

GREAT WAR IN THE EAST QUADRIGAME

The Death of Empires, 1914-1917

- Four Important Battles of the First World War in one Package
- Utilizing the "Tannenberg" Game System with Special Rules for each Game
- Four Separate Maps and Counter Sheets, Plus an Historical Article.

Just as the struggle on the Western Front tended to absorb most of the attention during the First World War, so it has continued to dominate the historiography of the Great War. This has obscured the fact that the Western Front was only one aspect of a much wider war. In eastern and central Europe, numerous other campaigns were fought, some largely isolated from the mainstream of the conflict, others of decisive importance.

SPI's *Great War in the East QuadriGame* consists of simulations of four of the most significant battles of the Great War — all in central or eastern Europe. Each game is played on a 17" x 21" mapsheet and includes 100 or 200 counters and up to four pages of Exclusive Rules. The Quad utilizes the "Tannenberg" game system.

Also included in the Quad is an historical article tracing the course of the war away

from the Western Front.

The *Great War in the East QuadriGame* will include two eight-page Standard Rules booklets, the four different Exclusive Rules folders, the historical article, and the maps and counters for all four games. Each individual game, including one Standard and one Exclusive Rules booklet, one map, and one counter sheet, will be available separately packaged in a zip-lock bag with a front sheet.

SERBIA/GALICIA Austria-Hungary at War, 1914

Prior to the outbreak of the Great War, the Chief-of-Staff of the Hapsburg Army, Count Conrad von Hotzendorff, had declared that the Empire's forces were not strong enough to undertake simultaneous full-scale offensives in both Poland and the Balkans. Nevertheless, in the Autumn of 1914, this is what he attempted.

Serbia/Galicia includes a 17" x 21" dual map, which illustrates both major fronts on which the Austro-Hungarian forces were deployed in 1914. The Austro-Serbian border, from Belgrade to Montenegro, is shown on half the map, while the majority of Galicia, including Lemberg and the crucial Przemyśl-fortress complex, is on the other half. On the

first map area, the Austrian forces must try to make headway against the under-equipped but ferocious Serbs, while on the other, the Russians attempt to make up for the disasters in Prussia by overrunning as much of Galicia as possible. Special rules cover Serbian supply constraints, Austrian river-monitors, and the transfer of Austrian troops.

VON HINDENBURG IN POLAND The Warsaw-Lodz Campaign, 1914

In the wake of the Russian successes in Galicia, Grand Duke Nicholas plotted an invasion of the mineral-rich German province of Silesia. To forestall this, von Hindenburg transferred four German corps from Prussia to the southwest corner of Poland and launched an offensive toward Warsaw. By 12 October, they had driven the Russians back to the

Vistula, just south of Warsaw, but there, outnumbered and over-extended, they ran out of steam.

Von Hindenburg in Poland simulates the intense back-and-forth struggle that began 16 October, with von Hindenburg's retreat from the Vistula. Over the course of the ensuing six weeks, both sides surged forward and back,

east and west, alternately threatening the other with potentially disastrous encirclements. Special rules cover the effects of inferior Russian intelligence (hidden movement for the Germans), the combined effects of poor Russian logistical capacities and German scorched-earth policies.

THE BRUSILOV OFFENSIVE Imperial Russia's Last Campaign, 1916

In mid-May 1916, the Allies were faced with two crises. At Verdun the French army was gradually being bled to death, and in the Trentino, the Italian army was rapidly nearing its breaking point. As in August 1914, the Allies sent out a call of *au secours* to the Russians.

The Russians responded on 4 June with

an offensive along the entire line of General Brusilov's Southwest Front. This operation resulted in the capture of some 15,000 square miles of territory, inflicted losses of over ¾ million, and forced the Central Powers to weaken their offensives. As great as it was, however, the Brusilov Offensive was not the strategically decisive victory the Russians

needed to stave off internal collapse. In the game the Russian Player must break through the Central Powers line and encircle masses of enemy troops, while the Central Powers Player must make careful withdrawals and timely counterattacks. For both Players, the game is demanding and requires coherent planning and careful execution.

CAPORETTO, 1917 Catastrophe for Italy

By the standards of the Great War, Caporetto was a remarkable battle. Within a month, the Austro-Germans inflicted over 300,000 Italian casualties at a loss to themselves of only 100,000, and had shifted the front over 100 miles. But they fell short of a decisive victory.

Caporetto recreates this spectacular offensive. Modifications to the Great War in the East Standard Rules account for infiltration tactics, naval fire support, changes of command, heroic "last ditch" leadership, and much more. The game poses different problems for each Player, with the Austro-German

player impelled to push his advance as fast and as far as possible and the Italian Player forced to retreat, often in the face of certain losses to his rear-guard units, in order to rebuild his shattered line. But despite the inherent imbalance of forces, the game is tensely balanced.

The *Great War in the East Quad* will sell for \$14. Available 15 September 1978.
Each individual game will sell for \$4. Available 6 October 1978.