3	4	5	6	7	8	9

Serbian Supply Track

Victory Point Record Track

TERRAIN KEY

Clear
Single Track
Mountain
Railroad

Forest
Off-Map
Rough

7

Broken
National
Swamp

Minor
Major
City

Start Line
Blocked
Hungarian
Fortress

11

12

13

Double Track
Railroad

Off-Map
Railroad

7

Broken
National
Swamp

Minor
Major
City

Start Line
Blocked
Hungarian
Fortress

11

12

13

SERBIA
CIVILIA

Copyright © 1978 Simulations Publications, Inc.
New York, N.Y. 10010