Designer Notes: Serbia '14

In the summer of 1914, the world was shocked as Archduke Ferdinand was assassinated in the streets of Sarajevo. In response, an enraged Austro-Hungarian Empire declared war on the tiny nation of Serbia, which caused a complex web of alliances across Europe to be triggered. With Russia entering the conflict, the Austro-Hungarians drew up hasty plans for an invasion intent on knocking "little Serbia" out of the war quickly so they would be able to transfer forces to counter the Russian advance on the Eastern Front. However, the first invasion of Serbia would fail miserably, followed by a
second invasion that ground to a halt, and then a third invasion that, with victory seemingly within grasp, would also end in a humiliating defeat for the Austro-Hungarian Empire. Those three defeats would pave the way for a German intervention which would finally see the total conquest of Serbia a year later. The little known Serbian campaigns would serve as inspiration to the allies as Serbia defied all odds and stood against the might of the Central Powers.
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Introduction

Here we are, at the time of writing it has been six long years after starting development on Serbia '14, and now it is finally finished. Why did it take so long?

Early on it was felt that the Serbian campaign was a vital conflict to represent in the First World War Campaigns series, being that it directly dealt with the cause of the war and is a fascinating and mostly unknown conflict, which are all aspects that attracted me to choosing it as the next title in the series. At first glance the conflict appeared relatively easy to create compared to the gigantic France '14, and the complicated and tricky East Prussia '14, but throughout development it became apparent that it was, in many ways, the most complicated title to create in the series to date, given the number of campaigns that were fought, the size and mountainous complexity of the map, and the difficulty in finding information.

One of the most time consuming aspects of Serbia '14 was the creation of the map. When you think of Serbia, you think of a small country. However when you include surrounding areas, in order to adequately represent approach marches and assembly areas of the attacking armies, and also include Macedonia where a large part of the 1915 campaign was decided, the required map area becomes quite large. On top of that, the terrain is rugged, which is extremely tedious to create since the topography had to be carefully studied and evaluated because of the frequent and drastic changes in elevation. Hex by hex, careful decisions had to be made as to what elevation a particular hex should be, in an area that perhaps had a wide degree of variation in elevation across the 1km area. When you imagine a map where the hexes are like "pixels" that have a 1km resolution, and then attempt to create a game map of an area that is 400 x 500 km, which
varies in elevation from 0 to 2500+ meters, then it should be easy to also imagine how completely insane such a task is, in hind sight. Luckily, I did not reflect on all of these things before diving in, and didn't look back until now. In any case, the map itself took a better part of two years to create.

Of course it also goes without saying that the order of battle is usually the most difficult element in creating a wargame. In *Serbia '14* this was especially true, given the number of campaigns and the obscure forces involved. Additionally, the 1915 campaign was a significant challenge given that the Germans had greatly reorganized their divisional structure from 1914, were also in the process of reorganizing their artillery batteries, and not all of their divisions or artillery battalions were the same structure in 1915 (their composition depended on the serial number of the division in the case of the former, and nothing in particular in the case of the latter).

Another time consuming aspect of *Serbia '14*'s development was caused by the early decision to include the 1915 invasion, which is where the German Army took care of the "Serbian problem" once and for all. The 1915 campaign could have been omitted but, in my opinion it would be like watching a long television series only to have it cancelled suddenly before its final season is concluded. Although it added a massive amount of work to development, the 1915 campaign adds closure to Serbian conflict which saw the Austro-Hungarians attempt and fail to conquer Serbia after three previous invasions. Another important aspect of the 1915 campaign is that it allows the study of some very interesting situations and units, such as the newly reorganized German "100 series" divisions (the single brigade divisions) that would go on to be the basis of their divisional organization for the rest of the war, as well as bringing together many
additional nationalities and armies (a total of eight nationalities are present in the 1915 campaign). The 1915 conflict also provides a very intense campaign, including little known and interesting interventions by France and Britain. So, in the end, although several years of development could have been saved by omitting the 1915 campaign and its associated scenarios and massively extended map area, or by moving that development to another title, neither option was seriously considered throughout development, because doing so would have created an incomplete picture of the difficult conquest of Serbia.

These First World War Campaigns titles easily take thousands of hours of "spare time" to create, which is always underestimated. Certainly the ambition exists to make many more titles in the series, but given how monumental these projects are to complete, it is imperative that some future titles will likely have to be either smaller in scope and quicker to make, perhaps with a much smaller notes document, for example! Still, despite the long wait and the challenges to get here, hopefully you will enjoy Serbia ’14; it was truly a labor of love and a joy to assemble and research.

* * *
The Belligerents

The Austro-Hungarian Army

The Austro-Hungarian Army during the First World War is a very difficult organization to represent properly, especially at battalion level. A phenomenal amount of research went into the order of battle and in battalion level effectiveness, with every single battalion in the Austro-Hungarian Army researched in detail to determine their ethnicity (and by extension, their loyalty) to the empire to the degree that the Austro-Hungarian Army in First World War Campaigns is properly represented with its historical flaws. The Austro-Hungarian Army had its strengths and indeed was a major force to do battle with, but at the same time it was unreliable due to the mixed loyalties of the Austrians, Hungarians, Germans, Czechs, Slovaks, Poles, Ukrainians, Romanians, Slovenians, Italians, Coats, Serbs and Bosnians within the empire, with some of those groups not enthusiastic about going to war with Serbia or Russia. Certain ethnicities also
had varying levels of loyalty to the dual monarchy, or were outright seeking independence and this created a very mixed situation within the Austro-Hungarian Army.

Because of their weaknesses, like the Russian Army of *East Prussia '14*, the Austro-Hungarian Army can be a difficult force to use effectively but their weaknesses can be minimized if they are well understood.

**Organization**

Organizationally, the Austro-Hungarian Army is a nightmare due to the fact that the joining of two monarchies, Austria and Hungary, meant that there were essentially two national armies, each retaining their own history, traditions, and unit designations, alongside a wider imperial army that included many other states. For example, there were "regular" infantry divisions, being neither Austrian nor Hungarian pure. Then there were Hungarian specific infantry divisions, referred to as Honvéd infantry divisions, and there were Austrian specific infantry divisions, referred to simply as Landwehr infantry divisions and, despite the name of Landwehr, were not reserve formations but were very much active first line formations. The actual reserve infantry were called "Landsturm" and these consisted of only Austrian and Hungarian ethnic reservists (apparently because reservists of other ethnicities were not loyal enough to be useful). As a prime example of how horrific the organization of the Austro-Hungarian Army was, both Austria and Hungary had Landsturm formations with the exact same numeric designation, meaning that there were two versions of nearly every Landsturm unit in existence, with the exact same name and numeric designation. In an attempt to minimize the confusion, they
introduced a prefix was used to differentiate between the identical units: "k.k." for Austrian and "k.u." for Hungarian which is carried over into *Serbia '14.*

To further complicate things, the Austro-Hungarian Army looks like alphabet soup, due to having more acronyms in use than any other military force in history. As mentioned, just the infantry formations had three types of units which were all virtually identical. So from division to brigade to regiment, each had their own acronym which was unnecessary and confusing. Infantry divisions were ID, HID, LID, infantry brigades were IB, HIB, LIB, and infantry regiments were IR, HIR, LIR, as basic examples, and this is for just the infantry branch.

To put it politely, the Austro-Hungarian Army reflected the empire itself, a bureaucratic mess, and this too was reflected in the wide mix of nomenclature, loyalty, and quality of the individual battalions. Although the army was effective, it was mired in over complexity and unreliability.

**Equipment and Training**

The quality of the Austro-Hungarian Army of 1914 is a mixed bag in the greatest sense of the word; it covers nearly the entire spectrum of quality levels from A to E. Assigning the individual unit qualities was a complicated matter and many factors had to be considered. First and foremost, the Austro-Hungarian Army was an ethnically diverse organization which historically caused a great deal of problems with loyalty, and also with command and control due to language barriers and cultural differences. Often an officer was not able to speak to his men, because he didn't know their language, so there was a reliance of translators which often caused a loss of information or

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1 In most cases the k.k. and k.u. designations are used in *Serbia '14'*s order of battle, unless their designation is not known.
misunderstandings. Certainly in the heat of battle this was not ideal, since it added confusion and time to the dissemination of information and orders.

Unit quality in Serbia ’14 is broken down by exact ethnicity composition of every individual regiment, and it goes into great detail to represent the wide range of units that were present in the Austro-Hungarian Army which both gave it its unique diversity, and also its historically fatal flaw. Since the Austro-Hungarian Army is enormously complex, individual unit quality levels are mentioned in the following sections that deal with notes on each individual unit type.

**Infantry**

Like other armies, infantry base quality is C but this is only for regiments that were comprised of more than 60% German or Magyar (Hungarian), which were the two main ethnic groups in the Austro-Hungarian empire that were absolutely loyal to the dual monarchs. The German ethnic infantry regiments proved to be the most reliable infantry, so any regiment with more than 90% German ethnicity have B quality, and also their assault factor is slightly better (equal to their German Empire counterparts) to help them take and hold ground more effectively. The "minor" ethnic groups are rated as D quality because of the conflicting underlying nationalism to their own region as opposed to the dual monarch, and because of mixed loyalties. The regiments which are comprised of over 80% Slavic peoples, such as Czech and Slovenes are the worst rated of all line infantry at E quality, because most such units were absolutely against a war with Serbia and Russia. E quality is well below the standard Landsturm infantry battalion (reserve

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2 There is at least one historical case of an entire regiment of Czechs refusing to fight against the Russians (IR.28), who defected en masse to the Russians to the point where the entire regiment had to be disbanded. There are even more historical cases of lesser severe problems dealing with other regiments of similar
infantry), which are all rated as D quality, with the reason being because Landsturm infantry only consisted of either Austrian or Hungarian ethnic soldiers and were not drawn from the wider empire. The only advantage for ethnic Slavic line units is that they have slightly higher combat ratings than Landsturm units, so the Slavic line infantry can be effective if they can avoid getting disrupted.3

Just as the Austro-Hungarian Army had some of the worst units in all of Europe, they also had some of the best units as well, having the highest quantity mountain troops. The edelweiss wearing Kaiserjäger infantry were some of the best light infantry in the world, renowned for their mountain climbing ability and fitness. These troops are rated as A quality, while the rest of the light infantry (Fieldjägers) are anything from B to D quality, again depending on their ethnicity. However, just as with other elite units in other armies, they do not receive any replacements so they cannot be used recklessly.

Special mention must be made of the ethnic Croatian units. For the most part Croatian troops were reliable, but as with most cases in the Austro-Hungarian Army, unit quality and reliability greatly depended on who the empire was fighting at the moment. In the case of the invasions of Serbia, the Croatians, many of who were ethnic Serbs, were considered to be unreliable in the sense that they had little desire to fight against the Serbs (later in the war, some Croatian POWs would later volunteer to fight with the Serbian Army on the Macedonian Front). Because of this, in Serbia '14 Croatian units appear at a -1 quality level than they normally would be on another front. It is interesting

ethnicity. This lack of loyalty to the k.u.k. monarchs, the command and control problems from the language barrier, and the general lack of desire of these units to fight against a fellow Slavic people is what combines to make these battalions nearly totally ineffective (they were essentially only good to be used either as cannon fodder for attacks, or to defend less important areas).

3 It is very important to note that Austro-Hungarian "landwehr" troops were not reserve troops in the German sense of the word (German "landwehr" are reserve 3rd line troops). The Austrian (k.k.) and Hungarian (k.u.Honvéd, also known as "k.u.") were active army troops just as k.u.k. regular army troops were. The "landsturm" was the traditional reserve infantry unit.
that the Austro-Hungarian Army decided not to transfer these units to Galicia and instead chose to test their loyalty by having them fight in their own back yard. However this was likely not a deliberate decision and it was probably a matter of the 5. and 6. Armee being garrisoned in the area and so most of its units were drawn from the region. However, it is not a coincidence that very few Croatian units remained in the sector after 1914; presumably the Austro-Hungarian Army had actually learned a hard lesson.

Artillery

The Austro-Hungarian artillery branch had a long standing tradition of excellence and ability over the other branches of service. For this reason, the quality of the Austro-Hungarian artillery formations in Serbia '14 are +1 level higher than what they would typically be otherwise (unit ethnicity still playing a role in the unit's base rating, just as explained above with infantry formations). However, the irony is that the modernization of the guns themselves, as well as the quantity of guns, was severely neglected. Prior to the outbreak of war, the Austro-Hungarian Empire opted to modernize its cavalry arm, but the importance of artillery in this new war was underestimated and, because of this lack of modernization, the Austro-Hungarian Army went to war with over half of their field guns being obsolete. However, the Austro-Hungarian Army did have some of the most modern and highest quality siege artillery in all of Europe, but again they did not field them in substantial numbers. Indeed, the Austro-Hungarian siege artillery were thought of so highly that the Germans, who were in dire need of more siege artillery themselves, requested batteries of Austro-Hungarian siege artillery be loaned to them during the invasion of France (see the k.u.k. "FsAB.2 (-)" and "FsAB.8 (-)" units in France '14).
At the start of the war, the Austro-Hungarian Army fielded a mixture of field gun types which varied in capability from the obsolescent 8cm and 9cm FK 99 (1899) to the newer, more capable 8cm FK 05 (1905) pieces. The FK 99 was a hastily modified contraption from an older mid 1880s gun that still had a bronze barrel(!), and it had a slow rate of fire. The FK 99 was totally outclassed on the battlefield in 1914. At the start of 1914, every Fieldkannonegiment's (FKR) first division, or "Dion", had two batteries of 6 guns equipped with the newer FK 05. The regiment's second "Dion" was equipped with two batteries of 6 guns of the obsolete FK 99. In some divisions the second "Dion" was mixed and had an additional battery of equally obsolete 9cm FK 99s (for a total of 12 x 8cm FK 99s + 6 x 9cm FK 99s = 18 guns). Information is less available for the k.k. Landwehr FKD composition, but the approach has been taken that these LwFKDs (two battery units, 12 guns) are all equipped with the newer FK 05s, as well as the first "Dion" of the k.u. Honvéd FKDs because Austria and Hungary would have likely made sure their own formations had these newer guns (their organization was identical to k.u.k. FKR). It is important to note that by 1915, almost all FK 99s were removed from service and replaced with the FK 05.

Similarly, the Austro-Hungarian Army went to war with obsolete howitzers. The Feldhaubitzregimenter (FHD) was equipped with the 10cm FH 99, another obsolete gun with a bronze barrel like the FK 99. The heavy howitzer divisions, or Schwere Feldhaubitzdivisionen (sFHD), were equipped with the obsolete 15cm sFH 99 (aka. 15cm sFH 99/4), again an old bronze barrel howitzer that was completely outdated and woefully short on range. By 1915, just as with the field guns, almost all howitzers were
replaced with newer M1914 Skoda guns: the 10cm FH 14 and the 15cm sFH 14, both excellent designs that would be used by various nations until 1945.⁴

Special mention must also be made of the Austro-Hungarian Gebirgsartillerieregiment (GAR) artillery, which were its mountain artillery units. At the outbreak of the war, GARs were equipped mainly with the GK 99 mountain gun and the GH 99 mountain howitzer. Both of these were also obsolete and had a bronze barrel. However, the GAR unit training, quality and motivation were second to none, so most of these units are either A or B quality.

So, despite the overall short coming of widely fielding obsolescent guns, the Austro-Hungarian Army made up for much of this with good quality gun crews. They would have been much more effective with modern guns, but they also could have been much worse with poorer quality gun crews.

Cavalry

The cavalry branch was the most traditional arm in all of Europe, with some of its regiments tracing their lineage back to the Thirty Years War of the 17th Century. In 1867 the Austro-Hungarian Empire modernized its cavalry by making sweeping reforms which began with the radical act of disbanding its heavy cavalry arm, the cuirassiers, and converted them into dragoons. Additionally, the distinction of light and heavy cavalry disappeared and their class names (dragoons, hussars, uhlans) were retained for traditional purposes only. All cavalry units were then given identical armaments which resulted in a homogenous cavalry force of uniform effectiveness. While the British, with

⁴ Italy received a large number of Austro-Hungarian 10cm FH 14s and 15cm sFH 14s in 1918 as war reparations, which they ironically used throughout the Second World War against the allies. The Italians named these guns Obice da 100/17 modello 14 and Obice da 149/12 modello 14 respectively.
their Boer War experience, were undoubtedly well ahead of the Austro-Hungarian cavalry reformations, the Austro-Hungarian cavalry were still some of the most modern cavalry in Europe at the start of the First World War.

In Serbia '14, Austro-Hungarian cavalry are homogenous units and are well rounded. They are capable of conducting reconnaissance, and they are also effective at mounted and dismounted warfare, at the expense of losing some of their *arm blanche* combat power. Their unit quality is some of the best in the game series, but their quality varies greatly depending on their ethnic composition, which again is determined on a regiment by regiment basis. For the most part (excluding "special" units), line cavalry regiments of two thirds German and/or Magyar composition are rated as B quality. Hungarian hussar regiments were considered to be some of the most elite cavalry in all of Europe, and as such, hussar regiments of at least 90% Magyar composition are rated as A quality. Cavalry of minor ethnic majorities are rated as C quality. Reserve cavalry are rated as D and E quality respectively.

The disadvantage of Austro-Hungarian cavalry formations is that they receive no *replacements*. As the Austro-Hungarian commander, it is advisable to keep this in mind as you command the cavalry. In the 1915 period, the Central Powers side start receiving *recovery*, so at this point the Austro-Hungarian cavalry will begin to recover losses from the treated wounded returned to duty from the start of the war.

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5 See the user manual for the difference between *recovery* and *replacements*.

6 The lack of *recovery* in the early period represents the fact that both sides were mobile and had not yet established the permanent facilities needed to effectively process stragglers and treat and process wounded to return to duty. The pool of treated wounded capable of returning to duty had also not yet accumulated. In the late period, *recovery* becoming available represents a transition as treated wounded and stragglers from the start of the war began to flow. This all helps to represent a transitional period at the start of the war. See France '14 for an identical design approach.
Commanders

In the Austro-Hungarian Army, the standard HQ (commander) quality is D, as they were not known to have outstanding leadership at any level, with the exception being a number of capable brigade, division, corps, and army commanders. An able Austro-Hungarian commander is rated C and an exceptional commander is rated as B.

Supply

The Austro-Hungarian supply system was still very much behind the other armies of Europe. That said, despite its shortcomings, the Austro-Hungarian Army could generally count on more supply resources than their Serbian enemies, but in 1914 both sides were poorly supplied for sustained battles. Serbian supply shortage mainly dealt with their very limited armaments industry, while the Austro-Hungarian shortage in the Balkans dealt with the fact that the majority of their supplies were being sent to the Eastern Front to support the massive campaign going on in Galicia.

The result is that in 1914, both the Austro-Hungarian and Serbian side had comparably low supply levels, certainly much less than what some armies would consider a minimum level for offensive operations to occur. During the 1914 campaigns, the Austro-Hungarian supply situation does steadily improve across the three separate invasions, but overall the supply situation was not good, and so emphasis must be on the Austro-Hungarian commander maintaining good order and organization, so that low supply effects are minimized.
Fragile Morale Nationality

In Serbia '14, the Austro-Hungarians are modeled as having fragile morale. This causes them to be susceptible to surrendering en masse when they are trapped and assaulted (when they are assaulted and cannot withdraw), and it makes them more difficult to recover from disruption and broken status when their units are detached from their parent HQs (when the units are outside of their parent HQ command radius, and their unit name appears in orange text). Fragile Morale Nationality rules represent historical outcomes and events where these armies were powerful, but for various deficiencies in command, unit quality, and motivation, they often chose to surrender when threatened with destruction, and their fighting formations often disintegrated or were very difficult to reform once heavy fighting commenced.

That said, keep in mind that elite formations of A and B quality units are immune from these effects as those formations were more reliable. Also keep in mind that when non-elite detached units are checking for disruption recovery, they are actually one less level in unit quality than they appear to be. So, if a unit appears as F quality, then it is actually at "No morale". If any unit is ever at "No morale" then it will NEVER recover from disruption until it is at least F quality again. This means that units with a base unit quality of D, E, or F will fall apart under stress and it will be very difficult for them to recover again since special care must be taken with reforming the units back together with their immediate HQ.

Landsturmetappenbataillon Numbering

Special mention must be made of the numbering applied to the Landsturmetappenbataillonen that are present in the 1st, 2nd and 3rd invasion orders of
battle. These battalions were seldom numbered in 1914 historical documents, but rather than having 60+ generic units of "LstEtBaon" battalions in the Serbia '14 order of battle, an approach was taken to give these units a number to better help identify them during the scenario. An artificial numbering system was made and is based on the number of the battalion within the brigade, and the brigade number, although in some cases the name of the commander or unit is used. For example, the 4.LstEtBrig's first battalion is named I./LstEtBaon.4, while the second battalion in the brigade is II./LstEtBaon.4, and so on. These 1914 designations are entirely made up, however the Landsturmetappenbataillonen numbers assigned to the 1915 order of battle are not, since the designations of these battalions were known.

**Bosnian-Herzegovinian GrenzshutzKompagnies**

In the Bosnian area of some scenarios, special "bh.GrenzshutzKp" units exist to help screen areas and combat Serbian Chetnik formations. These GrenzshutzKp units are an abstraction that represent various Bosnian-Herzegovinian volunteer troops ranging from police to trained irregulars that helped patrol the otherwise empty wilderness. Essentially any Bosnian-Herzegovinian type patrol unit is rolled into these abstracted irregular volunteer companies.

The GrenzshutzKp units are intentionally weak and have limited offensive capability, and they should mainly be utilized in screening and as border guards to observe and delay enemy movements.

**1914 Command Structure (Potiorek's BOK-6.AOK dual command)**
The Austro-Hungarian Army in the Balkans in 1914 had a unique command structure where Potiorek was in command of both Balkan-Oberkommando (BOK) and also 6.Armee (6.AOK). This arrangement was not ideal, and reflected some of the problems with Austro-Hungarian command. Because of this dual command, some scenarios do not have a 6.Armee HQ, rather they only have a BOK HQ. In those scenarios, the BOK HQ acts as both HQs; 5.Armee HQ is subordinate to the BOK HQ as well as all the 6.Armee formations. This command structure creates a historically accurate less-than-optimal situation where BOK HQ cannot always maintain effective command of all of its subordinate HQs (because it is difficult to have them all within command radius of BOK HQ). In reality, Potiorek had to conduct the duties of both levels of command, which is reflected in the command difficulties of having one HQ for both organizations.

**Elite Formations**

In *Serbia '14*, the elite Austro-Hungarian forces consisted of the Donau-Flotille (the Danube Fleet), consisting of river monitors, gunboats, and minesweepers.

In the 1914 scenarios, there are also several elite Feldjägerbataillons, and the famed and distinguished
Infanterieregiment Nr.73 of the 9.InfanterieDivision. Also, the Austro-Hungarian Army always had an abundance of troops trained in mountain warfare in the Balkan theater and, of these, the mountain field gun batteries were considered elite units.

In the 1915 scenarios, the Austro-Hungarian Army in the Balkans was a mixed assortment of ad-hoc divisions that were cobbled together, given that all the formations from the 1914 failed invasions were needed on other fronts and were transferred away. Austro-Hungarian contingent of the 1915 invasion force had to be thrown together with what was on hand. However there are still a few elite units present, such as bh.Feldjägerbataillon Nr.3. Clearly though, in 1915 the invasion was primarily dependent on German and Bulgarian forces and for the most part the Austro-Hungarian units in the theater were not exceptional.

**Miscellanea**

The HQ insignia for the Austro-Hungarian Army are insignia based on traditional military map symbols that denoted the size of unit. The colors are based on traditional colors used for the various Austro-Hungarian states and kingdoms that made up the Austro-Hungarian Empire. The colors are mostly for artistic purposes, but they are for identification purposes and historical flavor.

Color codes:

- Empire (mixed): grey and white with black numerals
- Austrian/Hapsburg: yellow and black with white numerals
- Hungarian: green and red with white numerals

* * *
The German Army of 1915

Summary of Capabilities

The German Army of 1915 was very similar to the German Army of 1914. Not much had changed in either equipment or tactics from the start of the war, apart from a widespread adoption of hand grenades and various organizational changes, primarily at division level. The German Army of 1915 was just as effective, and it was learning to more efficiently organize its forces to accomplish more with less manpower.

Organization

Near the end of 1914 the German Army was coming to a realization that it was going to need many more infantry divisions in order to meet the needs of the ever expanding war. However the problem was that it was not practical to raise any number of new divisions from fresh recruits in a short amount of time, especially of the luxurious
organization of the original 1914 infantry division structure. The original 1914 infantry division consisted of two brigades, each of two infantry regiments, and of an artillery brigade consisting of two artillery regiments. This was referred to as a "square division". While this afforded a large amount of combat power to the division, in a war that was rapidly expanding on different fronts it was quickly apparent that fresh divisions could not be raised of such massive requirements of men and material. Also, it was proven in Flanders in late 1914 that fresh reserve divisions did not perform well and were a wasteful use of manpower. This bitter experience had shown that pure recruit formations could not make up for their lack of training and experience with patriotic fervor. From then on, following the formation of the first and second draft of reserve divisions, high command decided that all new infantry divisions should be created by taking experienced troops from existing divisions, and fresh recruits would only be used as replacements. These costly experiences would later be felt by the British Army when they deployed their "New Army" divisions in action in 1915.

The German Army's solution to expansion came with the 1915 infantry division reforms. Beginning with the second draft of reserve divisions (No.75-82), a new division structure was devised that consisted of a single brigade of three infantry regiments. This was referred to as a "triangular division". Despite having one less infantry regiment in division, this streamlined organization was found to be nearly equally effective, but more importantly it allowed the creation of more divisions which were each equipped with artillery, so as a whole overall firepower and effectiveness increased at corps level. Then, in order to expand the number of new infantry divisions further, all original square infantry divisions would be reorganized in the new triangular structure by removing one

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7 Cron, Hermann. Imperial German Army 1914-18, 98.
infantry regiment from each existing division, and consolidating the remaining three regiments into a single brigade. The disbanded brigade headquarter leadership from the square division was then reused in the newly created triangular divisions, which were manned by the fourth infantry regiment removed from the square divisions. This ingenious approach reduced all existing German Army infantry divisions by only a single infantry regiment, at the gain of creating 16 new infantry divisions composed of fully trained and experienced soldiers, leaders, and brigade level commanders. The reduction of the old division’s strength was negligible compared to the what was gained overall.

When creating new infantry divisions, another valuable resource that is needed in great abundance is artillery guns. By late 1914, the first draft of new reserve divisions had already placed a huge demand on the German armaments industry to produce a large number of field artillery guns and howitzers to equip these new divisions, at a time when the industry was already struggling to replace combat losses of existing guns. It would take some time before additional production capacity was available, therefore an expansion solution was required which was based on a reorganization of existing artillery batteries, very similar in principle to the infantry division reforms.

Before the outbreak of the war, there had been many arguments within the German Army that, with the introduction of quick firing guns, it was thought that a reduction from 6 guns per field and howitzer batteries to 4 guns per battery would be more efficient. The argument persisted beyond start of the war, and eventually resolved itself out of supply and demand limitations. By reducing the number of guns in a battery from 6 to 4, the excess guns with trained crews could then be reorganized into additional

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8 It should be mentioned that some Bavarian divisions were not reorganized until later in the war, sometimes as late as 1918.
"new" batteries to equip newly created divisions. In 1914, the German Army had over 900 6-gun batteries, so by reorganizing to the 4-gun battery, 300 new batteries were gained for a total of 1200 batteries. However, the artillery battery reorganization was not immediate. Unlike the division reforms that pulled an entire infantry battalion out of a brigade in a nice clean slice, artillery reformation involved splitting apart existing formations to create new ones, that needed new designations, which formed completely new artillery battalions, which required new battalion level leaders and command structures, and so this more extensive process had to be carried out over a much longer period of time. Essentially, as new divisions were created, existing artillery batteries in seemingly randomly selected divisions were then reorganized to fit the needs of the new formation. Because of this, some divisions retained their 6-gun artillery organization well into 1916, but the 4-gun battery reorganization was known to have been fully completed by the time von Hindenburg became Supreme Commander in August 1916.

Besides being able to equip newly formed divisions, another benefit of the artillery battery reorganization was that newly formed reserve divisions could be given howitzer batteries. At the start of the war, all reserve divisions were equipped only with field artillery battalions and had no howitzer support available, since the number of howitzers were limited and could only be assigned to active divisions. Therefore, over time, the reorganization of the artillery brought a much needed uniform standard of

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10 The beginnings of this artillery reorganization can be observed in France '14 “late” order of battle and East Prussia ’14 “Lodz” and ”2nd Masurian Lakes” orders of battle have the first and second draft of German reserve divisions equipped with 3x 4-gun batteries, as opposed to the original 3x 6-gun batteries.
12 Because of this gradual reorganization, in the First World War Campaigns series there will be some German infantry divisions that have old, and some with new artillery organizations. Within this reorganization period, the division's artillery may be organized in multiple regiments, single regiments, or even detachments or abteilungs. Needless to say the situation can be very confusing from an order of battle design perspective!
artillery capability to all German divisions, bringing the reserve divisions in line in capability with the active divisions, further blurring the distinction between active and reserve divisions as the war progressed.\textsuperscript{13}

In Serbia '14, some of the 100 series divisions (No. 101-123) make their appearance. These divisions were freshly formed triangular divisions of experienced troops, created from the 1915 infantry division reforms. As mentioned, the entirety of the division's combat power was derived from existing formations, so these new divisions were immediately comparable in effectiveness to existing divisions. The one unique aspect of the 100 series divisions is that, at the time of their creation, they were temporarily unable to be equipped with their 12-gun 10.5cm howitzer battalion. This meant that the division's indirect-fire capability was severely lacking compared to other divisions. With some ingenuity, the Germans attempted to make up for this deficiency by attaching a single 15cm FAR battery to the division, which then only reduced the division's indirect-fire capability to 60\% of a normal division's capacity, rather than 0\% of a normal division's capacity.\textsuperscript{14}

**Equipment and Training**

German infantry tactics remained mostly unchanged in 1915 from 1914. The primary tactical level change with infantry was in the area of hand grenades. Since the start of the war, the German Army was equipped only with the 1.6lb (750g) ball-shaped kugelhagranate, which was not suitable to mass production due to its complexity, and

\textsuperscript{13} In military operations, it cannot be understated how important it is to have a uniformly equipped and capable force, so that high command does not have to carefully consider which divisions are placed in what part of the front. The artillery reorganization helped address this issue in a major way.

\textsuperscript{14} These divisional FAR batteries are rated higher than normal in quality to reflect the importance placed on them to provide division level artillery support.
was too heavy to use in large numbers, so it was only equipped with pionier troops (which is partially why pionier units have a higher assault rating). In 1915, the Germans introduced the M15 stielhandgranate (stick-grenade). Unlike the kugelhangranate, the M15 was easily mass produced, was light enough for a soldier to use in numbers, and was simple enough to use that it required little field training. This made the M15 grenade ideal for widespread use by the infantry battalions.

In the 1915 order of battle, German infantry have a +1 assault rating compared to their 1914 combat values, and this represents widespread adoption and use of the M15 stielhandgranate.

**Elite Formations**

In *Serbia '14*, the most elite formation that the Germans have available is the Alpenkorps, which was also considered to be one of the best formations in the entire German Army. Despite its name, the Alpenkorps was a division sized formation of light infantry and specialized mountain troops with an abundance of supporting assets. In *Serbia '14*, the Alpenkorps arrives as a reinforcement in the 1915 campaign, and it is essentially an over strength division with a corps level HQ, which allows it to disperse on a broader corps sized frontage as it often did.

**Miscellanea**

The HQ insignia for the German Army are insignia based on traditional military map symbols that denoted the size of unit. The colors are based on traditional colors used for the various Germanic states that made up the German Empire. The colors are mostly for artistic purposes, but they are for identification purposes and historical flavor.
Color codes:

Kingdom of Prussia: grey and black with white numerals
Kingdom of Bavaria: blue and light blue with white numerals
Kingdom of Saxony: green and gray with white numerals
Kingdom of Württemburg: red and black with white numerals
Kingdom of Hessen: red and white with red numerals
Kingdom of Baden: red and yellow with black numerals
German Empire (multi): red and white with black numerals
Minor kingdoms: yellow and black with white numerals

* * *
The Bulgarian Army

Summary of Capabilities

The Bulgarian Army was a capable force, comparable to many of the major powers in effectiveness. In this period of history, Bulgaria was often referred to as "the Prussia of the Balkans" out of respect, in reference to their capability, organization, training, and efficiency. Bulgaria was, without a doubt, militarily more powerful than all the other Balkan nations. Due in large part to their military capabilities, an alliance with Bulgaria was very much sought after by both sides prior to their entry into World War One.\textsuperscript{15}

\textsuperscript{15} As far as potential alliances go, in 1915 Bulgaria was the coveted prize that saw many diplomatic overtures as both sides tried their best to entice them to join the war on their side.
The Bulgarian Army was well trained and equipped, and competently led. However, the Bulgarian Army suffered ammunition shortages at the time of their mobilization, just like almost every other national army that had mobilized before it, but even more so given the nation's relatively small armaments industry in comparison to the other major powers. In the 1915 scenarios, this ammunition shortage is represented by low level Bulgarian supply sources which are intended to highlight the historical emphasis placed on the Bulgarian Army to link up with German and Austro-Hungarian forces as quickly as possible.

**Infantry**

Bulgarian infantry were comparable on average to the infantry of most armies of the period, however their combat abilities are rated slightly worse in assault than the Germans, who were arguably the best infantry in assault of the day due to their early widespread adoption of hand grenades for all infantrymen by 1915. Essentially first line Bulgarian infantry are at a comparable effectiveness of 1914 German infantry.

**Cavalry**

Bulgaria had a very limited cavalry branch during the First World War. Bulgarian cavalry were partially modernized in 1915, and were mostly homogenous in composition. There were not several classes of Bulgarian cavalry, however there existed two distinct types of cavalry: light and heavy. Light cavalry, also referred to simply as "cavalry", were fast cavalry used for reconnaissance and screening, and also dragoon type dismounted combat, while heavy cavalry were relics of a dying age: they were slower and heavier
shock cavalry intended to be used in _arme blanche_ tactics, saved for an assault to overrun enemy positions at the right moment which rarely presented itself by 1915.

**Artillery**

The Bulgarian Army had a wide mix of artillery, much of which were from the First and Second Balkan War, either purchased or captured as spoils of war from other nations in the period. Because of this, Bulgarian artillery units vary greatly in their firepower and effectiveness, and are generally average at best, being not particular modern nor completely obsolete either. The biggest short coming of Bulgarian artillery was in the wide mix of gun types that it fielded.

**Command Radius Limitations (HQs)**

Bulgarian commanders were capable and reliable, and their HQs are represented in _Serbia '14_ as being neither exceptional nor terrible. They are represented as an average of other nations of the period in both their command range and quality. This means that Bulgarian command have neither any particular strength nor weakness, being generally uniformly average, but they are reliable. The exception to this is the reserve brigade HQs, who have a quality of D.

**Elite Formations**

In _Serbia '14_, the only elite Bulgarian Army formation is the Life Guard Regt, a cavalry regiment in the independent 1st Cavalry Brigade. Similar to guard units of other armies of the period, the Life Guard Regt consisted of handpicked cavalrymen who were highly trained and motivated.
Miscellanea

The HQ insignia for the Bulgarian Army are insignia based on traditional military map symbols that denoted the size of unit. The colors are based on traditional color elements found in the coat of arms of Bulgaria.

Color codes:

Kingdom of Bulgaria: light green and white with red numerals

* * *
**The Serbian Army**

![Image of Serbian soldiers]

**Summary of Capabilities**

The Serbian Army was ill prepared for war in 1914. The recent Balkan Wars had drained the economy dry and Serbia was in crippling debt. Just about everything was in a state of neglect, from supplies, munitions, equipment, and road and rail networks. Many Serbian regiments were equipped with single shot 1880s vintage black powder rifles, or didn't have a rifle at all and were expected to acquire one once hostilities commenced, and many soldiers were barefoot.

In general, the main weaknesses of the Serbian Army are with its logistics. Ammunition supply for all types of weapons was woefully inadequate at the start of the campaign, but the only saving grace in this regard is that the Austro-Hungarians were poorly supplied in the initial invasion as well, mainly brought on out of the haste in
which they invaded Serbia. Serbian artillery was especially poorly supplied in 1914, given that there was only one arms factory (Krusevac) which barely produced enough field artillery ammunition to fully supply a single battery of guns each day. Later in the campaign, allied supply convoys began to arrive from Salonika which helped alleviate most of the logistical issues, but in the early campaign the Serbian Army suffered greatly from the logistical strain. Another primary weakness is that the Serbian Army essentially mobilized every able bodied male to fight, so it had little to no capacity to replace losses until the period between the end of 1914 and the start of the fourth invasion in 1915.

Yet despite all of its shortcomings and general unpreparedness, the Serbian Army was a very tough and highly motivated force. On paper the Serbian Army was completely inferior to the Austro-Hungarian Army, so much so that the conception at the time was that it would be easily crushed under the might of the Austro-Hungarian Army. However the one completely underestimated and nearly unquantifiable quality that the Serbian Army had was an extreme level of fighting spirit.

During testing, a tester made a comment that was felt to sum it up entirely: "the Serbian soldier is a tough S.O.B." This was very true, given historical descriptions; Serbian generals and foreign observers frequently praised the quality of the individual Serbian soldier. A Serbian general was known to have commented that the Serbian soldier had a "love for the Fatherland, founded on great and strong traditions from their glorious past, connected with the successes in the Balkan Wars, which raised the spirit and morale of the Serbian soldiers to an exceptional height." This praise was not limited to the allied side either; the Austro-Hungarian general Alfred Krauss, commander of the Kombinierte Korps, described the Serbian soldiers as "satisfied by small amounts, skilled

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at orienting themselves, cunning, exceptionally mobile, well-armed,... skilled on the terrain, very well-led.\textsuperscript{17}

Essentially the toughness of the Serbian soldier is directly translated into a morale/quality level boost of +1 step over what their normal level might be. This increase is made to represent the fact that they were extremely motivated, used to hardship, experienced veterans from the recent Balkan Wars, and that they had a fanatical mindset in defending their homeland in what was widely viewed as Austro-Hungarian aggression in the region. Beyond this, the actual combat ratings of some Serbian infantry are usually lower than those of other major powers like Germany, France, Britain and Russia, and some of the more poorly equipped units have a lower combat rating than Austro-Hungarian forces, but where they make up for this is in their fanaticism.

This creates a nice and realistic situation where although the Serbians may be inferior in their literal combat ratings, their other qualities elevate them to be the equal of any adversary.

\textsuperscript{17} Lyon, James. \textit{Serbia and the Balkan Front}, 1914, 88.
Organization

<table>
<thead>
<tr>
<th>Division.</th>
<th>Headquarters.</th>
<th>Infantry.</th>
</tr>
</thead>
<tbody>
<tr>
<td>I. Morava</td>
<td>Nish ..........</td>
<td>1st, 2nd, 3rd and 16th</td>
</tr>
<tr>
<td>II. Drina</td>
<td>Valyevo ......</td>
<td>4th, 5th, 6th and 17th</td>
</tr>
<tr>
<td>III. Danube</td>
<td>Belgrade ......</td>
<td>7th, 8th, 9th and 18th.</td>
</tr>
<tr>
<td>IV. Shumadia</td>
<td>Kraguyevatz</td>
<td>10th, 11th, 12th and 19th</td>
</tr>
<tr>
<td>V. Timok</td>
<td>Zayechar ......</td>
<td>13th, 14th, 15th and 20th</td>
</tr>
</tbody>
</table>

A serious challenge in representing the Serbian Army in *Serbia '14* was that although the Serbian Army began the war with straightforward regimental assignments, the Serbians had a tendency to detach infantry regiments as needed to defend remote areas. This was especially frequent because their army was not big enough to cover large areas, so detachments had to be made to cover gaps between armies, or important mountain passes. Once hostility commenced, these detachments were created and recalled as needed. Because of this, in some divisions the regimental assignments changed nearly as soon as the conflict began and was constantly changing throughout the campaign.

While researching the Serbian Army, it was difficult to determine exact infantry regimental assignments at any given date. So the orders of battle for 1914 invasions are based on their initial known organization at the start of the campaign, complete with detachments and modified regimental assignments that were known at the time. At the
start of the 1915 campaign their exact assignments were known again, so they change to reflect that.

In Serbia '14 the Serbian commander is perfectly able to detach infantry regiments as needed, away from the parent division in order to garrison important areas and this does help simulate what the Serbians tended to do throughout the conflict, although detaching units like this will of course result in those units being outside of their HQ radius and, as such, they will operate at a reduced effectiveness. The Serbian commander would only detach units from the division in order to screen an area, as a way to discover whether enemy forces are advancing from a remote area, or to spread out to cover a wide front in an emergency.

Because of Serbian tendency to create these detachments as needed, it also means that regimental assignments during the second and third invasions are, in some cases, an assumption. This is especially true in regards to 3rd Ban units, so it is quite possible that some mistakes were made with unit assignments, but careful consideration was always used where assumptions had to be made.

**1st Ban**

Serbia organized its military around three levies. The first levy has been commonly called the "1st Ban" and it consisted of men between twenty-one to thirty-one years of age. The first levy was also the only one that was issued military equipment and uniforms. Naturally these units were the crème de la crème of the Serbian army.

**2nd Ban**
The second levy has been commonly referred to as the "2nd Ban" and it consisted of men between thirty-one and thirty-eight years of age. The second levy was considered a front-line levy, not a reserve, but it was not issued military equipment and uniforms, usually wearing older issued uniforms that these older troops had from the previous Balkan wars. Given their veteran experience, relative young age, and good physical fitness, the second levy was a tough and reliable force.

3rd Ban

The third levy was considered a reserve, and it was commonly referred to as the "3rd Ban" and consisted of men between thirty-eight and forty-five years of age. The men of the third levy were affectionately nicknamed "uncle" by the other levies and essentially had to provide all their own equipment and clothing so their appearance was more of a militia wearing a mix of civilian clothing, rather than a uniformed professional fighting force. All three levies of the Serbian army were veterans of the Balkan Wars, and this fact helped make the third levy a force that was more capable than it otherwise would have been in another army. This is in contrast to the Austro-Hungarian Army's Lansturm, which were considered Austria-Hungary's second line troops, who were roughly equal in capability to Serbia's third line force.

Cavalry

Serbia's cavalry arm was very small in comparison to other armies and it was seriously lacking in horses. In general, the quantity and quality of Serbian cavalry was poor to mediocre. The exception to this is the Cavalry Division which was capable of
offensive operations, and even launched a successful counter attack near Sabac which helped repel the first Austro-Hungarian invasion.

Serbian cavalry came in two types: regular and reserve. The Serbian Cavalry Division consisted entirely of regular cavalry. All other divisions had divisional cavalry squadrons composed of reserve cavalry, which were relied on only for reconnaissance and screening. Reserve cavalry were reserve troops that were mobilized when war broke out and they had to bring their own horse. Many reserve cavalrymen had poorly fed, poorly conditioned or older horses, so for this reason the reserve cavalry have a slower speed than what is typical for their type (they have a slower speed than typical heavy cavalry have).

In Serbia ’14, reserve cavalry can be identified by their red caps while regular cavalry have blue caps.

Artillery

The Serbian Army fielded a wide mixture of artillery guns, some that were bought, and some of it captured in the previous Balkan Wars. Much of its artillery was obsolete by 1914, being of late 1800s design, but a large part of it was modern in the form of various Schneider built field guns and howitzers that were purchased from France through arms deals that were completed just before the start of the war.

Like most other armies of the period, the Serbian Army went to war with very small numbers of howitzers. What little howitzers they had available were organized in single batteries, far too few in numbers to be effective in any serious way.

The biggest problem Serbian artillery had during the campaigns of 1914 was a lack of ammunition. Up until the end of 1914, near the end of the third invasion, Serbian
artillery never really had enough ammunition to operate at peak effectiveness, which is especially true of the field artillery. Field guns require enormous amounts of ammunition to be effective, as the rounds are fired rapidly at targets in a heavy saturation fire. However, due to the low amount of Serbian artillery ammo available, field guns could not have their full complement of ammunition on hand, and so often had to fire at slower rates, or not at all. Because of this limitation, a new rule was introduced to the series where field guns will NOT recover from Low Ammo status if their Local Supply value is less than 20, which is often true in most of the campaign scenarios of 1914, especially in rugged areas, at least until the final stages of the third invasion.\(^\text{18}\)

**Command Radius Limitations (HQs)**

One unique aspect with the Serbian chain of command is that there are no corps or brigade level HQs. The lack of both HQs may appear to be a benefit, but it is actually quite restrictive.

The advantage of not having brigade HQs is that the infantry battalions fall directly under the command of the division HQ, and are likely rarely ever going to be detached given the division's large command radius. However the disadvantage is that the division HQ must remain centrally located with the whole division, and cannot afford to be very close to much of the division's units in any given place. The way that command and supply rules work, the closer the HQ is to its subordinate units, the better chance it has at passing its command and supply recovery check if that HQ is in command. Brigade HQs can remain very close to all of its subordinate units, often adjacent or in the same hex, maintaining command and supply at a very effective level, while a division HQ must

\(^{18}\) See the user manual's Ammo Supply Problems section for more information.
be more centrally located, which is often some distance away from the front line. Also, a
typical division will have two brigade HQs, allowing it to effectively spread out on a
wider frontage.

However, the biggest disadvantage of not having brigade HQs is that larger HQs
of an organizational strength of more than 50 men (divisional HQs and higher) go Out of
Command when they move, while smaller brigade HQs of an organizational strength of
50 or less men will not go Out of Command when they move tactically (non-Travel
Mode movement). This means that a force with brigade HQs (like the Austro-Hungarian
Army) can keep their brigade HQs in command while they advance tactically, allowing
them to remain close to the fighting and remain mobile, while the Serbians are clumsy in
their operations. Serbian division HQs must remain in place to maintain command,
moving as little as possible, because any movement will cause the HQ to go Out of
Command for several turns. This behavior means that a force with brigade HQs is
tactically going to be much more flexible than a force that lacks brigade HQs.

To a lesser degree the lack of Serbian corps HQs places command strain on the
Army HQ because it is rarely able to maintain close proximity to all of its divisions,
while a force with corps HQs can keep their corps HQs in closer proximity of all of its
subordinate division HQs. Also, a corps can generally become detached from its parent
army level HQ and still maintain a high level of effectiveness, while divisions that are
detached from an army HQ will not.

It is worth noting that in many cases Serbian army level regional detachments\textsuperscript{19}
were created to alleviate command and supply issues and to facilitate for the wider

\textsuperscript{19} These detachments were referred to as "odreds".
dispersion of some divisions. Most of these specialized detachments are present in the order of battle.

**Chetnik units**

Chetniks were guerilla forces that did everything from partisan activities, such as raids and disruption and sabotage of enemy rear areas and supply lines, to reconnaissance. They even donned captured Austro-Hungarian uniforms to disrupt enemy movements, much to the hatred of Austro-Hungarian forces. Because of all this, the Chetnik units in *Serbia '14* are very powerful if used properly. They gain less fatigue than normal similar sized units, and have high mobility. They are also classified as partisan units, which means they ignore enemy zones of control, and are immune to low ammo and isolation effects. Also, Chetnik units were veterans of the Balkan Wars and, as such, are rated as B quality.

The best use of Chetnik units in *Serbia '14* is to disrupt enemy Travel Mode movement, which is done simply by having a non-disrupted Chetnik unit within 3 hexes of enemy units moving in Travel Mode. However, bear in mind that Chetnik units are small and can be overrun by larger Austro-Hungarian infantry units, and that enemy units patrolling within 2 hexes of the Chetnik unit will negate the Chetnik unit's Travel Mode disruption effect. Although Chetnik units have powerful effects, they are not front line combat units and should not be relied on for front line combat.

**Elite Formations**

Serbia's most elite unit is the Royal Guard Regiment, consisting of both guard infantry and guard cavalry, but this unit did not exist for long. After this, the 1st Ban units
can be considered elite due to their toughness, and the Chetnik units as a close third given their robustness and unique capabilities. Beyond those specific formations, the entire Serbian Army can be considered elite in the sense that every levy class had extensive war time experience from the First and Second Balkan War.

By the time of the fourth invasion, the Serbian Army fielded "veteran infantry battalions", and these can be considered the absolute best units the Serbians fielded; they were the best of the best, and a significant threat to Central Powers forces.

**Where is the Drina II Division in 1914?**

It is worth mentioning that some sources confuse the availability of the Drina II Division. These sources state that in the first invasion there were various independent detachments located along the Drina River, and that the Drina II Division was located behind these detachments (around Zavlaka). However after careful study, this appears to be false. The detachments along the Drina River (from Sabac to Uzice) were in fact the actual Drina II Division broken up into parts which were spread out to garrison various locations along the frontier on a wide front. By the time of the second invasion the Drina II Division would be combined into its parent formation, but as best can be determined, during the first invasion the Drina II Division did not effectively exist as a division organization until it was later rejoined. Because of this, during the first invasion the Drina II Division's HQ is intentionally not present (it was essentially a division in name, made up of various detachments spread all over the place).

**Changes to effectiveness and organization in 1915 Order of Battle**
Before mentioning the changes to the Serbian Army in the 1915 order of battle, it is important to note that the final version of the 1915 Order of Battle was created taking data from several different and often conflicting sources. As is usually the case, one particular source had information that another one did not. The unfortunate issue was that the information that was present in both sources often conflicted. This is certainly due to changing state of the Serbian Army after the costly campaigns of 1914. To put it politely, the Serbian Army was in disarray in 1915, with many ad hoc units established. It was felt that the best representation of the 1915 Serbian Army would be achieved by using more than one source and by resolving each conflicting case with careful thought and basic assumptions. Organizational errors could exist due to this approach, but given how difficult it was to nail down an accurate battalion level Order of Battle of the Serbian Army of 1915, and given that the organization quickly changed after the campaign began, it was rationalized that any unintentional errors should have minimal impact on the campaign. It was felt that the final representation of the Serbian 1915 order of battle is very good, especially given the ambitious goal of modeling such a force at battalion level.

In the 1915 campaign, several changes were made to the Serbian Order of Battle to represent the passage of time from the 1914 invasions. Besides the obvious changes to force structure, all M1880 Berdan rifles are also removed from all units; the Russians supplied Mosin-Nagant rifles in 1915 and captured Austro-Hungarian rifles also helped eliminate the 1914 shortage of modern rifles. Also, because of the supply of modern rifles, all 3rd Ban infantry have their soft attack raised to match 1st and 2nd Bans, however their assault value remains lower to represent older and less physically fit soldiers.
It is rationalized that Serbian morale was exceptionally high after defeating the three Austro-Hungarian invasions of 1914; the amazing successes of 1914 made the Serbian Army stronger in spirit. Therefore the quality of all non-HQ units is shifted +1, with maximum quality of B for line units, with the exception of the "veteran infantry regiments" who were considered elite units by the time of the fourth invasion. The soldiers in these veteran regiments were unmatched in experience and morale so these units are A quality with slightly higher combat factors.  

All machinegun companies are filled to maximum capacity in 1915 to represent additional machineguns acquired either through arms shipments from France and Russia or from machineguns captured from the Austro-Hungarians during the 1914 campaigns.

March, Cadet, and Guards battalions are removed, due to them either being completely spent by 1915, dispersed, or assimilated into the line regiments to replace losses suffered from the 1914 campaigns.

Large numbers of cadre regiments and battalions are present in the 1915 order of battle, which were comprised of low grade troops that were combed from rear areas. These units get their name from the fact that they had a cadre of experienced leaders to make the low grade troops remotely effective. Cadre battalions have been given 75% strength of a normal infantry battalion because it is rationalized that these units would not be at full strength and 3/4 strength seemed like a safe assumption. These units would likely have been equipped with all the older and obsolete rifles that were replaced in the

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20 These were considered the best regiments in the Serbian Army, having been formed in 1914 from the best troops of the pre-war army that had experience from the 1913 Balkan War; in the 1914 OOB it is rationalized that their level of quality is similar to the other units, while by 1915 their extra experience has made them extremely reliable.
3rd Ban, so their soft attack capability is reduced accordingly. At best these cadre units can be considered a security and patrol force.

In the 1915 order of battle research, it was common to find conflicting information about the presence of a particular detachment or regiment. In every case, given the massive force arrayed against the Serbians in the 1915 campaign, if there was a conflict in the source data then the most generous choice which gave the Serbian Army more units was always taken.

**Miscellanea**

The HQ insignia for the Serbian Army are insignia based on traditional military map symbols that denoted the size of unit. The colors are based on the coat of arms of Serbia.

Color codes:

Kingdom of Serbia: white and crimson red with white lettering

* * *
The French Army on the Macedonian Front in 1915

Summary of Capabilities

The French Army in 1915 was very similar to its capability in late 1914. By late 1914, the French had given up the "offensive without limit" doctrine, and had mostly replaced its aging Lebel 1886 rifles with the more modern Lebel-Berthier M1907/15 rifle, thereby making its infantry comparable in every way to other national armies. The French Army still had the best field artillery piece in the world, however, the 75mm Model 1897.

Fresh off the Gallipoli Campaign, French forces were reorganized, resupplied and prepared to move to the aid of Serbia. About a third of the French forces that arrived in Macedonia were veterans of the Gallipoli Campaign, but losses in that campaign had been so high that overall quality suffered.
Elite Formations

Unlike the British Army, the French sent several capable formations to the Macedonian Front in 1915. This was primarily due to the fact that the French placed a greater strategic importance on supporting Serbia and opening up a Macedonian Front, while the British were mostly sending a contingent to fulfill their diplomatic obligations with Greece. \(^2^1\)

The French sent various exotic troops to the Macedonian Front from their African colonies, all of which were considered elite formations. These elite troops consisted of several Zouave infantry regiments, two Chasseur d'Afrique cavalry regiments, and a Foreign Legion battalion. These units were some of the best in the entire French Army, especially in the Mediterranean theater.

* * *

\(^2^1\) It was also the French who provided Serbia with vital supplies of artillery ammunition just in time to turn the tide of the third Austro-Hungarian invasion of 1914.
The British Army on the Macedonian Front in 1915

Summary of Capabilities

The British Army in 1915 was in a state of disarray, having just dealt with the Gallipoli Campaign, and the near destruction of the British Expeditionary Force in Belgium and France. The British Army was forced to undergo a major expansion, whereby a "New Army" was created through a series of recruitment drives, and later through conscription. Essentially in 1915 the British Army was under construction, and was in the process of building itself into a force capable of waging warfare on a grand scale similar to that of the other major powers.

The New Army expansion resulted in the British Army growing by over 30 divisions. The tradeoff of this massive expansion was that the overall quality of the British Army sharply declined from the small professional army of 1914, to the large New Army of 1915, at least until additional experience and further training could be
gained throughout 1916. This lesser quality is represented by having lower than average defensive values for infantry, and lower overall unit quality than their 1914 counterparts.

One of the advantages of the "New Army" expansion is that there was a massive influx of machine guns and artillery, as the British Army mobilized fully for war. Twice as many machine guns were available to the infantry battalion in 1915 than the infantry battalions had in 1914, which greatly helped in defensive operations on all fronts.

**Elite Formations**

The closest thing the British had to an elite formation was the small detachment of marines, sailors, and artillery troops that were attached to the Serbian Army in the Beograd area at the start of the 1915 campaign. Besides this, the British 29th Division was certainly an elite force, comprised of the last regular army units from 1914, and it was present at Gallipoli. This division was earmarked for possible use on the Macedonian Front, but was instead sent to the Western Front. The 29th Division is included in the order of battle for hypothetical purposes.

Beyond the Anglo-French Detachment at Beograd, and the 29th Division that did not participate in the campaign, there were no elite formations present on the Macedonian Front in 1915. It is interesting to note that although the "K1" 10th (Irish) Division's troops were veterans of the Gallipoli Campaign's Suvla Bay landings, losses were heavy and replaced by New Army recruits. So, the division was a New Army division, that had gained some experience at Gallipoli, but suffered heavy losses which were replaced with an influx of New Army recruits. This essentially meant that the division did not greatly
increase in effectiveness from the experience gained during Gallipoli.\textsuperscript{22} The 22nd Division was no better, being a "K3" New Army division that had was newly formed of fresh recruits with no real experience to speak of.

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\textsuperscript{22} The 10th (Irish) Division's Gallipoli experience is represented by its brigade HQs and artillery having +1 quality level increase.
The Montenegrin Army

Summary of Capabilities

The Montenegrin Army was wholly a militia force. The Montenegrin Army had good morale and the individual soldier was tough like the Serbian soldier, however the Montenegrin soldier had a complete lack of discipline. The Montenegrin Army behaved more like a mob of bandits than soldiers, and was prone to looting and pillaging as the Montenegrins viewed war as a legitimate means of economic gain. In some cases several "battalions" even renounced loyalty to King Nicola (the ruler of Montenegro) in order to disobey orders and go on a plundering extravaganza in enemy territory.23

Because of their militia composition and their general lack of discipline, Montenegrin infantry are represented as D quality irregular type units. Montenegrin infantry units are given the irregular status because they did not wear a uniform, they lived off the land, usually fought with hit and run tactics, and were overall less effective

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23 Lyon, Serbia and the Balkan Front, 1914, 179.
than conventional infantry. The intended end result is an army like none other in First World War Campaigns, more a paramilitary force than a conventional field army. Despite being a militia force, the Montenegrin Army was well equipped with modern Russian rifles and so their infantry's soft attack values are at the same level as a typical infantry of a major power.

The Montenegrin command structure was very limited, and their brigade commands were awkward. Montenegrin brigade HQs were nearly three times as large in size in comparison to other armies, and this means that they behave like divisional and higher HQs (they are Out of Command when they move tactically, and remain that way the turn after they stop moving).

**Miscellanea**

The HQ insignia for the Montenegrin Army are insignia based on traditional military map symbols that denoted the size of unit. The colors are based on traditional color elements found in the coat of arms of Montenegro.

Color codes:

Kingdom of Montenegro: gold and crimson red with white numerals

* * *
General Notes

Limited Objectives

Limited Objectives are a new feature that were added for Serbia ’14, to allow for its rather unique campaigns to be modeled. In particular, the third invasion campaign saw the objectives completely shift, where the Austro-Hungarians attacked until December, at which point the situation completely reversed and the Serbians went on the offensive. The only way to represent this was to have many of the objectives expire to force the Austro-Hungarians to be aggressive, then many of those objectives are removed as the emphasis in the campaign switches from attack to defense of the more important objectives.

Once the Limited Objectives feature was added, it rapidly became obvious that it could be used in a lot of other situations where the defender cannot hope to defend an objective for the duration of a scenario, but must instead hold the objective until a certain amount of time. This allows for delaying actions to be better represented.

Terrain, fields (farms)

In Serbia ’14, fields are nearly identical to the fields on the Eastern Front in that they are wide open pastures with a few dotted houses or barns, and are not restricted terrain like the dense walled farms/chateaus on the Western Front. However a difference from East Prussia ’14 is that, depending on the season, fields in Serbia ’14 may have a height of 1 meter, so that they obstruct line of sight at ground level. The reason for this difference is because in Serbia the field terrain type represents corn fields, which greatly obstructed line of sight until it was harvested before winter. Historical accounts
frequently mention how visibility was extremely limited in corn fields, completely hiding enemy troops and forcing close range combat.

In Serbia ‘14 corn fields only obstruct line of sight during the summer months; in the fall and winter months they do not obstruct line of sight because by that time the corn was either harvested, trampled by soldiers, or flattened by artillery. Historical accounts reinforce this: early in the campaign units were nearly invisible in the corn while later in the campaign the fields had minimal effect on operations.

**Terrain, Brush**

Brush terrain in Serbia ‘14 represents a combination of light woods (places where forested areas did not completely fill the hex) and ephemeral or intermittent streams, which branch off from streams and rivers. Ephemeral or intermittent streams almost always had woods growing along the sides of the stream bed, so the terrain was very restrictive in movement and in line of sight because of this, but these areas offered good defense as well. None of these things can be accomplished by using the stream hex side, so brush terrain provides a nice alternative to provide cover, concealment and restricted movement.

**Attachments**

Veterans of either the Panzer Campaigns (PzC) or Modern Campaigns (MC) series may notice that attachments are handled differently in Serbia ‘14. In Serbia ‘14, attachments are made at army level, therefore, corps can be attached to different armies, and independent divisions and brigades can also be attached to different armies, but divisions cannot be attached to different corps. The decision to go with this type of
attachment scheme was not an easy one to make. Evidence has shown that divisions were indeed transferred between corps and corps transferred between armies, however there was overwhelming evidence pointing to the fact that corps were reassigned amongst armies much more often than divisions were reassigned amongst corps. The fact is, most division parings remained the same amongst a corps, and when troops were needed elsewhere the entire corps was reassigned to another sector of the front, under another army’s command.

*Cavalry Units, cavalry tactics, and cavalry types*

Cavalry units in First World War Campaigns of 1914 represent the twilight period of cavalry in the traditional sense of the word. Most cavalry during this period still had its roots in Napoleonic warfare and were still training in the tactics of *arme blanche.*\(^{24}\) While cavalry met with some success on the more mobile eastern front, cavalry units on the

\(^{24}\) *Arme blanche* is a French term which literally means cold steel. In this literal sense it refers to the use of thrusting or cutting weapons in battle. In regards to cavalry, it describes their sole traditional role: to be held back until the right moment as a decisive tactical striking force. In modern times this is often referred to as “shock”.

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western front had little usefulness other than dismounted infantry after 1914. However, during the fluid battles that were characteristic of 1914, cavalry were still used in their traditional role until the point in which the front developed into a static line, devoid of any flanks.

Cavalry units in this series differ from anything available in the Panzer Campaigns series in that when they are in Travel Mode they are not classified as being in "travel mode" per se, rather they are just simply considered to be "mounted". From there it is assumed that when these units are "mounted" they would be able to move into charge formation or column formation rather quickly, and they do not need to be micromanaged on when to do this. While this might seem like a rather abstract approach, it works nicely given the scale of the game. Cavalry can move rapidly and conduct charges while in their mounted Travel Mode state, or they can dismount and perform as if they were infantry.

Some cavalry units have specializations while others do not. However, this is said with reservation and depends on the nation in question, and the experiences they had at the time, and not necessarily related to the armament of the individual cavalryman.

During the First and Second Boer War in South Africa, the British were matched up against an opponent to which they were initially unprepared. The Boers, essentially Dutch farmers in South Africa, utilized fast mobile hit and run cavalry tactics where they relied exclusively on the carbine. Initially, Britain’s traditional cavalry were unable to deal with this threat until they switched exclusively to dragoon type tactics to match their foes. Following the war, several British military studies were conducted on lessons learned and how cavalry should evolve. Some advocated for no change in cavalry from its Napoleonic style because the Boers were hardly considered to be a similar threat that
another European army would be. Others argued that with the modernization of weapons, the lance and saber needed to be discarded and that a single unified mounted infantryman type cavalry force needed to be made.

One of the first British tacticians to argue for a complete change in cavalry tactics and composition was Colonel F. R. Henderson. Colonel Henderson spent a considerable time studying the American Civil War and came to the conclusion that the Americans had "stuck the true balance between shock and dismounted tactics." Henderson pointed out that by 1861 firepower had become the dominant factor in battle, and the Americans had adopted alterations to traditional cavalry tactics that were necessary to both counter and maximize firepower. Henderson believed that the true balance lay in the American's choice of mixing both fire and shock. The result was that by 1907 the British began modernizing their cavalry into a single homogenous force that was well rounded in dismounted warfare, marksmanship and shock tactics.

General Francois de Négrier was a Frenchman who had been an observer in the Russo-Japanese War. He believed that lessons learned in that struggle demonstrated the need for a change in the methods of cavalry as well. Similar to Henderson, Négrier was convinced from what he observed that cavalry needed to abolish the traditional distinctions among lancers, dragoons, hussars and the like in favor of a single robust cavalry force trained in both shock and fire tactics. However, he failed to reckon that the French would be the most reluctant of all to change. Despite his studies, France went into battle in 1914 with almost no change to the cavalry over their Napoleonic ancestors.

In Germany, one of the leading military writers of the pre-Great War period was General Frederick von Bernhardi and he had much to say about cavalry tactics of the
future. Although he had strong faith in the value of dismounted action, he maintained that cold steel remained the chief cavalry threat on the battlefield. However, Bernhardi pointed out that modern cavalry should not rely exclusively on shock tactics, but instead should consider various methods of fighting to create a single homogenous force capable of both cold steel and dismounted accurate rifle fire. Like Négrier of France, he was to be a voice in the darkness. Other nations, such as the United States and Britain, seemed to pay more attention to their studies than their own armies did.

In the First World War, specialized cavalry of the period were very similar to, and in some cases exact, Napoleonic period formations and were trained, or sometimes specifically equipped, for a certain style of combat. Lighter cavalry units such as Uhlans, Chasseurs and Cossacks specialized in reconnaissance, and were somewhat weaker in their shock capability than other types (the latter being nearly totally ineffective at shock).

Some cavalry of the period were classified as "heavy" and consist of large men, sometimes wearing obsolete armor, and were mounted on large powerful horses. These heavy cavalry units were the Napoleonic equivalent of modern main battle tanks, and at the time of the First World War this was expected to still be the case. All of this translates into the cavalry unit ratings in First

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25 The French Cuirassiers of 1914 went into battle wearing their armored breastplates for traditional purposes and not for actual protection. The polished, shiny, breastplate was quickly covered with a brown cloth, and the breastplate was completely discarded by French cuirassiers by the end of 1914. At the start of the First World War, German and Russian cuirassier cavalry only wore their breastplates in full dress uniform for ceremonial or parade purposes.
World War Campaigns; cavalry units in the game have inherent advantages and disadvantages which determine when they should and should not be used.

The primary advantages of all cavalry is their mobility and, due to their mobility, their inherent strength in reconnaissance operations. Some cavalry have the ability to conduct the recon spotting ability, which is a unit command menu order that instructs the selected unit to expend movement points in an attempt to spot enemy units within their line of sight. This is useful when cavalry units are moved forward into areas that were not spotted at the beginning of the turn and helps you to avoid a blundering move into enemy forces. In game play terms, cavalry that have this recon spotting ability are the light cavalry units. These include, but are not limited to Uhlans, Lancers, Chasseurs, Cossacks, and the “modern” classless British cavalry units. These light cavalry units should be utilized in screening and reconnaissance, and should rarely be used in a full blown charge unless the situation is extremely beneficial to do so. Another advantage of cavalry units is their ability to evade the enemy when mounted.26 When a mounted cavalry unit is assaulted, it will retreat (if possible) and avoid high combat losses. However, this is only true if all the defending units in a hex consist of mounted cavalry. These two advantages, mobility and evasion, combine to make cavalry extremely useful in a role of rear guard, covering a friendly infantry force’s retreat long enough to put a substantial distance between it and its pursuers, and then repeating this process as necessary. Perhaps the greatest advantage of mounted cavalry units is their ability to conduct a cavalry charge. Unlike other units, mounted cavalry only require 1/3 of their movement allowance to conduct an assault, allowing them to make repeated assaults and to move almost to their

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26 “Mounted cavalry” are cavalry units which are in Travel Mode. See the User Manual for more information.
full extent before assaulting. When mounted cavalry units conduct a charge, their assault rating is multiplied by four times its normal value, which, in the case of a charge en masse or in the case of a heavy cavalry charge, can result in an absolutely overwhelming result for the defender. As with every other assault, the end result is of course due to the condition, size and type of the defending unit(s), and the terrain they are situated in.²⁷

The greatest disadvantage of cavalry units is their vulnerability when mounted. As with all other units in Travel Mode, mounted cavalry are more vulnerable to enemy fire than a deployed unit. As mentioned, Travel Mode for cavalry units is not representing that they are in column formation like standard units, instead it is an abstraction to represent that they are mounted on horseback and, because of this, are a larger, much more vulnerable target. A poorly executed cavalry charge can have the opposite result that the attacker intends, and can leave the cavalry unit vulnerable to retaliatory fire on the enemy’s turn. Use cavalry charges with caution, the ability should only be used in a situation of either desperation or extreme advantage, not as a norm; cavalry units should be husbanded and not wasted in futile cavalry charges. Part of the reason for this is their next weakness. Cavalry were an expensive branch of service to equip, maintain, and train; it took roughly three years to turn a man on a horse into an effective cavalry trooper. Because of this, regular (non elite) cavalry units received very little replacements, and elite cavalry units received even less. Strategically, cavalry of the period generally regarded itself as a one shot weapon, something that would only be used

²⁷ For the class based cavalry of the early war, it is intentional that only the dragoon cavalry type has as hard attack rating. This was done because the dragoon is essentially mounted infantry, which have comparable ratings to standard infantry formations. This means that cavalry units of other classes in 1914 cannot assault fortresses, redoubts, bunkers nor armored cars. These cavalry units can push such enemies out of a hex if they are disrupted, but they are intentionally not sufficiently powerful enough to cause any other effect.
en masse and in force "when the time was right". The cavalry arm of all sides generally viewed itself as a force that would battle enemy cavalry in sweeping battles where they would trade loss for loss, similar to trading knights in a game of chess, as they covered the flanks of the armies. Cautiously utilized cavalry as a reconnaissance force would obviously be around longer than a mass used as an offensive striking force, and this is partly why both sides shied away from committing massed cavalry in one huge decisive action. When a cavalry unit is decimated in the early period of First World War Campaigns, it will essentially be gone forever if it is an elite unit, or it will take a very long time for it to regain its strength if it is a regular unit.\(^{28}\) Also, the expense to equip and maintain these units, as well as the high cost of potentially losing both the mount and rider, means that cavalry units are worth twice as many Victory Points as infantry formations. A successful cavalry commander of the period must always keep in mind that a cavalry charge which might cause a massive proportion of enemy infantry loss may carry with it a substantial loss of irreplaceable cavalry in the charge, possibly making the charge itself an exercise in futility. The infantry formation can usually, depending on the nationality and supply situation, recover and replace its losses with ease where as the cavalry unit cannot. In addition, the point value of friendly cavalry may actually turn out to be equal to, or higher than the loss inflicted on the enemy. The higher victory point

\(^{28}\) This is due to the fact that in the "early" period all regular cavalry units have a 1\% replacement rate, elite cavalry units have a 0\% replacement rate. In the "late" period (Race to the Sea and beyond), no cavalry units receive replacements, however at that point all units (cavalry and otherwise) begin to receive recovery. In the early period, the cavalry replacements represent the finite pool of troopers that were being trained but who had not yet completed training, or those who were being processed from the ersatz units. Recovery is set to 0\% in this early period to represent the fact that both sides were on the move and had not yet established permanent rear area facilities to process stragglers and the treated wounded. The pool of treated wounded soldiers who could return to duty had also not accumulated yet. In the late period, the lack of cavalry replacements represent the "drying up" of the pool of replacements, and the start of recovery represents the fact that units began processing strength from losses at the start of the war (it represents a transitional period). See the user manual for the different between replacements and recovery.
value for cavalry loss makes the proposition of their use as stand in for dismounted infantry cannon fodder an expensive proposition; this option should only be reserved when combating and standing up against enemy cavalry formations that are employed in a similar manner. And finally, another disadvantage of cavalry units is that they cannot recover fatigue (rest) while they are mounted (in Travel Mode), they must dismount (deploy) before they can rest. All of these advantages and disadvantages create a dilemma where knowing when and how to utilize cavalry efficiently and effectively is an exciting challenge.

**Replacements**

The replacements rule is the strength recovery of a unit based on the individual unit's replacement rate that is applied in the order of battle. Replacements are in addition to the recovery rate (if any) which is specified in the parameters data. It is important to familiarize yourself with replacements and how to get the maximum amount of replacements to your units. The most critical aspect of gaining replacements is the Local Supply Level. First World War Campaigns titles are meant to be played with the Virtual Supply Trucks optional rule activated. By activating this rule, your supply levels can vary across the map depending on the location of the hex in relation to the nearest supply source that is providing supply to that hex. The replacement rate of the unit is directly influenced by the supply level, therefore if your units are located in an area with poor supply then you will receive a reduced rate of replacements. When the local supply is greater than 70%, you will receive 100% of the assigned replacement rate of that unit each turn, which is typically anywhere from 1% to 4% strength. As your units advance and as a campaign progresses, the local supply level will drop and you will receive less
replacements based on the local supply level. Once the local supply drops below 20% or if a unit becomes detached, then its replacement rate is reduced to zero. With this in mind, when resting units it is advisable to position them in range of its parent HQ and to position the units in an area that is getting a "good" supply level that is greater than 50% (this might require you to move the units out of a forested or swampy area and move them closer to a road or rail network).

**Infantry movement speed**

In the First World War Campaigns series the tactical speed of regular infantry in the early battles of this series was increased and set at a standard 4 hexes per turn, and light infantry unit speeds was set at 5 hexes per turn. This puts the non-light infantry speed in the early period at the same speed as the Panzer Campaigns series and it is rationalized that the early war infantry were as fast, and faster in the case of light infantry, as World War II infantry units, but they were of course lighter equipped and had much less firepower. Gradually these World War I infantry then became slower during the war (a speed value of 3 in game terms) as they were burdened with heavier trench warfare type weapons, thereby maximizing firepower but sacrificing mobility. Then, near the end of World War I, the Germans revolutionized infantry with the advent of assault infantry (Stoßtruppen) which balanced both speed and firepower with infiltration and small unit tactics. These assault infantry essentially became the grandfathers of World War II infantry, returning their mobility back to early World War I levels while still retaining most, if not all, of firepower of their mid-war predecessors.
Lack of "Go On Foot" command

Veteran Panzer Campaigns and Modern Campaigns players might notice the lack of the "Go On Foot" command in the Command menu. The reason for the lack of the Go On Foot command is because it was not desired that cavalry units be able to go on foot because, essentially, they could not abandon their horses in this way. They could dismount and move away from the horses, but they could not just totally abandon them; some of the personnel of that unit had to tend to them and keep them together, they could not just completely ditch them at the brigade HQ so their mobility, even when dismounted, must be restricted by where their horses can go. Cavalry units of the period were either foot type units, or they had horses, but not a combination of both.

That said, of course this also means that "motorized" units cannot go on foot either, but that too was desired because these units were not as flexible as true motorized infantry of the Second World War, so it was thought to be a better reflection of warfare of the period to prevent them from going on foot. The short answer for why the Go On Foot command was removed in First World War Campaigns is simply to limit flexibility at this period of warfare.

Unit frontages, attack formation (1914-15)

A successful attack comes from knowing where and how to concentrate your forces. Typical German “by the book” attack formations of the period shed light on how you should concentrate your forces.29 In the attack, a German infantry regiment’s frontage was only 1 km wide, with the regiment deployed in depth. Depending on the situation, usually only one battalion would be in the front and the other two battalions

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29 The “book” is referring to the 1909 *Exerzier-Reglement für die Infanterie*, the German infantry field manual.
would be in reserve, ready to relieve the front battalion, or ready to move forward to administer an assault. The infantry regiment’s MG companies were usually in front with the lead battalion, ready to deploy to provide a base of fire, as was the division’s field guns. The “book” attack frontage for a brigade was therefore only 2 km wide, the division was 4 km wide, and a corps was 8 km wide. It is easy to see how the Germans intended to concentrate as much force on a small area to provide for a sustained attack.

The deployment in depth was a direct result of observation experience of the Japanese in the Russo-Japanese War in Manchuria. On the attack, the deployment in depth ensures that reserves can move forward to provide a fresh impetus to the momentum of the advance. The Japanese deployed on too broad of a front on the attack and did not have reserves in depth so their attacks frequently stalled. Of course, the situation did not always allow the book to be followed, but it does give the attacker a guideline to follow; attacking in depth should always be preferred to width in the First World War. And if it can be spared, a defense in depth is almost an immovable force.

On the attack, if you follow this strict frontage guideline where possible, then you should be able to use the front battalion to absorb fire and whittle away the defenders to get disruptions, then commit the reserve to assault and gain ground. Additionally, attacking in depth means that you can rest and rotate units out of the firing line, grinding away until the right time for an assault presents itself. The key here is knowing when to commit the reserve for the assault and when to simply relieve the forward battalion to continue the attack by fire. The “book’s” decision point on when to commit the assault is in the cold calculated moment that the attack begins to suffer from noticeably less
retaliatory fire, when it is discovered that they are disrupted or low on ammo or suffering from some other combat related stress, such as high fatigue.

**Unit frontages, defense formation (1914-15)**

In the defense, the “book” prescribed that wider frontages could be the norm given that a defending force could spread out and still effectively hold ground. The frontages were essentially doubled in the defense, with a regiment usually holding a 2 km front (two battalions on the line, one in reserve), a brigade holding a 4 km front, a division holding an 8-9 km front and a corps holding a 16-18 km front. As mentioned, if it can be spared, a defense in depth is obviously preferred over width. It is important, much more so than is true in the Panzer Campaigns and Modern Campaigns series, to keep track of enemy formation names on enemy units with Fog of War on. In other words, you should keep a careful eye on enemy unit’s organizational names in order to determine if the defender is spreading himself too thin. It cannot be stressed enough that this can be a revealing sign on where to strike. The same is true if the roles are reversed, if you can determine that an enemy division or other formation is spread out, then you will know where you do not need to concentrate your reserves. During this period of warfare, extensive records were kept on enemy formation locations to ascertain strength and intentions; an effective commander in First World War Campaigns should do the same.

**Forts**

Forts come in two types: strong and weak, or in game terms, vacated and non-vacated. In the game rules, any vacated fortification is one half the normal defensive bonus applied to the fortification. The actual size of a particular fort in no way translates
into the defense value of the fort, nor whether or not it is considered to be a “strong” or “weak” fort at start. Several factors are considered when determining if a fort should begin the game in a vacated status.

So, what is the rationale behind the placing of fortification types? In most cases fort strengths, whether they are vacated or not, are determined mainly by how long they historically held out in bombardments, as mentioned above. In most cases the actual size of the fort is ignored in terms of defensive ability, with the size only determining how large the garrison and gun battery is. In some cases more capable forts will also have higher quality defenders. However, as a general rule, the following guidelines are applied:

FORT: The most capable of forts. These were modern constructions that usually were equipped with gun turrets and modern guns but this is not always true. The most capable forts were elaborate constructions that were quite impenetrable, before the world witnessed the power of Big Bertha and other massive siege guns of course.

Fort: Lesser forts, either of stone construction or because they had less capable defenses either through neglect, or obsolescence. Within the rules of the game, this also represents destroyed or damaged capable forts (vacated).

REDOUBT: Redoubts, ouverages, small forts or any lesser fortification made of concrete (above or below ground). This could be equipped with guns or gun turrets but most often only contained a garrison of infantry.

Redoubt: Citadels and obsolete forts (ancient fortresses) or destroyed (vacated) redoubts. These are usually scattered across the map and are no longer garrisoned or equipped with guns.
BUNKER: Earthen bunkers and trenches.

Bunker: Primitive or damaged or destroyed (vacated) bunkers.

In cases where a supply source is present on a fortification hex and there is no fortress gun unit (static), or fortress battalion unit present then a small, static, garrison unit of less than 100 men will be present. The more capable fortified zones will also have an HQ assigned to the garrison and the less capable zones will need to rely on the currently assigned Army HQ radius for command. The sole purpose for these small garrison units is to man the fortifications and keep an accidental move that would vacate the fortification from occurring, from a user moving a unit into and out of a FORT or REDOUBT hex, and to keep LOS to such fortification hexes and make them easy to find. The SHIFT key can also be used to locate fortifications as the positions of all forts are pinpointed with labels.\(^{30}\)

It is important to note that fortresses in general are abstractions. Given the amount of forts located in Europe, not every single fort has been placed on the map. Only the most important ones are present and, in the case of obsolete forts, only the ones that were temporarily used for refuge or were used for landmarks are present.

\(^{30}\) The exact locations of fortresses of the period were well known to both sides. It is intentional that the enemy can note fortress locations that he does not have LOS to by using map labels.
The trenches that were dug in 1914 and 1915 were extremely primitive. These early field works were simply nice straight and narrow ditches that were rarely continuous and barely capable of covering a standing man. There were no traverses, were severely overcrowded, and were extremely vulnerable to artillery fire. Many of these early trenches were the graves of many soldiers as nearby exploding artillery fire collapsed the walls and buried the men alive as they knelt for protection. For this reason, trenches in Serbia '14 do not have the high defensive ratings as they in no way represent the more elaborate trenches constructed out of experience in the later years of the war. Improved hexes represent the piling of debris, manmade or natural, to create a more defensible position. It also represents a hastily dug scrape in the ground or the simple act of creating a concealed position. An alternate term for these positions might be "breast works".

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31 The elaborate trenches that most people characterize as standard World War I trenches did not come into existence until mid 1915 and early 1916, after both sides obtained substantial entrenching experience.
Given the low entrenching value, it is the designer's intent to mainly allow improved positions to be built, with it taking a lengthy amount of time to construct a primitive trench. Engineers will be vital in order to speed up the process and make it more likely to successfully construct fighting positions. This decision is primarily due to the lack of training, doctrine or entrenching equipment that resided in the line units of 1914. This would of course change drastically in the following years.

**Heavy Machine Gun Units**

Note: "Heavy machine gun" and "machine gun" is referenced interchangeably elsewhere in the notes document but all refer to the "heavy machine gun" units that are described in this section.

It was a tedious process to determine exactly what kind of combat factors heavy machine gun units of the period should have. But before this is discussed, it is important to understand that the term "heavy machine gun" differs from the modern terminology. The term today usually refers to a heavy barrel machine gun of 12.7mm (aka. .50 caliber) or higher. However, in the early 1900's, it referred to a machine gun which was on a heavy mount to stabilize the weapon in which to provide it with a stable firing platform. Unlike the Second World War and later periods, the ratings for these heavy machine gun units had to be completely different and in a class of its own. The manner in which heavy
machine guns were employed in an artillery type role, combined with the limited infantry tactics of the day, results in a period where the heavy machine gun reigned supreme and necessitates that they be completely separate units, not factored into infantry battalion combat ratings. The result is a unit with combat factors that greatly differ from anything in the Panzer Campaigns or Modern Campaigns series.

The source of the formula that determined their combat ratings was based in professional military studies of the period. These historical studies calculated that one heavy machine gun was essentially worth the firepower of approximately 60-100 rifles, with the more consensual figure being around 80 rifles. This estimate was a cold harsh calculation of firepower versus the rigid early war infantry tactics and effectiveness of the day. Maxim and Maxim copy heavy machine gun soft attack and assault strengths are derived from calculations based on number of weapons per element in question, compared to the soft attack strength of an average infantry battalion in the order of battle by using a ratio of 80:1, which is determined at the maximum effective range to target. Specifically, the rating at two hexes is \( (A \times E \times R) / M \), where \( A \) = average infantry Bn soft attack \([2.5]\), \( E \) = per rifle estimate \([80]\), \( R \) = range value denominator \([3]\), \( M \) = number of men per heavy machine gun \([15]\). In other words, the heavy machine gun units have a standard attack strength directly based upon their 1914 firepower effectiveness estimate at 2,000m range. This base rating is then adjusted higher or lower to represent various different types of heavy machine guns, with the Maxim and Maxim copy being the median. The resulting high, almost artillery like, rating makes heavy machine gun

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32 The average infantry battalion soft attack rating is 2.5, which is an average of the Gewehr 98 [2] and SMLE [3] equipped infantry soft attack ratings.
units particularly deadly during this period in the history of warfare, but a cumbersome and slow to deploy unit that is only really useful in the defense.

Deciding on the number of men per weapon was a serious headache. The idea initially was to convert these units into gun type units and avoid the issue altogether but it was decided that it is more accurate to have crew casualties than it would be to have losses jump in increments of guns. This makes heavy machine gun units more effective and increases their survivability. The strength in men of the heavy machine gun unit is derived from an average so as to maintain a consistency regardless of any small variance in crew strength between the different nationalities. The actual number of men assigned to physically operate the weapon was usually six, regardless of nationality. However, there were additional soldiers that were assigned to the crew that had nothing to do with its direct operation but were still vital to the function of the heavy machine gun such as range takers, ammunition carriers, gun captains, layers, loaders, assistant loaders, and so forth. When all of these operators are taken into account, the number of men per weapon rises to approximately 15, with an average of 30 men per heavy machine gun section.

This entire crew of men assigned to the heavy machine gun's direct and indirect operation would have been utilized to maintain and operate the machine gun if attrition took its toll. Therefore, in the order of battle, for every 15 men in a heavy machine gun unit there is one heavy machine gun present, so the smallest unit consists of 30 men.

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33 This increased survivability is especially true for the smaller two gun section sized units. See the User Manual for more information on combat resolution.

34 The smallest machine gun unit is a section, therefore 15 men per gun, two guns per section, 15*2 equals 30 men.
Field Guns, direct versus indirect fire

Historically, field guns such as the German 7.7cm FK 96 n.A. were in fact capable of utilizing low trajectory indirect fire by first determining the bearing to the target, and then determining the elevation using a "sight clinometer" to set the appropriate height. Field artillery carried two types of shells: shrapnel and high explosive. Shrapnel shells allowed the round to be fired above the target, where it exploded in the sky and rained down shrapnel on the troops below. This was less effective than high explosive rounds, which were fired directly at the enemy, but shrapnel rounds allowed the guns to engage some targets that were not in direct line of sight. Specifically, a shrapnel shell was fired at such a trajectory that it flew in a low arc to the target and exploded in the air, allowing them to fire over the heads of their own troops.

Shrapnel shells left a tough dilemma of sorts to be decided on whether these low trajectory capable guns should be allowed to fire true indirect fire over hills and built up terrain or whether they should be restricted exclusively to direct fire only, leaving true indirect capability to howitzers and mortars. The reality is that neither approach would be correct, leaving a situation where the lesser of two evils had to be taken. With that in mind, it was felt that these guns should be limited to high explosive direct fire only, at least in the early period of the war until the employment of the guns and the guns themselves changed to allow true indirect fire capability.

An advantage that field guns had over other types of artillery is that they typically had high quality sights, and the crew was highly trained in precision direct fire. In First World War Campaigns, because of this advantage, if all selected firing units are field gun type units, then they are able to select their primary target when firing on a stack of
enemy units. Selecting the primary target unit in a stack determines which unit in the
stack will receive the bulk of the incoming fire's effect, while other units in the stack
receive residual damage.

**Machine Gun and Field Gun Unit setup**

In First World War Campaigns, a design approach was taken which requires
machine gun and field gun units to expend their full movement points to exit from Travel
Mode. These units only require 1/3 of their movement allowance to enter Travel Mode
though. This approach was taken because this requirement to exit from Travel Mode
represents the actual setting up of these units into firing positions. This setting up
involved setting up the guns themselves, stockpiling and preparing ammunition, and
communicating with their local HQ. All of these actions required a substantial amount of
time to do when taken as a whole, and this process left the unit vulnerable the enemy
until it was completed.

The primary reason for this approach is game play considerations on how these
units were historically used. By requiring a full turn to exit from Travel Mode, it puts the
advantage of these units squarely in the hands of the defense, which is where these units
excelled. These units can enter Travel Mode quickly and move away to another position,
but any attempt to use these units as a leading force in an attack will intentionally subject
them to enemy fire before they have a change to deploy (since one turn must be spent in
Travel Mode). This also means that these units are extremely vulnerable to counter
assault by the enemy and especially vulnerable to enemy cavalry in general. In other
words, if the attacker intends to move these gun units adjacent to the enemy as some sort
of driving force, they can certainly choose to do so but it will come with a consequence.
These units should always be accompanied by friendly infantry to protect them from assault, and the guns should expect retaliatory fire on the enemy’s turn. It also means that this vulnerability discourages these units from being able to race forward alone to a strategic location (such as a crossroads) in order to quickly plant themselves as an immovable force. This all contributes to “influencing” a more historical use for these units.

In the offensive, care must be taken with their employment so as to not subject them to too much enemy fire as they move forward. It also means that once these units are setup and rooted to the ground, you should avoid moving them unless they are completely out of range with the enemy. Ideally, the “safe” approach would be to move these units forward to a standoff range of two hexes from the enemy, in order to safely avoid the most harmful retaliatory fire, then deploy into this hex in order to lay down disrupting fire before your infantry moves forward for the assault. If you, as the attacker, intend to be bold and bring these units up as a killing force, then you must contend with the drawback that you will ultimately lose valuable guns and men to enemy fire, and this is especially true if you decide to mass multiple such units into the same hex. You will also inherently accumulate a large amount of fatigue in the process and possibly get them disrupted as well. The defender could then wisely choose to fall back once these units have deployed, thus requiring you to move forward and repeat the same bloody process again, trading the strength of these valuable units for ground.

On the defensive, when being pursued by an enemy, you would want to use these units to move rearward, picking out your key defensive points, and screened by friendly infantry to keep the enemy away from the machine guns and field guns until they deploy.
Once these machine gun and field gun units are deployed, the screening friendly infantry should retire onto them to form the main line of resistance. As the main line gives way to enemy assault, these field gun units and machine gun units should be the first to fall back to their next position where the process repeats itself.

**Towed Gun Limitation (stacking)**

First World War Campaigns has a new feature where limitations are set on exactly how many Towed Guns can be deployed in a single hex. Towed Guns consist of all manner of artillery units, as well as machinegun units. The rationale behind this limiting is that there was a practical limit on the number of guns that could be deployed in any one given area. This practical limit was based on the fact that the guns needed room to operate effectively, and the fact that it was very difficult to supply large concentrations of guns with the amount of ammunition they would require to be effective. The game engine places a limit on the number of guns that could be effectively employed in any given hex, requiring the excess to remain in Travel Mode. Naturally this limit exists primarily to place guidelines on historical behavior and to prevent the creation of "super stacks" of guns. It is important to note that Towed Gun type units in Travel Mode do not have to abide by the Towed Gun stacking limit, these Travel Mode units reference the Towed Gun stacking limit once they attempt to deploy from Travel Mode. So, while the guns remain in travel mode, they are subject only to the normal stacking limits.

It is advised that the user examines the Parameter values under the Help menu (or by pressing the F4 key) and see what the Towed Gun stacking limit is, keeping in mind
that one gun is equal to 10 men.\textsuperscript{35} It is certainly possible to subject your Towed Guns to unnecessary fire by moving a quantity of guns to one location, only to find out (after the enemy conducts their next turn of retaliation) that the number of guns you moved to that hex is in violation of the Towed Gun stacking limit. In this case you will only be able to deploy a portion of the guns and should move the rest away to another position. The current Towed Gun limit is quite generous and historically accurate, so it is not very likely that you will violate this limit unless your field gun units are stacked extremely dense.

\textbf{Off map HQ units with 0\% arrival}

In some scenarios there are high level HQ units, such as army HQs; which have a 0\% chance of arrival. Any scenario where an HQ unit is scheduled for a 0\% chance of arrival on 1 January 191X (where X is a year later than the current year in the scenario), this is an intentional representation that the higher HQ is out of range and remains out of range of the units that are depicted in the scenario. These out of range HQ units usually show up as arriving in one of the corner map hexes and, in most cases (but not in every case), are labeled as “out of range” to serve as a reminder of this fact. Given how the engine works, if a higher HQ is not present on the map nor scheduled as reinforcement then it is assumed that the higher HQ is off map but within range of the units on the map. By placing the HQ as reinforcement with 0\% chance of arrival, it effectively breaks the link between the units on the map and the scheduled HQ unit, which represents the fact that this HQ units was very far away from the battle area.

\textsuperscript{35} For example, a Towed Gun stacking limit of 450 men means that 45 guns can deploy in a single hex, or any combination of guns and machine gun units that will equal that amount.
**Congestion Markers, the use of**

Congestion markers are occasionally used to represent civilians fleeing the war and, more importantly, their associated debris that they leave behind. This congestion may only affect one side or both sides, depending on the scenario. Please reference the congestion's expiration value in the Parameter Data (F2) to determine which side is affected by it and how many turns you must leave a unit in the hex before congestion is removed, although in cases where congestion affects both sides then it is never removed. Note that if the congestion side is listed as "unknown" then it means that both sides are affected by it.

Congestion is usually present on select road intersections where they converge near towns, or where mentioned in historical text.

**Engineer units, minefields, obstacle and rubble clearing**

During the early part of the First World War, neither participant utilized mines or constructed minefields to a large degree. To a large extent mines were something that were known about, as Imperial Germany created the first modern fused land mine in 1912, however they were not widely used at this point on the battlefield. It was not until around 1917 that minefields began to see widespread use, particularly during the battle of Passchendale of that year. From this point onward it is still not accurate to allow engineer units of this period to lay minefields or obstacles within the scope of a scenario; they were instead something that was only put into place over a long period of fortifying. The same is true of clearing obstacles and mines. Obstacles tended to be extremely thorough forms of barbed wire, which were arrayed in hellish and elaborate concentric belts. During the duration of a scenario, it was only possible to cut through them for a passage lane. These wire constructions were so elaborate that it would be impossible to
completely clear the area within the scope of a several hour turn.\textsuperscript{36} Also, accurate and thorough mine clearing, also known as demining techniques, were not adopted until the Second World War, particularly with the invention of the electronic mine detector in 1941. With the exception of some units, "mine clearing" during the First World War was almost strictly limited to engineers clearing and maintaining passage lanes. In game play terms, this means that engineer units in the First World War Campaigns series do not have the capability to lay mines nor clear obstacles or minefields. It is decided that these traits are largely absent from engineer units until the battles covered in the Panzer Campaigns series.

Engineer type units are also the only units that can destroy rail lines and ferries, which is different from both Panzer Campaigns and Modern Campaigns. This was done because the line units of the period did not yet carry the demolition equipment required to conduct these tasks. It was also a desired change so that every unit in the order of battle was not capable of destroying these features, which would result in an a-historical wide spread destruction of rail lines, and it also places greater value on engineer units.

Engineers of this period also do not have the rubble clearing capability that they have in Panzer Campaigns and Modern Campaigns. The rationale is that these units during this period did not have the heavy equipment that "modern" engineer units had and were therefore unable to clear rubble during the course of a single scenario or campaign. This is especially true given the massive mounds of rubble that were formed from entire towns being flattened in the artillery barrages of war.

\textsuperscript{36} The obstacle counters in the First World War Campaigns series represents the most elaborate wire obstacle constructions of the period, and not the often erected single strand obstacle. Unlike the Panzer Campaigns or Modern Campaigns series where obstacles usually represent a hasty abatis or several strands of rolled wire, the most elaborate wire obstacles of the First World War were elaborate and complicated constructions that could not be easily cleared and removed.
Stacking limits

In Serbia ’14 it may be noticed that stacking limits are extremely high. A balance is struck between maximum physical space and maximum practical space. Also, the area stacking and road stacking limits are intentionally not a straight 3:1 ratio in relation to each other.

Area stacking: Assuming that, for the sake of simplicity, a soldier with rucksack takes up approximately a 1 square meter area. Within a 1,000 square meter, there could physically exist about ~10,000 soldiers. This would obviously be quite outrageous. In 1914 unit formations, the appearance tended to resembled that of a Napoleonic unit so a large amount of men must be allowed to stack in one hex: much more than previous games allowed. Tactically, and with some exceptions, soldiers certainly did not march arm in arm in dense formations of infantry as their Napoleonic ancestors did, quite the contrary, they operated loose skirmisher formations. However, small unit tactics that characterize modern infantry tactics did not yet exist, and tactical command and control was still as crude as it was during the Napoleonic Wars. For this reason, despite the fact that individual infantry had about two meter intervals between them, in skirmish formations infantry still had to remain relatively close together, in long ranks with subsequent ranks following one after the other, rather than small groupings of squads which characterize modern warfare and the “assault” infantry of late World War I. With this in mind, it was decided that the stacking limit should be less than one half of this "physically possible" approach, with the maximum area stacking at ~4,200 men per hex. This still might seem like a lot of men, and certainly is, but this is the extreme case and you will likely pay for high stacking with horrendous losses due to stack density.
Road stacking: Road stacking is a rather unique situation in this series. The battlefields of World War I did not have the same level of threats to rear areas like that of World War II or modern times, so units tended to move in what could be called "parade ground" columns. Around the period of World War II, infantry began to move in tactical columns along the sides of the road with substantial intervals to avoid air interdiction. However, in early World War I this threat did not exist and units would move along the road in massed, dense columns. Where it might be completely outrageous to take the maximum physically possible approach to area stacking, it is not so outrageous when it comes to road stacking since these units tried to keep the column as short as possible. In the above example of a soldier taking up a one meter square area, this means that you could fit approximately 1,000 men in a file across a 1,000 meter long road. Units tended to march in three to four files so this would mean that you could fit 3,000-4,000 men along a 1,000 meter stretch of road. For the sake of generosity and the fact that companies often marched with a slight interval between them, this has been lowered to a road stacking limit of ~2,600 men.

In both cases, care should be taken so as not to provide too dense of a target to the enemy. Only stack more than one infantry battalion in a hex if there is a low threat level to that hex, or only if it is absolutely necessary to do so.\(^{37}\) In most cases it is advisable to have one infantry battalion deployed adjacent to the enemy to disrupt them and two behind it in order to execute an assault if need be.

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\(^{37}\) It may be beneficial to stack several infantry battalions or cavalry regiments in a single hex when conducting an assault, but overstacking will cause high losses to opportunity fire or on the enemy’s next turn.
**Road march column lengths, historical vs. gameplay (road stacking limits)**

The actual length of division columns on the march is well known, particularly due to knowledge gained from training and doctrinal handbooks from the period. However, students of the subject may noticed that the stacking limit in First World War Campaigns essentially allows division and corps to require roughly half the length of road required for road marching.\(^{38}\) Stacking limits are historically a problem in wargame design in general: as a designer do you model what is physically possible or do you restrict what is possible to what was typical?

The reason for the difference between game and historical levels in First World War Campaigns is because, as far as can be determined, the historical figures do not quite represent the shortest possible column length, rather they appear to represent typical column lengths which would have allowed for flexibility and would have kept congestion to a minimum, allowing for two way movement along roads to be possible. In First World War Campaigns, once the road marching commences, a division will inevitably begin to spread out to the typical road march column lengths over time due to terrain and the different types and speeds of units within the formation. This essentially means that the historical road stacking limit would be 1300 men per hex, while game "maximum physical" road stacking limit is twice that at 2600 men per hex.

Although everything is subject to change in the First World War Campaigns series, the current design philosophy is to allow a maximum physical stacking limit in

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38 The documented historical length of road required for road marching were:
- Cavalry Division: 9 1/2 km
- Infantry Division: 13 km
both road and non-road stacking so that the user can voluntarily decide whether to spread out his forces out of prudence to allow for more flexibility, or tightly pack the units in for less flexibility, more vulnerability, but a smaller force footprint. It is felt that this design decision is the lesser of two evils because it allows a minimal of frustration to the player since he can choose what to do, rather than forcing the typical limits onto him. This decision also makes scenario design much easier since reinforcements can arrive at the map edge in a more condensed manner, rather than one big stack of units, or many complicated arrivals spread over numerous turns.  

**Night operations**

Night operations were extremely difficult during the First World War, mainly because there was no form of hand held radio yet invented, so communication and coordination at night had to be done very ineffectively with things like whistles and flares. Actual wireless radios of the First World War were known as "wireless telegraphs" or "radiotelegraphs", and were large, primitive, fixed stations where the transmission tower either had to be constructed or already in place. Wireless telegraphs provided brief text based communication and were usually employed at army, corps, division and brigade headquarters. Text messaging on a modern cell phone could be considered a form of radiotelegraphy so, needless to say, even though the radiotelegraph was a

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39 Of course the road stacking limit decision was not made lightly and both choices have pro and con aspects to them, neither is perfect. If one day the pros and cons of the 1300 road stacking limit outweigh that of the current 2600 road stacking limit (i.e. because time tested game play has proven that it would make campaigns play out more historically), then the stacking limit may change in the First World War Campaigns series and existing titles would be painstakingly retrofitted with new road stacking levels. In other words, there should be some confidence that these decisions are taken very seriously and weight heavily on the designer.

40 Wireless telegraphs of the period were utilized at the strategic level of almost every army in Europe at the time. The Russian army of 1914 extensively used wireless telegraphs during the 1914 campaign in East Prussia. The Germans intercepted these strategic transmissions which, to the German's delight, were broadcasted in the clear, and were able to anticipate Russian movements and determine unit locations.
technological advancement for the day, strategic level orders were slow to transmit, receive, and disseminate.

During the First World War, units lacked tactical man portable wireless radios. This lack of portable wireless radios meant that company and platoon level units could not effectively communicate “on demand” with their sister companies or battalion HQ. This meant that tactical level command and control was extremely difficult at best and completely nonexistent at worst.\(^{41}\) Anyone with military experience knows that tactical level command and control is absolutely necessary during night operations, and even with the aid of night vision equipment, night operations can be a difficult and clumsy affair. In a period where effective command and control at the tactical level was nonexistent, “efficient” night movement and night combat operations was practically impossible. Night operations had not yet matured, and effective night movement was limited to following roads and rail lines in column formation.\(^{42}\) This translates into game play that, unless you are moving strategically in Rail Mode or in Travel Mode along roads, your units will likely become disrupted any time they move during a night turn, unless they are high quality units.\(^{43}\)

Several realistic situations and tendencies occur because of this rule. The first is to make it more obvious that, unless you absolutely need to move your units, you should be resting them during night turns. Doing so is not only a good decision to prevent disruptions from tactical movement, but it also keeps units from gaining more fatigue.

\(^{41}\) It was not until World War II that modern wireless radios were introduced, thereby rectifying the tactical level command and control difficulties.

\(^{42}\) During darkness, it is much easier to follow in a file, one behind the other, in a column formation, along a known road, that it would be to move tactically or in a column across open terrain.

\(^{43}\) In other words, if you are not utilizing the road movement rate of the unit then the unit will disrupt when it moves during night turns. See the User Manual for more information about movement and night operations.
during night turns. If you do need to move your units then you should only be moving them strategically to break contact, put more distance between you and a pursuer, or to move units up to the front line from rear areas, or for emergency movements, or to conduct an assault before an enemy position can be reinforced. You can also choose to drive the advance forward along roads, but doing so is quite a risky proposition. The second tendency that occurs is that, during night operations, it is often wise to cover road junctions to protect against a forced night advance by the enemy. If you are conducting a rearward night march, then it can be more effective to temporarily leave some units along major roads to act as a rear guard to stop any night pursuits. Cavalry work particularly well in this regard role, and you can recall any units used as rear guards on the morning turn.
Rail capacity in Serbia ‘14 is generally very low, or nonexistent, depending on the campaign. In the summer 1914 campaigns, Serbia is allowed to transport about 1/2 of the division by rail, representing its own inherent rolling stock located within the country. By late 1914, Serbian rail capacity declines to an absolute minimal amount.

The Austro-Hungarians have no starting rail capacity in 1914 because all of their rail capacity was completely tied up in mobilization and logistics operations to the point that no spontaneous and unplanned rail movement was possible. Any positive rail capacity given to the Austro-Hungarian side during the campaign is used to represent narrow gauge rail operations.
In the 1915 campaign, the Serbians begin the campaign with moderate rail capacity to allow them to make some initial historic rail movements between their northern and eastern fronts. Later in the campaign this capacity is reduced to a minimal level, to represent the changing state of the campaign where locomotives were either sabotaged, or dispersed.

**Rail movement speed**

A word must be mentioned about rail movement speed (Rail Allowance). Looking at the rail movement speed, it seems like a rail movement of 40 km per two hour turn would be far too slow, especially considering that locomotives of the day could achieve 90 to 100 km/h top hauling speeds. However, it is important to stress that rail movement speed does not represent the actual speed of the trains and how far they travel in a two hour span of time, it represents the overall amount of time that it would take to make the entire trip. Essentially the train's actual top speed is irrelevant for gameplay purposes, because you have to account for intangibles that are not simulated such as local weather delays, frequency of hills and steep curves along the route, severity and frequency of gradient changes, all of which will force the train to slow down, as well as cross traffic (such as military supply columns and civilians moving perpendicular to rail lines), and other rail traffic which often required trains to stop and wait until the track section ahead was clear.
Artillery setup parameter

In First World War Campaigns, especially in the early years of the war, the artillery setup parameter is set to an intentionally low probability. This was done because setting up guns for indirect fire, getting the ammo in place and establishing communication with their HQ could become an extremely time consuming process in a period before portable radios. The position of the guns had to be determined by terrain association and map reading, and this position had to be relayed to the HQ and, in many cases, wire had to be run between the artillery unit and the HQ for the use of field phones if the situation permitted. If field phones were not used, such as in the case of a period of high mobility, then someone had to physically travel from the higher HQ’s position to the artillery unit’s position (or vice versa) in order to establish a communication link, and thus had to travel between the two to relay messages. It was not the most effective system to say the least, and the only way to model this is to have varying degrees of probability for setting up indirect fire artillery. It may take only several turns to setup an artillery unit or it may take several turns, so you should choose the location wisely.

Multiplayer

As with every other game in existence, Serbia ’14 is definitely more enjoyable when played against a human opponent. In the First World War, and especially during the early period of 1914, army commanders seldom cooperated with each other in the optimal sense, and often had conflicts of interest, rivalries, or competing ambitions. This facet more than once influenced how the two sides advanced and, at various points of the campaign, directly influenced the front line situation. With enough users available, Serbia

44 See the User Manual for more information about the artillery setup rule.
'14 becomes more historical when there are multiple players per side, particularly for the Central Powers. While this can be accomplished either through PBEM or through TCP/IP, I will concentrate on PBEM here because this method is usually the most practical.45

The most enjoyable situation is a balance of having the most players involved, without detracting from the length of the turn from the time it takes to email it to the participants in the chain. This problem does not exist in TCP/IP games since the general rule is that the more players involved, the faster the turn will be. In PBEM team games, depending on the size of the campaign, having from two to three, and three or four players per side provides the most exciting results.

45 PBEM team based play is accomplished by forming a chain of players that mail the turn to each other, with the last player on that side ending the turn and emailing it to the other side where the process is then repeated.
Conclusion

I hope you enjoy playing this game as much as I have enjoyed creating it. I can only hope that the years of toil spent will help inspire further reading and study, and revitalize interest in the history of the First World War. This work is my feeble attempt to contribute to the memory of the First World War, and to honor the millions that gave their lives during this conflict. Perhaps it is not until you play a game in the First World War Campaigns series that you realize the full awe inspiring scope of the conflict, and the tragic loss of humanity.

Courage Conquers!
27 March 2020

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Further Gaming

If you enjoy this game, then try these other First World War titles that I have had the pleasure to research and develop:

First World War Campaigns: France '14
First World War Campaigns: East Prussia '14
Squad Battles: First World War
Scenario Notes

Getting Started: Delaying Action at Loznica

This scenario is part of the 1st invasion campaign's starting situation except that it begins at the moment that 36.ID has built its bridge across the Drina. Because of this delay, the units within 36.ID have had time to rest and recover fatigue from their campaign starting amounts.
Historically the Austro-Hungarians were defeated by the end of the 19th, which is when Frank decided to withdraw the 5. Armee back across the Drina. However, this campaign extends an extra five days beyond the historical end date. This is necessary because it allows the possibility where the Austro-Hungarians are doing better than was historically the case, and this prevents the campaign from being tied directly to the historical defeat date and keeps it from feeling like it is completely "on rails". The idea is that if the Austro-Hungarians end up in a historically bad situation then the scenario will end early from an early termination defeat, so the early termination will handle the historical ending condition.

The Austro-Hungarian 5. Armee begins the campaign with moderate fatigue because it had forced march into position. Historically General Liborious Ritter von Frank, the 5. Armee's commander, suggested to FZM Oskar Potiorek, the commander of all forces in the Balkans, to delay the attack by 48 hours to give his troops time to rest and reform. This request was denied because the desire was to launch the attack before the scheduled withdrawal of 2. Armee to Galicia, because FZM Potiorek wanted to utilize the 2. Armee in support of the invasion. Note that the high fatigue was one contributor to why the Austro-Hungarian Army advanced so slowly after crossing the Drina as it attempted to recover and reorganize before pushing to Valjevo.

The Austro-Hungarian 21. LandwehrInfanterieDivision begins the scenario exhausted. Historically, in a whirlwind of activity, the division just completed a four day long rail journey from Prague. Their mobilization rail movement was delayed 20 hours due to three different railroad collisions. When they finally arrived, they were ordered to catch up to the 5. Armee and had to carry out two days of forced marches to reach the front. GdI
Frank requested a postponement of the attack so that 21.LID could rest, but this was denied by FZM Potiorek under the grounds that resistance was expected to be light. GdI Frank was instructed to avoid committing the division to heavy action for some days. The actual result was that 21.LID was consistently pushed onwards to keep up with the advance and was not given sufficient time to recover. It was an ominous beginning of a campaign that would later spell disaster for the division on Mount Cer.

All Austro-Hungarian 5.Armei forces being the scenario with Low Ammo status in order to represent 5.Armei's supply situation which was in near complete disarray due to their rushed advance.

The Serbian Timok II Div arrives with its infantry battalions at 50% strength due to historical documents mentioning that 1/2 of half of the division's soldiers were out of formation, in the process of being rearmed with new Russian rifles. For this same reason, Timok II Div's infantry battalions also begin with Low Ammo status.

Historically the Austro-Hungarian 7.InfDiv attacked Zigeuner ("Gypsie") Island, just west of Beograd (in the Sava River) on the 16th. The intent was a diversion, and it was included here. The Austro-Hungarian commander can choose to ignore this attack entirely (to avoid the possibility of losing more VP from losses than you gain from the objectives, or to move the 7.ID elsewhere) or expand the diversion and attempt to create a bridgehead near Beograd (which is rationalized that it could have been utilized post campaign to capture Beograd, if reinforced, or at least would have diverted more Serbian reserves).

Why is there such a large gap in the Victory Points for the Draw condition? This is due to the historical result of the campaign. If the Serbs allow the Austro-Hungarians a significant foothold in Serbia by the end of this campaign (ie. they do not eject the Austro-Hungarians as was historically the case), then it would have been considered a Draw result, because the Austro-Hungarians could have used their established bridgehead as a more effective starting position to launch the 2nd invasion. So basically, if the Austro-Hungarians are not historically pushed back in a significant way by a Serbian counter attack, then the VP levels ensure that the result will likely be a Draw. (This campaign can be thought of as two distinct phases: the Austro-Hungarian advance into Serbia, and then the Serbian counter offensive where the Austro-Hungarians will mostly be on the defensive, trying to hold their ground by the end.)

This campaign works well as a TCP/IP team based game of four (Allied) versus five (Central Powers). The Allied players should consist of #1 [Overall commander (Putnik) & Reserves], #2 [1. Army], #3 [2. Army], #4 [3. Army]. The Central Powers players should consist of #1 [Overall commander (Potiorek) & 6.Armee (it has a small number of units that arrive later)], #2 [5.Armee commander (Frank) & all 5.Armee units not controlled by other commanders)], #3 [XIII.Korps], #4 [VIII.Korps], #5 [2.Armee (which is partially used and has delayed releases during the campaign)].
A PBEM team based game could consist of two (Allied) versus two (Central Powers), with Allied players consisting of 1# [1. Army & 2. Army], #2 [3. Army and Reserves]. An additional Allied player could take command of 1. Army or 2. Army from player #1. The Central Powers should consist of #1 [5. Armee], #2 [2. Armee & 6. Armee (it has a small number of units that arrive later)]. An additional Central Powers player could split 5. Armee with player #1. On the Central Powers side the overall commander MUST be the player commanding 6. Armee.
This scenario differs from the 1st Invasion campaign in that it only covers the critical moment of the battle. Essentially Frank's 5. Armee was stopped at the end of the 19th, and he began to withdraw back across the Drina, signaling the end of the campaign. This scenario does not cover the withdrawal, or hypothetical capture of Valjevo, instead it assumes that the result by the end of the scenario would decide the rest of the campaign (the campaign scenario continues for another five more days after the end of this scenario). If the Austro-Hungarians had won this critical battle, then they probably would have continued on to Valjevo, or at least would have held and established a solid bridgehead to launch a future offensive from. However if they are defeated by the end of this critical battle, then it is assumed that they would withdraw as was historically the case. For these reasons, the primary objective at Valjevo and a few other minor objectives are altered or omitted.

The Austro-Hungarian 21. LandwehrInfDiv starts the scenario in disarray because it had blundered into the enemy the night before, having forced march that night to keep up with 9. InfanterieDiv's advance to their south. Historically the division split up into two parts with a strong right wing advancing along the top of the ridge of Mount Cer; it reached the Trojanov Fortress ruins and during the night of the 15th. The right wing also spread out along the ridge and advanced through the forest attempting to push as far forward as possible. This right wing was struck by the Serbian Combined Division and then fled. The division's left wing was weak, containing only a single infantry regiment, with most of the division's artillery following this wing north of Mount Cer. The left wing reached as far as Culjkovic where it too was hit by the Combined Division as they bumped into each other during the night. The left wing fled as well, with the artillery退rettocing all the way back to Prnjavor. The division attempted to gather itself and counter attack on the 16th, but the damage had been done and Frank's left flank was
severely compromised, exposing a gap between both 2.Armee and 5.Armee, and forcing 2.Armee to commit more forces to help protect 5.Armee's weakened flank.

Historically the Serbian Combined Division had just finished a forced march and immediately counter attacked at Mount Cer, where the Austro-Hungarian 21.LandwehrInfDiv was in disarray (see above). It is imperative that the Serbian Combined Division counter attack at Mount Cer immediately, even though this division is exhausted, if there is any hope of taking advantage of the Austro-Hungarian 21.LandwehrInfDiv's disorganized state. Keep in mind that the Austro-Hungarians opposite of the Combined Division are just as exhausted. The Serbians are encouraged to conduct their historical counter attack immediately, and at all costs, while brining up Morava II Div to Tekeris to engage the Austro-Hungarian 9.InfanterieDiv. The Serbians should also keep an eye on the Austro-Hungarian 29.InfanterieDiv and should engage it with the Sumadija I Div to tie it down. If the Serbs can take the summit of Mount Cer, then this will flank the Austro-Hungarian 9.InfanterieDiv to the south to be hit from two directions (east and north), which will seriously compromise 5.Armee's advance in the Jadar Valley, causing the entire advance to break down.

The Serbian Timok II Div is omitted in this scenario since it played no part in the battle. Historically this division was located at Lazarevac when this scenario begins, and in the final moments of the scenario moved to Ub to be a strategic reserve. If it was available in this scenario then the Serbian player would no doubt send it towards the front, knowing the full situation (historically the Serbians were unsure whether or not the rest of the 2.Armee would join in on the offensive).
As the Serbians, pay attention to the on map labels. Austro-Hungarian forces will begin arriving from the south on the morning of the 18th!

The Austro-Hungarian 21.LandwehrInfDiv starts the scenario in disarray because it had blundered into the enemy the night before, having forced march that night to keep up with 9.InfanterieDiv's advance to their south. Historically the division split up into two parts with a strong right wing advancing along the top of the ridge of Mount Cer; it reached the Trojanov Fortress ruins and during the night of the 15th. The right wing also spread out along the ridge and advanced through the forest attempting to push as far forward as possible. This right wing was struck by the Serbian Combined Division and then fled. The division's left wing was weak, containing only a single infantry regiment, with most of the division's artillery following this wing north of Mount Cer. The left wing reached as far as Culjkovic where it too was hit by the Combined Division as they bumped into each other during the night. The left wing fled as well, with the artillery retreating all the way back to Prnjavor. The division attempted to gather itself and counter attack on the 16th, but the damage had been done and Frank's left flank was severely compromised, exposing a gap between both 2.Armee and 5.Armee, and forcing 2.Armee to commit more forces to help protect 5.Armee's weakened flank.

Historically the Serbian Combined Division had just finished a forced march and immediately counter attacked at Mount Cer, where the Austro-Hungarian 21.LandwehrInfDiv was in disarray (see above). It is imperative that the Serbian Combined Division's counter attack at Mount Cer immediately, even though this division is exhausted, if there is any hope of taking advantage of the Austro-Hungarian 21.LandwehrInfDiv's disorganized state. Keep in mind that the Austro-Hungarians opposite of the Combined Division are just as exhausted. The Serbians are encouraged to
conduct their historical counter attack immediately, and at all costs, while bringing up Morava II Div to Tekeris to engage the Austro-Hungarian 9.InfanterieDiv. The Serbians should also keep an eye on the Austro-Hungarian 29.InfanterieDiv and should engage it with the Sumadija I Div to tie it down. If the Serbs can take the summit of Mount Cer, then this will flank the Austro-Hungarian 9.InfanterieDiv to the south to be hit from two directions (east and north), which will seriously compromise 5.Armee's advance in the Jadjar Valley, causing the entire advance to break down.

This scenario ends around the time that the Austro-Hungarian 9.ID retreated back to the mouth of the Lesnica Valley, which is when the entire front collapsed.

After careful consideration, the conflict in the Zavlaka area was included here because it affected the battle at Mount Cer. The Austro-Hungarian 36.ID was tasked with taking Zavlaka, but increasingly had to devote resources to help the besieged 9.ID in the Lesnica Valley. This in turn hindered the Serbians from applying full pressure on the 9.ID from all sides. The original idea was to have the scenario on a tiny map that only covered Mount Cer, but the idea is that if the Zavlaka area was not included then the Serbians would be a-historically free to concentrate their full attention on the 9.ID with every unit available.

Historically the Serbian Timok I Division arrived in sector from the east of Tekeris on the morning of 19 August. It would have arrived on the eastern map edge in the last few turns of this scenario so it was removed because there is not enough time remaining in the scenario for it to play an active part.

Note that historically when this scenario ends the Austro-Hungarians were in control of Zavlaka and intended to advance further southeast. It wasn't until the 9.ID broke that the XIII.Korps began withdrawing to the Drina.
1914_0821_01: A Matter of Honor

This scenario covers the attempt by the Austro-Hungarian Army to hold onto Sabac after the defeat of the 5.Armee.

The Serbians should at least try to take all other objectives besides Sabac itself, otherwise they will have no chance for victory. They should certainly try to capture Sabac too, which will be difficult, but should also try to gain points by destroying Austro-Hungarian units by trapping them against the Sava, or forcing them to contract into Sabac where they cannot retreat from assaults due to overstacking.

Even though the Austro-Hungarians outnumber the Serbians in this scenario, the Austro-Hungarians are in a terrible supply situation.

Historically the Austro-Hungarian 29.ID and IV.Korps did retreat back across the Sava and abandoned Sabac throughout the 24th (beginning in the early morning), but only after serious resistance. Ironically, it was the counter attack by the exhausted IV.Korps that hastened the inevitable withdrawal as it quickly became apparent that the bridgehead was getting overcrowded with exhausted formations, thus paradoxically making it too risky to hold.

This scenario continues throughout the 24th to allow for the battle to be drawn to a full conclusion, and to better risk destruction of Austro-Hungarian units due to an overcrowded bridgehead.


1914_0828_01: The Bandits of Montenegro

This scenario in an abstraction; it represents a light border skirmish between the Montenegrin and Serbian forces which was typical of the period between the 1st and 2nd Austro-Hungarian invasion of Serbia.

The Montenegrins arrive scattered which represents them arriving in disarray at the battlefield, as was often the case.
This scenario uses the limited objectives feature. The objectives north of the Sava (in the region known historically as Syrmia). The objectives there will expire after so many turns and will be removed from the map. When this happens their ownership and points will be applied permanently in the state when they expired (in other words, whoever owns the objective at the time of expiration will permanently awarded the Victory Points). This means that the Serbians must act in a timely manner to take these objectives, and the Austro-Hungarians must do their best to delay and deny their capture. Once the objectives are removed, neither side has any reason to fight over the area and this is represented by the historical fact that strategic emphasis changed as the campaign progressed. Historically, when the objectives expire the Serbians began immediately withdrawal of Syrmia, to hastily move those units to reinforce the battle that was now ranging in the Macva Peninsula.

The successful capture of many of the Syrmian objectives (those north of the Sava) by Serbian forces would have represented a successful fulfillment of their obligation to Russia to apply offensive pressure on Austro-Hungary. The possible points gained from this offensive helps negate any Austro-Hungarian gains at the end of the scenario, thereby requiring the Austro-Hungarians to take more objectives for a victory. In essence, it is a high stakes game where the Serbians must take some risks (the exact risk level is up to the Serbian commander) in order to put more pressure on the Austro-Hungarians to have to accomplish more at the end of the campaign. As mentioned, the number of Syrmian objectives the Serbian commander wishes to push for is up to him, but bear in mind that historically the Serbians recognized that they had to quickly move to reinforce the 3rd Army, so it is a careful economy of force type dilemma. That said, it is imperative that the Serbians try to take as many objectives in Syrmia as possible, given that the scenario begins in a draw situation. If the Serbians ignore Syrmia, then the best result they can
realistically hope to obtain at the end of the campaign is a draw (which is unlikely given that they would be expected to hold all their starting objectives east of the Drina by the end of the Austro-Hungarian offensive!).

The Serbian Timok I Division's starting disposition must be explained. Basically, the division was assigned to cross the Sava on the left front of the attack into Syrmia after a long approach march to the river from the Bogaric area. Unfortunately the already fatigued division's crossing was opposed by one of the better Austro-Hungarian divisions in the area: the 29.InfanterieDiv who stayed behind when the k.u.k. 2.Arme left for Galicia. Half of the Timok I Division crossed the Sava by small rafts during the evening and night of September 5th on a one way trip, expecting a pontoon bridge to be built behind them during the day. During the day the Timok bridging engineers continued building their bridge only to discover that they did not have enough bridging materials available to finish it properly (the bridge extended to about 50 meters short of the far bank when it was "completed"). The Serbian 13. and 15. Infantry Regiments attacked as they were told, running into the entire Austro-Hungarian Infanterieregiment Nr.74 who was, in its entirety, attending Sunday church services in Sascini (hence their strange starting deployment). IR.74 sprang into action and checked the Serbian advance, while the rest of the 29.InfanterieDiv converged. For the rest of September 6th and part of the 7th a battle was fought as the 29.InfanterieDiv strangled the Serbian 13. and 15. Infantry Regiments out of existence, with their backs to the Sava and very limited supplies able to reach them from the partially complete pontoon bridge. In the end Serbian soldiers either surrendered or tried to swim across the Sava, drowning as they attempted to reach the unfinished bridge that was now under fire from Austro-Hungarian forces. The commander of the Timok I Division was relieved of duties in disgrace (and even imprisoned) following the action, due to it being determined that his failure in command effectively caused half of the division to be destroyed. For the Serbian Army who did not have the resources of the Austro-Hungarian Empire, the loss of two full regiments of I Ban infantry was a catastrophe of epic proportions. The Austro-Hungarian Army celebrated the event as "the destruction of the Timok Division at Sascini".

To simulate the Timok I Division's partially complete pontoon bridge and their scramble to find material to complete the bridge, the Timok I Division's pontoon unit will arrive with a bridge built (NORTH into hex 79,39) on turn 10. This simulates that if the Serbs manage to hold out longer than was historical, then the engineers would complete the bridge enough to possibly allow some Serbian forces to escape.

As the Serbian commander, it is possible to save the cut off 13. and 15. Infantry Regiments (henceforth referred to as the Jarak crossing). You can either proceed with a ferry and boat crossing of the rest of the division at Mitrowitz with the goal of supporting the units at the Jarak crossing. However this is an "all-in" choice that may risk the destruction of the whole division, or it may allow the division to solidify for a better chance of extracting it via boats, ferry, and completed pontoon bridge. Another alternative is to not risk the Mitrowitz crossing at all and cut your losses, but to hold at the Jarak crossing until the pontoon bridge is fully completed (which is rationalized to represent the bridging unit acquiring more materials from the nearby forest). And finally,
you could choose to continue the attack at both crossings with the goal of linking up with the rest of the Serbian 2. Army attacking in Syrmia to the east.

The Danube II Div arrived late for the attack on Symia (8 September). By this time the Austro-Hungarians had started their own second offensive across the Drina and historically the Danube II Div was diverted immediately south towards Pecka and transferred to 3. Army to help hold back the advance of the k.u.k. 6. Armee. The Danube II Div arrives in the location when it was diverted south so that the Serbian commander can either choose to do this historical move, or add it to the Syrmian offensive for greater momentum.

The k.u.k. 21. Landwehr InfanterieDiv was in a special situation following the 1st Invasion of Serbia. This is the same division that in August was routed off of Mount Cer and nearly destroyed. In the period between the 1st and 2nd invasions, this division was prioritized for replacements and swelled in strength from an estimated 40% to 80% strength and recovered much of its losses. However one thing that could not be easily replaced was professional leadership which was instead replaced with reservists and landsturm cadre at this time. To represent this, during the 2nd invasion the division's brigade HQs are -1 level in quality.

The Austro-Hungarian k.u. 109. LstIBrig. (6. Armee) is withdrawn on September 16th (random probability, so the withdrawal may get delayed). This withdrawal represents the historical pressure being placed upon the Austro-Hungarians in Bosnia. By that time the Serbians had invaded Bosnia and were advancing on Srebrenica, so the Austro-Hungarians pulled this brigade back to protect the right rear flank of 6. Armee. This is also why the k.u. 109. LstIBrig's starting area is closed off with impassible hexes - in order to prevent the Serbian commander from doing something gamey and advancing into the rear of 6. Armee after this brigade withdraws (historically the brigade would have been able to react to any Serbian advance in the area).

Note that historically the Austro-Hungarian second invasion was planned to begin with an advance by the 5. Armee on September 7th, but for technical and logistical reasons Potiorek delayed this until September 8th (which is when 6. Armee was scheduled to advance), so in this scenario both armies are fixed until September 8th. The Serbians are advised to use this delay to their advantage by taking what they can in Syrmia before considering a redeployment of their 1. Army to counter the Austro-Hungarian offensive.

As the Serbians, take precaution to protect your pontoon bridges from Austro-Hungarian river monitors. The way you protect the bridges is by leaving your field artillery in key positions along the Sava River, so that the monitors will have to run the gauntlet to get to the bridges, either severely damaging or destroying the ships as they pass, which will be very expensive in Victory Points for the Austro-Hungarians (one of the heavier monitors can be worth from 30 to 40 Victory Points each). Note that the monitors can crash through and destroy pontoon bridges, but they have to be adjacent and have to have full movement allowance available. One effective way that bridges can be protected is by
placing field artillery in the hex adjacent to the pontoon bridge so that it is able to mass
fire on the monitors as they stop to prepare for ramming the pontoon bridge. If your
pontoon bridges are destroyed, then you can either choose to bring up other bridge units
to build more, or strictly use full hex ferry crossings, or engineers with boats (although
your supply situation north of the Sava River will suffer significantly if no pontoon
bridges are available). Also, although the Serbians may not be able to sink any or all of
the Austro-Hungarian monitors, the monitors are valuable and damaging them can still
yield a high level of Victory Points.

The Austro-Hungarian 5.Armee (Macva Peninsula sector) should be completely
methodical in their Drina crossings - this is an attritional fight! Their first goal is very
limited: to gain a foothold across the Drina, and then solidify it, constantly looking to
expand out slowly, where they can, but never pushing so hard that they exhaust
themselves, or else they risk a collapse of the bridgehead. Primarily their objective should
be to survive. Even if the 5.Armee doesn't advance far, its bridgehead and presence will
force the Serbians to tie down equal amounts of forces against them, which means those
forces cannot be sent to fight the 6.Armee to the south.

The Austro-Hungarian 42.Honvéd InfanterieDiv moved south immediately and crossed
the Drina near Batar. Consider this option as it will spread out the Serbians, but it will
also spread out Austro-Hungarian forces as well. Another advantage of this move is that
the Serbs do not expect it, and the Serbian division opposite of this area (Drina II Div) is
not released until the 11th, allowing the Austro-Hungarian forces to establish a safe and
secure bridgehead before making contact with this division at the time of their choosing.
If you decide to cross the Drina near Batar, the Austro-Hungarians are advised not to
move forward towards the Sor-Kozjak until the 42.HID is completely established,
because line of sight will cause the Drina II Div to release immediately!

The Austro-Hungarian 36.InfanterieDiv at first moved to cross the Drina opposite of
Badovinci and Klenje. It suffered losses, and then withdrew, then moved south and
crossed again in front of Prujavor, which again met heavy resistance again and stalled. If
the XIII.Korps moves south, then the Austro-Hungarian commander can decide from
several options. Additionally, attacking across the Drina and withdrawing, to rest and
attack somewhere else later does have a benefit of keeping the Serbians guessing. An
unaccounted division is a threat to them. Attacking in several places along the Drina
prevents the Serbs from being able to concentrate, and spreads their attention to several
bridgeheads rather than just one or two. There is also a benefit of delaying the
XIII.Korps crossings for some days (historically this corps was slow in its crossings), as
this also keeps the Serbians guessing, and may tempt the Serbians to weaken the potential
crossing areas as they move to reinforce other places.

This campaign works well as a TCP/IP team based game of four (Allied) versus five
(Central Powers). The Allied players should consist of #1 [Overall commander (Putnik)
& Reserves], #2 [1. Army], #3 [2. Army], #4 [3. Army]. The Central Powers players
should consist of #1 [Overall commander (Potiorek) & 6.Armee commander & Reserves

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(note that having this player as both the overall commander and commander of the 6.Armee is intentional and required!), #2 [5.Armee commander (Frank) & 29.ID & Gruppe Lütgendorf & Donau-Flotille & 5.Armee units not controlled by other commanders], #3 [XV.Korps], #4 [XVI.Korps & Gruppe Gabriel], #5 [VIII.Korps & XIII.Korps].

A PBEM team based game could consist of three (Allied) versus three (Central Powers), with Allied players consisting of 1# [1. Army], #2 [2. Army], #3 [3. Army & Reserves]. If there are fewer Allied players then 2. Army should be given to one of the other two players. The Central Powers should consist of #1 [6.Armee], #2 [5.Armee], #3 [29.ID & Gruppe Lütgendorf & Donau-Flotille]. If there are fewer Central Powers players then player #3’s forces should be given to player #2. On the Central Powers side the overall commander MUST be the player commanding 6.Armee.
1914_0906_02: Obliged to Attack

The Danube II Division does not appear at the start of this scenario because it was historically moved immediately towards the south to assist the 3. Army.

The k.u. 104.LandsturmIBrig. does not arrive since the Mitrowitz area is not represented in this scenario (it is an impassible area).

The k.u. 107. LandsturmIBrig. has a possibility of appearing in the scenario, which is a-historical but could have been possible (and was considered).

The Serbian Timok I Division's starting disposition must be explained. Basically, the division was assigned to cross the Sava on the left front of the attack into Syrmia after a long approach march to the river from the Bogaric area. Unfortunately the already fatigued division's crossing was opposed by one of the better Austro-Hungarian divisions in the area: the 29.InfanterieDiv who stayed behind when the k.u.k. 2.Arme left for Galicia. Half of the Timok I Division crossed the Sava by small rafts during the evening and night of September 5th on a one way trip, expecting a pontoon bridge to be built behind them during the day. During the day the Timok bridging engineers continued building their bridge only to discover that they did not have enough bridging materials available to finish it properly (the bridge extended to about 50 meters short of the far bank when it was "completed"). The Serbian 13. and 15. Infantry Regiments attacked as they were told, running into the entire Austro-Hungarian Infanterieregiment Nr.74 who was, in its entirety, attending Sunday church services in Sascini (hence their strange starting deployment). IR.74 sprang into action and checked the Serbian advance, while the rest of the 29.InfanterieDiv converged. For the rest of September 6th and part of the 7th a battle was fought as the 29.InfanterieDiv strangled the Serbian 13. and 15. Infantry Regiments out of existence, with their backs to the Sava and very limited supplies able to reach them from the partially complete pontoon bridge. In the end Serbian soldiers either surrendered or tried to swim across the Sava, drowning as they attempted to reach the unfinished bridge that was now under fire from Austro-Hungarian forces. The commander of the Timok I Division was relieved of duties in disgrace (and even imprisoned) following the action, due to it being determined that his failure in command effectively caused half of the division to be destroyed. For the Serbian Army who did not have the resources of the Austro-Hungarian Empire, the loss of two full regiments of I Ban infantry was a catastrophe of epic proportions. The Austro-Hungarian Army celebrated the event as "the destruction of the Timok Division at Sasinci".

To simulate the Timok I Division's partially complete pontoon bridge and their scramble to find material to complete the bridge, the Timok I Division's pontoon unit will arrive with a bridge built (NORTH into hex 79,39) on turn 10. This simulates that if the Serbs manage to hold out longer than was historical, then the engineers would complete the bridge enough to possibly allow some Serbian forces to escape.
1914_0908_01: No Further Setbacks!

This scenario covers the 6.Armee sector of the 1914_0906_01s: Fighting Fire With Fire (2nd Invasion) scenario. Please see that scenario's notes for additional comments.

The Austro-Hungarian 29.InfanterieDiv arrives at Jarak with a pontoon bridge already constructed. The moment they arrive is when the bridge was historically completed, and the crossing of the Sava began.

The Austro-Hungarian 5.Armee (Macva Peninsula sector) should be completely methodical in their Drina crossings - this is an attritional fight! Their first goal is very limited: to gain a foothold across the Drina, and then solidify it, constantly looking to expand out slowly, where they can, but never pushing so hard that they exhaust themselves, or else they risk a collapse of the bridgehead. Primarily their objective should be to survive. Even if the 5.Armee doesn't advance far, its bridgehead and presence will force the Serbians to tie down equal amounts of forces against them, which means those forces cannot be sent to fight the 6.Armee to the south.

The Austro-Hungarian 42.Honvéd InfanterieDiv moved south immediately and crossed the Drina near Batar. Consider this option as it will spread out the Serbians, but it will also spread out Austro-Hungarian forces as well. Another advantage of this move is that the Serbs do not expect it, and the Serbian division opposite of this area (Drina II Div) is not released until the 11th, allowing the Austro-Hungarian forces to establish a safe and secure bridgehead before making contact with this division at the time of their choosing. If you decide to cross the Drina near Batar, the Austro-Hungarians are advised not to move forward towards the Sor-Kozjak until the 42.HID is completely established, because line of sight will cause the Drina II Div to release immediately!

The Austro-Hungarian 36.InfanterieDiv at first moved to cross the Drina opposite of Badovinci and Klenje. It suffered losses, and then withdrew, then moved south and crossed again in front of Prujavor, which again met heavy resistance again and stalled. If the XIII.Korps moves south, then the Austro-Hungarian commander can decide from several options. Additionally, attacking across the Drina and withdrawing, to rest and attack somewhere else later does have a benefit of keeping the Serbians guessing. An unaccounted division is a threat to them. Attacking in several places along the Drina prevents the Serbs from being able to concentrate, and spreads their attention to several bridgeheads rather than just one or two. There is also a benefit of delaying the XIII.Korps crossings for some days (historically this corps was slow in its crossings), as this also keeps the Serbians guessing, and may tempt the Serbians to weaken the potential crossing areas as they move to reinforce other places.
1914_0908_02: Force the Drina Until It Succeeds

This scenario covers the 5. Armee sector of the 1914_0908_01s: No Further Setbacks scenario. Please see that scenario's notes for additional comments.

The Serbian commander is advised to check the withdrawals in this scenario. All but one regiment of the Drina II Div will withdraw, as it historically moved to shore up the desperate defenses off map to the south. Historically the Serbs sent parts of the reserve Timok II Div to the area to replace the withdrawing Driva II Div, and sent the remainder of the Timok II Div units elsewhere, plugging the line. The Serbian commander can split the division up like this or keep it together, but if Timok II Div is split up into one or more detachments, then the Serbian commander has to make the tough decision on which force to send the HQ with for support.
Additional Serbian forces will arrive in the east, later in the scenario. These forces were sent from the Syrmia Offensive area, rushed south to counter the powerful Austro-Hungarian 6.Armee advance.
1914_0917_01: Gruppe Krauss Arrives

This scenario ends in the evening of September 22nd, which is roughly about the time that Krauss’ offensive had bogged down, and is when the Serbian Cavalry Division was withdrawn to screen the area between Sabac and Beograd. The battle would continue for another twelve days in a stalemate, but the decisive phase of the battle had ended.

There was initially some confusion on whether the Austro-Hungarian 71.IBrig. should be included (advancing from the Ravanje area in the west), but it seems that this brigade did not attack into the area until after September 25th, after this scenario ends.

An Austro-Hungarian exit hex exists on the west side of the map between Banovo Polje and Sovljak, which represents a successful attack into the rear of the Serbian defenses opposing Frank's 5.Arme. This is not the primary objective, but it exists to discourage a-historical Serbian behavior (like completely abandoning the area around Radenkovic). Any Austro-Hungarian advance into the rear of Serbian forces that were holding the Drina would have forced the Serbians to withdraw, and the exit hex represents this situation.

The distant objective at Sabac exists to prevent the Serbian commander from doing something completely a-historical, like neglecting the defenses along the Sava in order to heavily defend the center or west. The Austro-Hungarians had planned to strengthen the attack along the Sava to break out to the south, but the fighting to expand westwards (where success would allow for a southwards push) repeatedly bogged down and required frequent reinforcement. At one point the Serbians attempted a flanking attack from Metkovic with the Timok I Division, intent upon breaking through the Austro-Hungarian bridgehead and cutting it off, which further forced the Austro-Hungarians to divert additional forces to expand westwards for security. The point being that the Austro-Hungarians certainly wanted to capture Sabac, but the main reason the objective exists is to force the Serbian commander to conduct a more historical defense rather than concentrate around the central objectives. Essentially the Sabac objective is extra points.
This scenario ends on the 22nd of October, which is historically the moment that the Serbians began a full retreat to the Drina (on the night of 22-23 OCT).

The supply situation during the offensive into Bosnia was extremely poor, and this is represented by a drop in supply level on the 23rd (when both sides bogged down in the main conflict to the north). When using the Virtual Supply Trucks optional rule (recommended), then the ground conditions intentionally increase the reduction in supply level along supply routes as supply columns historically were bogged down on the muddy roads and trails.

The Serbian Srebrenica Detachment (aka. Col. Misic Brigade) composition is an assumption. The Mokragora Detachment's composition was known and it suddenly disappeared around this date so it is assumed that the Srebrenica Detachment was in fact the Mokragora Detachment that was renamed and repurposed (the Serbians frequently renamed detachments with the name of the commander or region in which they were assigned - needless to say this makes things very confusing).

The Montenegrins in this scenario will suffer from fixes and releases to their organizations because historically they had a conflict with the Serbian high command. The Serbians wanted to restrict Montenegrin activity in the region, because the Serbians felt that Sarajevo and Bosnia belonged to them, since they were bearing the brunt of the battle to the north. The Montenegrins were allowed to assist, but in a very limited manner. Basically the Montenegrin Army will become fixed relatively early, and will
randomly get released again. The random time it will take for them to get released represents the command conflict between the two sides, allowing for hypothetical variation depending on when the release actually occurs.

The Austro-Hungarian "bh.GrenzshutzKp" units are an abstraction to represent the historical Bosnian volunteer units that patrolled the area to combat the Chetnik units, and also helped hinder the Serbian advance. These units were made up of highly motivated volunteers and in some case, gendarme units. The exact composition and location of these units are unknown, but official Austro-Hungarian history does state that these forces were in the region and GM Snjaric, an expert in local area, was sent to provide unified leadership over such forces in the area in order to effectively coordinate them with army movements. In this scenario, these irregular units were created at company strength and although not as powerful as the Chetnik units, they are more numerous and can still pose a significant threat and are immune to Fragile Morale effects.

Although the scenario is long, it uses the Early Termination feature so the intent is that it should rarely play until the end unless it is close. Either the Serbians will take Sarajevo and win immediately, or take Vlasenica along with an abundance of other objectives and win immediately (depending on the situation). If you are playing the scenario against another player and the Serbians get to a point where they realize neither can be taken, feel free to negotiate an ending to the scenario at any point before it ends.

A Serbian supply source exists in Vardiste and this represents a forward staging area where Serbian supply trains would arrived to support the offensive.
**1914_0919_01: Blood Mountain**

The scenario ends at the end of the 21st, at the end of the third day of battle, one day sooner than the end of the historical counteroffensive. It is assumed that the final day is essentially an inevitable conclusion, with the final result being more of the same depending on how the situation is at the end of the 21st. By cutting the scenario short by one day, it removes much of the final grind so that it concentrates on the culmination of the battle, rather than grinding on.

It is important to note that while this scenario begins with the Austro-Hungarian 6.Armee holding a small position across the Drina River, this was certainly not the furthest advance of the 6.Armee a week before. The 6.Armee actually advanced out to attack Krupanj, as well as the mountains: ZDRELA, MILETINA, DUGO, and was attacking MRAMOR and ROZANJ (see the map for the location of these places) thus seriously threatening a breakout on the left flank for the Serbian Army's main position just days before the start of this scenario. The Serbian counter attack by the 1.Army, withdrawn from Syrmia, forced the Austro-Hungarians back to cling tenaciously to a shallow bridgehead.

The Serbian Danube I and Danube II divisions had outran their artillery in their pursuit of the withdrawing Austro-Hungarian forces, and so their artillery units start far behind the front line. At the start of the Makov Kamen battle the guns were still moving up to the front line and did not arrive until the second day.

This battle was extremely costly to the Serbian Army which suffered numerous casualties trying to take back the JAGODNJA. Later they would come to regret such a costly counteroffensive.

As is historical, the Serbs are expected to make a methodical attack to take the objectives. Pace the attack; the Serbs should not rush forward immediately, but instead must carefully manage their fatigue, avoid creating huge stacks of battalions as much as possible, and rotate units out of the line when they become disrupted, higher fatigued, or low on ammo. With proper and careful management, the Serbs can take ground and avoid suffering massive losses.

Historically, both sides suffered comparable losses in this battle, so the victor is likely going to be determined by the side that can manage to attrition the other side at a greater rate in addition to possession of the major objectives.
1914_0923_01: The Grinder

This scenario represents a four day period of trench warfare that took place between the Austro-Hungarian 2nd and 3rd invasion. There were about two weeks of this kind of fighting during this "intermission". The fighting in this scenario makes it easy to see why the Serbs began withdrawing from the Macva Peninsula shortly after this scenario ends (they were slowly being ground up, in an attritional situation that favored the Austro-Hungarians).

The Serbian Danube I and Danube II Divisions both arrive on the first turn as reinforcements with their arrival scattered. These divisions have a scattered arrival because historically they retreated back from Mount Jagodnja during the night just after the Makov Kamen battle ended (#1914_0919_01_Makov_Kamen). Their retreat was in disorder as they were concerned that the Austro-Hungarian 6.Armee would mount a counter offensive, not knowing that they were too exhausted to do so. Since the exact position of each individual Serbian battalion is unknown, the idea is to have their positions determined at random to create a unique situation where the Serbian commander has to reorganize from. Note that following this retreat, these Serbian divisions quickly moved forward again (to the west) to occupy a line Kostajnik-Mijakovac-Sanac-Sv.Petar. Also, the two Serbian regiments that begin on the map in the aforementioned area were acting as a rear guard.

Historically the Serbian Cavalry Division was in the process of moving from the Macva Peninsula to the area east of Sabac (its starting location here) to screen along the Sava River. This scenario begins with the division already at its destination and fixed, because there is no incentive for the player to complete this historical movement given that the map area north of the Sava is impassible and contains no threats.
This scenario ends on the 22nd of October, which is historically the moment that the Serbians began a full retreat to the Drina (on the night of 22-23 OCT).

Historically this battle was a victory for the Austro-Hungarians, but the Serbians can try to delay the Austro-Hungarian counter offensive long enough for a victory, but this is challenging. A draw is the most likely the result, since both sides have an equally tough job to do: the Austro-Hungarians have to push the Serbians back and out of Ragatica, and the Serbians have to hang on to as much as possible, refusing to give ground in hopes to slow the Austro-Hungarian counter offensive.

Typically the Austro-Hungarians will not be able to reach Rocatica in time. Historically this town was voluntarily abandoned by the time this scenario ends, but the objective is present in case the Austro-Hungarians can achieve a breakthrough and to prevent the Serbians from doing something foolish, like completely vacating their center to defend other objectives.
This campaign is one of the few in history where an attacker achieved success to the point where total victory appeared to be just within grasp, only to suffer a complete reversal. The third invasion of Serbia is a case study on how a defending force can regain the momentum and why fatigue and supply management can decide a battle. Austro-Hungarian troops were successful yet they were continually pressed forward for that elusive 'one last push for a decisive victory'. Neither side was willing to let the other side rest in a vicious clash to the death. With their supplies falling and fatigue mounting, the Serbians were backed against the wall and yet somehow managed to regain the initiative after resting and gaining an influx of supply from the Allied Powers (from Salonika) at just the right moment. The Serbians were not only able to fight the victorious Austro-Hungarian Army to a standstill, they completely routed them from Serbian soil in a result that is difficult to fathom. The mighty Austro-Hungarian Empire was totally disgraced after the total reversal by "little Serbia" and FZM Potiorek was finally sacked after three failed invasions.

All told, at the end of three invasion attempts of 1914, the Austro-Hungarian Army suffered 273,805 casualties, while the Serbian Army suffered 165,557 casualties. The Austro-Hungarian Empire had nothing to show for the three campaigns other than lost resources and total humiliation, while Serbian morale swelled.

Unlike other campaigns, both sides are encouraged to study each other's disposition before beginning the campaign. After four months of fighting in Serbia, both sides were intimately familiar with each other's situation by the time the third invasion began. Studying the situation simulates the gathering of intel over the previous two invasions. You are encouraged to keep records on the starting strength of enemy
forces, as well as losses inflicted on them during the campaign, to help estimate enemy division level strengths. This is historical behavior.

This scenario uses the Limited Objectives feature quite extensively, because the campaign represents a fluid battle consisting of several distinct phases. **Pay careful attention to what turn the objectives will expire!** You can keep track of what turn each objective expires by accessing the top menu Info -> Objectives... which brings up the Objectives Dialog. In this dialog, to the right of the VP value of the objective you will see an L and a number if the objective will expire. L stands for Limited (Objective), so if the number is "L163" then it means that particular objective will expire at the end of that turn. You can also use the Objectives Dialog to keep track of which side had ownership when the Limited Objective expired.

Rail capacity increases on December 4th by +3 (from 0) for the Austro-Hungarian side. At that point the Austro-Hungarians were able to bring some trains into Serbia for use, originally to bring up much needed supplies across the Tammava railroad bridge (first sent by rail to Zemun, then across the Sava near Obrenovac, then south on narrow gauge rail).

Note that historically the Serbians captured over 40,000 Austro-Hungarian soldiers during the campaign. Every 10,000 men of Austro-Hungarian infantry strength translates into about 500 Victory Points, which comes out to .05 VPs per man. So, the normal Central Powers Major Defeat victory level of -750 is decreased by -2,000 (40,000 x .05) to accommodate for the expectation that the Serbians must inflict heavy casualties on the Austro-Hungarian Army to get a Major Victory.

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This campaign works well as a TCP/IP team based game of five (Allied) versus five (Central Powers). The Allied players should consist of #1 [Overall commander (Putnik) & Reserves], #2 [1. Army], #3 [2. Army], #4 [3. Army], #5 [Army Group Uzice & Montenegro]. If fewer Allied players are available, player #1 can control player #5’s forces The Central Powers players should consist of #1 [Overall commander (Potiorek) & 6.Armeie commander & Gruppe Snjaric & Reserves (note that having this player as both the overall commander and commander of the 6.Armeie is intentional and required!)], #2 [5.Armeie commander (Frank) & Gruppe Syrmien & Gruppe Banat & Donau-Flottille & 5.Armeie units not controlled by other commanders], #3 [Kombinierte Korps & VIII.Korps], #4 [XV.Korps], #5 [XIII.Korps & XVI.Korps].

1914_1106_02: Forward Unto Valjevo

**Given how the Victory Levels are setup, the Serbians MUST exit a large portion of their forces at the exit hexes in order to have a chance at winning the scenario.** This means that they are required to both defend the objectives to deny Victory Points to the Austro-Hungarians AND pull formations out of the front line to move to the exit objectives for Victory Points for the Serbians. This is a unique situation where they must protect and also gain Victory Points; if they do nothing but hold the objectives then the best they can hope for is a Draw (because they will only deny Victory Points to the enemy). This situation represents the fact that the Serbian Army was attempting to delay the Austro-Hungarian advance, and also was trying to extract and evacuate large parts of the army to cross the Kolubara and Ljig, in order to not be trapped against those rivers, to escape and establish a defensive line along them.

This scenario uses the Limited Objectives feature for Valjevo and Ub. The Ub objective expires at 0000 on November 15th (end of turn 71) and the Valjevo objective expires at 1200 on November 15th (end of turn 75), both of which are the approximate historical moment that the Serbians abandoned those positions and withdrew across the Kolubara River.

The Valjevo objective is considered bonus points and so it is NOT factored into the win condition. In other words, the Austro-Hungarians are not normally expected to take the Valjevo objective before it expires, given that historically the Serbians gave it up voluntarily. The intent is to have both sides fight hard for the objective since it is a bonus, which encourages the Austro-Hungarians to press hard for it, and the Serbians to fiercely defend it until it expires. In the likely event that the Austro-Hungarians have not taken the Valjevo objective before it expires, then they must shift their primary focus to attempt to prevent a large portion of the Serbian Army from escaping at the exit hexes, and try to take as many of the other objectives as possible. If the Austro-Hungarians do manage to take Valjevo before it expires, then the Serbians must try to exit even more units at the exit hexes, to cancel out the Valjevo objective points gained by the Austro-Hungarians.

Note that the Mionica and Planinica objectives do not expire because they were still held by the Serbians by the end of the scenario (actually the Serbian 1st Army was the last to withdraw and was still in that area when the scenario ends).
**1914_1114_01: "Zabogom!"**

**Given how the Victory Levels are setup, the Serbians MUST exit a large portion of their forces at the exit hexes in order to have a chance at winning the scenario.** This means that they are required to both defend the objectives to deny Victory Points to the Austro-Hungarians AND pull formations out of the front line to move to the exit objectives for Victory Points for the Serbians. This is a unique situation where they must protect and also gain Victory Points; if they do nothing but hold the objectives then the best they can hope for is a Draw (because they will only deny Victory Points to the enemy). This situation represents the fact that the Serbian Army was attempting to delay the Austro-Hungarian advance, and also was trying to extract and evacuate large parts of the army to cross the Kolubara and Ljig, in order to not be trapped against those rivers, to escape and establish a defensive line along them.

**Since there are so few turns in this scenario, the Serbians MUST begin the process of withdrawing forces towards the exits immediately, so that they don't run out of time.** The suggestion is to withdraw units in areas that aren't hard pressed, then follow this up later with further withdrawals as the entire line pulls back.

The Serbian Cavalry Division has an involuntary chance of withdrawing, beginning at 1000 on November 14th (turn 3). The Serbian commander is advised to immediately start to exit some or all of this division at the exit hex at 68,7 to gain some Victory Points before the division is involuntarily withdrawn, or you can remain in place with some or all of this division to help defend for as long as possible - your choice.

This scenario uses the Limited Objectives feature for Valjevo and Ub and several other objectives. The Ub objective expires at 0000 on November 15th (end of turn 7) and the Valjevo objective expires at 1200 on November 15th (end of turn 11), both of which are the approximate historical moment that the Serbians abandoned those positions and withdrew across the Kolubara River.

The Valjevo objective is considered bonus points and so it is NOT factored into the win condition. In other words, the Austro-Hungarians are not normally expected to take the Valjevo objective before it expires, given that historically the Serbians gave it up voluntarily. The intent is to have both sides fight hard for the objective since it is a bonus, which encourages the Austro-Hungarians to press hard for it, and the Serbians to fiercely defend it until it expires. In the likely event that the Austro-Hungarians have not taken the Valjevo objective before it expires, then they must shift their primary focus to attempt to prevent a large portion of the Serbian Army from escaping at the exit hexes, and try to take as many of the other objectives as possible. If the Austro-Hungarians do manage to take Valjevo before it expires, then the Serbians must try to exit even more units at the exit hexes, to cancel out the Valjevo objective points gained by the Austro-Hungarians.

The objectives on the Valjevo defense line will expire at 1400 on November 15th (end of turn 4).
Austro-Hungarian exit objectives exist at 66.28 and 68.30 to represent the possibility that if they can exit units in those areas during the time frame of this scenario, then they would have compromised the defensive line the Serbians intended to establish along the Kolubara and Ljig. These objectives also exist to allow for a threat if the Austro-Hungarians effectively swing around the eastern flank, and the Serbians choose to ignore them and decide to only hold the central objectives.

Note that the Mionica and Planinica objectives do not expire because they were still held by the Serbians by the end of the scenario (actually the Serbian 1st Army was the last to withdraw and was still in that area when the scenario ends).
It is important to note that the Austro-Hungarian 6.Arme (XV. and XVI.Korps) were supposed to get five days of rest, but the resistance in front of 5.Arme influenced Potiorek to cut rest short after just two days for XV.Korps and four days for XVI.Korps. 6.Arme was ordered forward to continue maintaining pressure on the nearly defeated Serbian Army.

It is popular to criticize Potiorek's judgment for his seemingly poor decision to press the attack on the Kolubara without fully resting his forces, but it is doubtful that spending time to rest would have helped much. Unbeknownst to the Austro-Hungarians, the Serbians were about to get a massive influx of supplies and material from Salonika, so the Austro-Hungarians really had a limited window to break the Serbian Army. Actually, it might be more reasonable to criticize the movements before the start of the Battle of Kolubara, as it directly contributed to the exhausted state of the Austro-Hungarian Army and its need to rest on the 17th. Any prolonged period of rest by the Austro-Hungarian Army perhaps would not have allowed it to defeat the Serbian Army in the long run, but could possibly have allowed it to repel the impending Serbian counter offensive, causing a stalemate to carry into 1915. In any case, the academic criticism is made with hindsight that Potiorek did not have.
1914_1117_02: The Fleeting Victory

This scenario covers the opening Austro-Hungarian offensive to breach the Kolubara and Ljig line. For the full Battle of Kolubara, see the #1914_1117_01_Kolubara scenario.
1914_1203_01: The Breaking Point

This scenario covers the final phase of the Battle of Kolubara, when the Serbians went on the counter offensive. For the full Battle of Kolubara, see the #1914_1117_01_Kolubara scenario.

On the Austro-Hungarian side, if its parent infantry battalion is less than 50% strength then its associated MGA unit has been removed. This was done to represent the terrible state of manpower that the Austro-Hungarians were in by the end of the campaign.

Note that historically this scenario could also be referred to as the Battle of Arandjelovac. Some historians recognize this point as the start of a new battle where the Austro-Hungarians won the Battle of Kolubara, but other historians consider this to be a continuation of a greater Battle of Kolubara. There is justification for both views, but the decision was made to represent it all as part of the Battle of Kolubara but divided into two phases, an initial Austro-Hungarian offensive and a Serbian offensive scenario.

It is interesting to note that at the start of this scenario, which marks the beginning of the Serbian counter offensive, the Austro-Hungarians were having a premature "victory parade" through the streets of Beograd (represented with 5.AOK and 8.LstEtBrig's starting situation).

Note that historically the Serbians captured over 40,000 Austro-Hungarian soldiers during the collapse of the Austro-Hungarian 6.Armee. Every 10,000 men of Austro-Hungarian infantry strength translates into about 500 Victory Points, which comes out to .05 VPs per man. So, the normal Central Powers Major Defeat victory level of 500 is decreased by -2,000 (40,000 x .05), to accommodate for the expectation that the Serbians must inflict heavy casualties on the Austro-Hungarian Army to get a Major Victory.
1914_1211_01: The Third Humiliation

On the 13th of December, AOK had received a message from Archduke Friedrich himself that stated "...to avoid a complete collapse of our defenses in the southern theater of war, it is essential that 5th Army avoid a defeat." On the one hand the Austro-Hungarians wanted to maintain control of Belgrade at the end of 1914 in order to save face, but on the other hand if it meant the destruction of the 5.Armee then Beograd was to be given up. This scenario attempts to emphasize these contradictory objectives by having a large objective in Beograd, and also an exit hex for 5.Armee to escape near Semlin. The best course of action for the Austro-Hungarian force is to delay the Serbians long enough to hold Beograd by the end of the scenario, while also exiting much of 5.Armee at the exit hex on the north side of the Sava River.

On the Austro-Hungarian side, if its parent infantry battalion is less than 50% strength then its associated MGA unit has been removed. This was done to represent the terrible state of manpower that the Austro-Hungarians were in by the end of the campaign.

The disorganized Austro-Hungarian XIII.Korps was in the process of withdrawing from its position on the west side of the Kolubara (Lajkovac-Skobalj area), where it was previously attached to the 6.Armee. The XIII.Korps was pulling back into the Beograd pocket to seek safety, and the Austro-Hungarian commander needs to reorganize and rest this force as quickly as possible so that it can be integrated into the perimeter's defenses.
**1915_1007_01: Serbia Must Die! (4th Invasion)**

Note that with Virtual Supply Trucks (VST) optional rule on (the default suggestion), it may take about a minute to load each turn due to the massive size of the map and the calculation of all the Local Supply values. If you find this calculation to be too long to endure then you can always turn the VST optional rule off, at the expense of losing a significant amount of historical accuracy since supply levels will be the same level across the map. Turning off the VST optional rule is not recommended, but should be done on slower computers which might take several minutes to load each turn.

This scenario ends on 24 November, 1915, which was the day that the Serbian Army decided to completely withdraw into Albania. The idea is that the campaign will either be won or lost by this point, because the Germans began a full withdrawal of their forces after this. In this campaign, it can be rationalized that if the Allied Powers are winning by 24 November then the Serbians probably would not have withdrawn, and would have continued fighting in Kosovo. If the Central Powers are winning by 24 November then the Serbians would initiate their historical withdrawal into Albania, and subsequent evacuation by sea.

Albania is an impassible area because the Principality of Albania had ceased to exist, with the exile of Prince William of Wied and the ongoing "peasant revolt". From 1914 to 1915, Albania was a failed state in chaos, with pro-Ottoman peasants overthrowing the government established by the European great powers. Albania was not a friendly place by the time of this campaign, as it was filled with tribesman hostile to Serbia, who would later harass the remnants of the Serbian Army as it withdrew to the Adriatic Sea. Making
Albania a playable area would mean simulating the Peasant Revolt in Albania, which is a vague conflict that would be difficult to replicate without months or years of research, and most importantly it would add too many additional forces to control, and would distract from the "main event".

The Serbian exit objectives into Greece represents an area where the Serbians wanted to escape to, linking up with the Anglo-French forces in Salonika, and preserving a large portion of their strength rather than risking it by crossing over the mountains into Albania. The southern exit hexes are where the Serbians can try to withdraw to (at least the southernmost formations), but if they cannot, then the Serbians can withdraw to their historical Prizren position which has a minimal supply source which exists to prevent isolation. Historically the Serbians were unable to link up with the Anglo-French forces advancing from Salonika who were attempting to divert Bulgarian pressure from the Serbians. After all hope was lost, the Serbian Army conducted a long and costly retreat across Albania to the coast. Once at the Albanian coast, the Serbian remnants where then evacuated by allied ships to Salonika where they continued to fight until the end of the war. It is rationalized that if Serbian forces make it to the exit area on the Greek border, then they have withdrawn to their ideal destination and so they are awarded Victory Points for withdrawing to that location.

Several formations are intentionally left off the map and not present in the south: the Serbian Podrim Detachment, Ochrid Detachment, and most of the Montenegrin 6th Pec Division. All of these forces were in or around Albania, containing the Albanian conflict and, in the case of the Serbians, occupying Tiranë in central Albania, to shore up Essad Pasha Toptani’s failing Republic of Central Albania which was allied to Serbia. If these forces were present on the map, then the allied commander would have no reason to keep them deployed along an impassible Albanian border, and would instead move them to join the battle on Serbia. The Serbian Prizren Detachment is included but is fixed until the late stages of the campaign. The Prizren Detachment was covering the roads into northern Albania at the time of the campaign, but as the Serbian Army withdrew towards Prizren, this detachment became actively involved.

For the duration of the campaign, **Central Powers units are forbidden from entering the Kingdom of Greece**, due to various pledges made by the Central Powers to keep Greece out of the war. Essentially Bulgaria pledged to maintain neutrality with Greece as long as its forces stayed neutral and out of the conflict, and the German Empire pledged that even though the allies forcefully landed in Greece, it would not treat advances from the area by France and Britain as a *casus belli* towards Greece. In 1915 the situation was extremely delicate in regards to Greece, so this rule exists to maintain some resemblance of historical accuracy to the flow of the campaign. **When playing head to head, you should kindly remind your opponent of this rule if it is ever violated (use the View > Area Boundaries to see national borders). When in violation, if they do not continuously withdraw until outside of the area then this rule causes the Central Powers to forfeit the game (you should warn them of the forfeit penalty when first reminding them about this rule).** Direct and indirect fire is allowed across the border with Greece, only Central Powers movement into Greece is forbidden. **Any allied units**
inside of Greece cannot be pursued (think of Greece as being similar to Laos and Cambodia during the Vietnam War).

The Serbian Timok Army, 2. Army and New Territories get released on 13 October, which is the historical date that Bulgaria declared war on Serbia (but they didn't actually invade until the next day). This one day early release allows the Serbians to either begin early movements or adjust their defenses and provides an early warning to the coming invasion from the east. Be advised that if the Serbians move forward and gain line of sight on Bulgarian units, then it will trigger an army level release of the Bulgarian Army - causing them to accelerate their offensive (see below).

At the start of the campaign, the Bulgarian Army is fixed until 14 October. Bulgaria declared war a day prior on the 13th, and invaded on the 14th (they were in the final stages of mobilization when the campaign began). If you are playing the Serbians, you should avoid moving into Bulgaria or towards the Bulgarian border, otherwise you will trigger an early release of Bulgarian forces! This would be a foolish mistake by the Serbians, since this would accelerate the Bulgarian attack (simulating either an early start to the offensive (in the case of early release on the 13th), or an earlier declaration of war (in the case of a release before the 13th). It is best if the Serbians do not risk this possibility at all -- the Serbian side should avoid moving units towards the Bulgarian border. Idle Serbian forces on the Bulgarian border would be better off preparing for the impending Bulgarian attack by fortifying key areas (remember that bunkers can be constructed by engineer units in 1915!). Note that the Serbians can use air recon on Bulgarians forces, and this will not affect Bulgarian releases.

This scenario uses the Limited Objectives feature quite extensively, because the campaign represents a fluid battle consisting of several distinct phases. Pay careful attention to what turn the objectives will expire! You can keep track of what turn each objective expires by accessing the top menu Info -> Objectives... which brings up the Objectives Dialog. In this dialog, to the right of the VP value of the objective you will see an L and a number if the objective will expire. L stands for Limited (Objective), so if the number is “L163” then it means that particular objective will expire at the end of that turn. You can also use the Objectives Dialog to keep track of which side had ownership when the Limited Objective expired.

The Allies are not expected to hold off the advance of the Central Powers in this campaign, they are instead supposed to delay the Central Powers long enough, attempting to hold each objective until it expires, then falling back to the next objective. If the Allies can slow down the advance of the Central Powers enough to the point that they do not capture many objectives, then it can be rationalized that they have significantly delayed the Central Powers offensive, tying them down and further humiliating them. Given that the Central Powers have a significant advantage in combat power over the Allied Powers, the Limited Objective expiration is strict, with the expiration turn being the historical date in which the objective was captured (as far as can best be determined). This intentionally places an emphasis on the Central Powers to either perform identical or better to their historical advance rate. Also, if the Serbians are preventing a historical advance rate
because they are holding stubbornly then is may be possible for the Central Powers to trap and destroy Serbian units to make up for the loss of Victory Points from the expiring objectives.

Historically German and Austro-Hungarian troops started crossing the Sava and Danube at 0300 on pontoons (one turn prior to the first turn), but in this scenario the attack begins at 0600 for simplicity.

**The German 11.Armee historically did not deploy an effective pontoon bridge across the Danube until 17 October, some ten days after this campaign begins.** This was due to the misfortune where much of the pontoon equipment was lost in the early and bloody crossings at Semendria island, and what was left in other areas was destroyed by the "Kossava" storm that began on the 12th, which turned the Danube into a raging river. This means that the 11.Armee was fighting at a much reduced effectiveness until the 17th, and while they should try to push forward, they should also, above all else, defend their initial bridgehead until the 17th. They cannot afford to allow for a successful and inevitable Serbian counter attack on their fragile position as this would likely mean the complete destruction of a division or worse. Before the pontoon bridge is built on the 17th, the German 11.Armee is limited to minimal supplies, and practically no artillery support beyond the range of their guns on the north side of the Danube. The Serbians are encouraged to take advantage of the situation, to resist tenaciously in the area, and counter attack at every possibility (as was historically the case).

In the German 11.Armee area there are low level supply sources located on the southern bank of the Danube, and these are placed at the historical locations that the Germans landed on the south bank of the river. These supply sources represent the very limited, almost minimal amounts of supplies that the Germans were able to send over on boats each day, before the pontoon bridge was available on the 17th. The other purpose of these supply sources is to prevent isolation status in those specific areas were supplies trickled across on boats. Similar minimal supply sources are also present in the Austro-Hungarian 3.Arme sector around Beograd for the same reason.

An impassible line of hexes exists between the German 11.Armee, and the Austro-Hungarians to its west. These impassible hexes represent a hard boundary to the German 11.Armee and Austro-Hungarian 3.Arme. Historically extra bridging equipment could not be moves to assist 11.Arme so this boundary prevents a-historical movement of bridging units to assist, and also logistically prevents unrealistic transfers of units on the north side of the Danube.

There is an objective located in the Danube River (between Serbia and Romania). This objective is roughly where the "Iron Gates" were located, which is a gorge whose passage opens up to the rest of the Danube River towards the Black Sea. Historically the ultimate goal of the Donau-Flotilla was to breach the Iron Gates passage.

North of Beograd there is a BUNKER located in the Danube River. This abstractly represents a protected area that the torpedo boats could operate from.
A fierce regional storm known as the "Kossava" rolled into the area on 12 October which greatly slowed the offensive. The Kossava was something that the Central Powers had completely underestimated and just had to deal with as best as they could, given that the Central Powers were in a rush to defeat Serbia before a serious Anglo-French intervention could develop, that they rightly feared would cause the entire region to become a stalemate, thereby preventing a rail supply line from being opened to the Ottoman Empire. Given the situation, the Central Powers did not have the luxury of postponing the start of the offensive due to the news that French and British forces were en route to Salonika.

The Replacement Rate Modifier for both sides is set at 0, which means no replacements are available, only recovery is available (which is set at 1% for both sides in 1915). This creates an interesting situation where both sides must be concerned about attrition during the long campaign. The reason there are no replacements is because the Austro-Hungarians were hard pressed to send almost all replacements to Galicia after they had already sent so many to Serbia. For the Germans, French, and British, Serbia was a distant region and was not a priority for replacements like the Western Front was, and was difficult to support logistically. For the Bulgarians, the nation was doing good just to mobilize its army and could little afford to replace losses on a massive scale. And for the Serbians, the Serbian Army was at the end of its capability; all available manpower, including the young and old, had been drawn to replenish their losses from the 1914 campaigns, to bring the formations up to full strength for the impending 1915 campaign; there was simply no man or child left to provide replacements.

The Serbians have several army level Frontier detachments. These units are an abstraction, representing the various intrinsic border guards and frontier guards that do not appear in the historical orders of battle. **Be aware that these formations will withdraw on the 10th day of combat on their particular front.** By the 10th day, it is assumed that the border guards would have been recalled into the rear to provide a pool of manpower to help replace losses (it is one of the reasons why the Serbians have a 1% Recovery Rate in this campaign). Note that the frontier guard units that are actually mentioned in the historical order of battles are rated as B quality, and all others are rated C quality. B quality frontier guard units are not withdrawn.

The British and French arrive from the south, moving up from their landings at Salonika. Originally the allies planned to attack north towards Skoplje and link up with the Serbians, but this quickly proved to be impractical, or at least too risky. The French commander was quick to realize that the best thing the allies could do is tie down as many Bulgarian forces as possible by making attacks to the north, including towards Strumica. The attacks were successful because the Bulgarians could not ignore them, especially because of the possibility that the Serbian Army could attack towards the French and British forces in order to link up. It is arguable that the French and British actions helped save the Serbian Army from complete destruction, as it kept the Bulgarians from effectively getting around behind the Serbians in force. At the very least, the allied side in this campaign should utilize the French and British force in the same
way: to cause as much trouble as possible to the Bulgarians in the intent to draw them off. Once the French and British can make no further progress, then that objective can be considered successful.

The historical result of the campaign was considered to be a Central Powers minor victory, because although they finally conquered Serbia, a major victory would have required the destruction of the Serbian Army, which would have placed the allied Macedonian Front in serious jeopardy. Some sources consider the campaign to have been a draw, however this overlooks the fact that a major objective was achieved by the Central Powers: a railway supply line was opened to the Ottoman Empire which in turn brought valuable German and Austro-Hungarian heavy artillery and ammunition to the Ottomans, thereby sealing the fate of the Gallipoli Campaign.

This campaign works well as a TCP/IP team based game of five (Allied) versus five (Central Powers). The Allied players should consist of #1 [Overall commander (Putnik) & Reserves & New Territories Army], #2 [3. Army & Defense of Beograd], #3 [2. Army & Timok Army], #4 [1. Army & Montenegrin Army], #5 [Armée d’ Orient & British Salonika Army]. Allied player #5 [Armée d’ Orient & British Salonika Army] should sit as far away from all other allied players as possible and is not allowed to take part in group meetings between Serbian commanders. The Central Powers players should consist of #1 [Overall commander (von Mackensen) & AG Reserve & Motorboot-Flotille Donau & Donau-Foltilla], #2 [11.Armee], #3 [k.u.k. 3.Armee], #4 [(Bulgarian) 1st Army], #5 [(Bulgarian) 2nd Army]. To represent historical coordination issues, the Bulgarian Army commanders are not allowed to participate in group meetings with Central Powers commanders until contact is made between Bulgarian and German or Austro-Hungarian units at Krusevac (making contact in other areas does not fulfill the requirement, it must be at the historical area of Krusevac).

A PBEM team based game could consist of three (Allied) versus three (Central Powers), with Allied players consisting of #1 [1. Army & 3. Army & Defense of Beograd], #2 [2. Army & Timok Army & New Territories Army & Reserves], #3 [Montenegrin Army & Armée d’ Orient & British Salonika Army], and the Central Powers team should consist of #1 [11.Armee & AG Reserves], #2 [k.u.k. 3.Armee & Motorboot-Flotille Donau & Donau-Foltilla], #3 [(Bulgarian) 1st Army and 2nd Army]. The overall Allied commander should not be either the player controlling the Montenegrin, British or French forces. The overall Central Powers commander MUST be the player controlling 11.Armee. To represent historical coordination issues, the Bulgarian Army commander should not be included in emails about strategy and coordination with other Central Powers commanders until contact is made between Bulgarian and German or Austro-Hungarian units at Krusevac (making contact in other areas does not fulfill the requirement, it must be at the historical area of Krusevac).
**1915_1007_02: The Invasion Commences**

This scenario is intended to cover the initial attack, and it ends on the 11th of October, the day before the Kossava storms begin. Although the battle for Beograd and Pozarevac would continue until the end of the 13th in a storm soaked slog, this scenario ends before that point, so that it is quicker and covers the main action.

Because the scenario ends on the 11th of October, the main objective at Pozarevac is not expected to be captured by the Germans by this time (it wasn't captured until the end of the battle on the 13th). The objective is included here as a bonus, in case the Germans manage to make better progress than was historical.

In the German 11.Armee area there are low level supply sources located on the southern bank of the Danube, and these are placed at the historical locations that the Germans landed on the south bank of the river. These supply sources represent the very limited, almost minimal amounts of supplies that the Germans were able to send over on boats each day, before the pontoon bridge was available on the 17th. The other purpose of these supply sources is to prevent isolation status in those specific areas were supplies trickled across on boats. Similar minimal supply sources are also present in the Austro-Hungarian 3.Armee sector around Beograd for the same reason.
1915_1007_03: The Fall of Beograd

This scenario is intended to cover the initial attack, and it ends on the 11th of October, which is the day before the Kossava storms begin. Although the battle for Beograd and Pozarevac would continue until the end of the 13th in a storm soaked slog, this scenario ends before that point, so that it is quicker and covers the main action.

In the Austro-Hungarian 3. Armee area there are low level supply sources located on the southern bank of the Danube and Sava, and these are placed at the historical locations that the Germans and Austro-Hungarians landed on the south bank of the rivers. These supply sources represent the very limited, almost minimal amounts of supplies that the Germans were able to ship over on boats each day. The other purpose of these supply sources is to prevent isolations status in those specific areas were supplies trickled across on boats.
1915_1007_04: The Bridgehead at Pozarevac

This scenario is intended to cover the initial attack, and it ends on the 11th of October, which is the day before the Kossava storms begin. Although the battle for Beograd and Pozarevac would continue until the end of the 13th in a storm soaked slog, this scenario ends before that point, so that it is quicker and covers the main action.

Because the scenario ends on the 11th of October, the main objective at Pozarevac is not expected to be captured by the Germans by this time (it wasn't captured until the end of the battle on the 13th). The objective is included here as a bonus, in case the Germans manage to make better progress than was historical.

In the German 11.Armee area there are low level supply sources located on the southern bank of the Danube, and these are placed at the historical locations that the Germans landed on the south bank of the river. These supply sources represent the very limited, almost minimal amounts of supplies that the Germans were able to send over on boats each day, before the pontoon bridge was available on the 17th. The other purpose of these supply sources is to prevent isolation status in those specific areas were supplies trickled across on boats.
The Bulgarian attack commenced in the midst of the Kossava, a seasonal and often serious storm that often hits the area. Until the storm begins to subside on 16th, progress will be slow.
1915_1014_02: The Battle for Macedonia

This scenario covers the full battle for Macedonia, from the start of the Bulgarian invasion on the 14th of October, to the end of the campaign.

The Bulgarian 2nd Army had two aims: to conquer Macedonia, and to cut off the Serbian Army that was fighting further north (off map). The objectives at Pristina, Prizren, and Varos represent the aim to cut off and envelop the Serbian Army, while the other objectives represent the effective conquest of Macedonia. The Bulgarians should strive to accomplish both aims as much as possible.

Early termination is used in this scenario to be triggered if either the Bulgarians pull off successes that would have gravely compromised the main Serbian forces off the map to the north to the point that they would probably have been destroyed by the end of the campaign. This would be accomplished by the Bulgarians either destroying large quantities of allied units in Macedonia, making it impossible for the Serbs to protect the army's rear, or if the Bulgarians cut off the Serbian Army's retreat route and also conquered most of Macedonia. The Serbian early termination would represent a very successful defense of Macedonia to the point that the Serbian Army would likely be able to link up with the French and British forces coming from Salonika by the end of the campaign. The Serbian termination condition would be accomplished by holding the expiring objectives long enough to deny them to the Bulgarians, and holding (or retaking) many of the non-expiring objectives, while also inflicting uneven and significant losses on the Bulgarians, or by a combination of these things and also capturing Bulgarian objectives at Strumica and Kosturino.

In the early stage of the campaign, the Bulgarians have to be careful to not lose Strumica and Kosturino, while also suffering heavy losses in a reckless advance, because this may cause the Serbians to win a quick termination victory, which would represent the Bulgarian high command shifting the Bulgarian 2nd Army to a defensive role, which would have affected the overall invasion of Serbia in serious manner.

The late scenario arrivals of Serbian forces in the northwest are approximations based on the best information that was available at the time. Actual arrival may be off by hours or by a day or so longer, but this is why low probability arrivals have been given to most of these forces.

The impassible area on the north side of the map near Pristina represents the southern part of the front of the Serbian 2nd Army that was holding the area near the end of the scenario.

This scenario demonstrates how the Bulgarian 2nd Army completely out matched the Serbians in Macedonia in numbers, but this was gradually offset by the French and British intervention from the south, since the Bulgarians could not ignore the intervening forces and were forced to split up in several directions. This scenario shows the validity
of the argument that the French and British intervention likely saved the Serbian Army by hindering the Bulgarian 2nd Army's enveloping maneuver.
The exact composition of Serbian forces in the area is not known. It is known that this force was named as the "Vardar Group", but this seems to have been a collection of forces scraped together from what was in the area. It is assumed that this force is essentially, if not literally, the former Krivopalanska Detachment, either in whole or in part (and if in part, then augmented by other forces in the area). In any case, the size and composition of forces in the area were apparently comparable (around 10 battalions).

During the fourth invasion, the Serbian "New Territories" command did the best it could to throw whatever it had available at the Bulgarian advance.

Serbian units at Gradsko were in the process of moving north to Veles. Some units begin in rail mode, since they were conducting a risky tactic referred to as "reconnaissance by locomotive" towards Veles. The remaining units are assumed to be moving by foot, as the locomotive capacity was very limited, and the unit had just completed a shuttled rail movement to Gradsko area.

The Bulgarian 7th Opalchenie Regiment is present here around Strumica. This regiment was attached to the 7th Rilska Division but its location was unknown. It is placed here with a 0% triggered release (it will not release normally, but will "trigger" a release when enemy units are in line of sight of it). It is present because it is felt that if the allies did reach Strumica then more forces would have been sent, and this units was likely in the area since they were militia units used to secure lines of communication. Their presence also allows the Bulgarians to not have to worry about the possibility of a single allied unit sneaking into Strumica.
1915_1029_01: The Looming Disaster

This scenario covers the historical Battle of Kragujevac.

It is easy to see that the Serbian Northern Front was in a very tenuous situation by looking at the starting situation in this scenario. While looking at this map, imagine the entire Serbian Eastern Front off to the southeast side of the map, with the Bulgarians arrayed against them advancing from the east. If the Serbians withdrew the on map Northern Front units from this situation, then their Eastern Front would be cut off and destroyed. On the other hand, if they held too long then the western flank of the Austro-Hungarian 3.Armee, consisting of the Austro-Hungarian XIX.Korps and German XXII.Reservekorps, would be able to swing around behind the Serbian Northern Front in the valley of the Zapadna Morava. Cutting off the Zapadna Morava meant swinging around behind all the Serbs, which in turn would cut off any further retreat to the south and southwest for the entire army. The Serbians were in a situation where they had to either make a stand to save both fronts, or give up the Eastern Front and abandon them to their doom. Von Mackensen envisioned this maneuver would force the Serbians to commit to a decisive battle that would bring about their ultimate destruction, but the issue was in its execution: the Serbians - as slippery as ever - delayed with their left flank holding back the exhausted Central Powers forces there, and held the mighty German 11.Armee off with a bitter defense in the Velika Morava valley. The delay on the Serbian left flank denied von Mackensen his envelopment opportunity, and the bitter defense of the Serbian right flank allowed the Eastern Front time to escape the Bulgarians, thereby denying von Mackensen both strategic opportunities.

The expiring objectives are used to represent the slipping opportunity that the Central Powers forces had at obtaining a decisive victory against the Serbians. If an objective held by the Serbians expires, then it means that they have successfully delayed its capture long enough to buy more time for their Eastern Front forces to further their escape.

The objectives at Jagodina and Cuprija (along the Velika Morava) do not expire because these are vital, and the Serbians were stubbornly holding this area in order to allow their Eastern Front the time and area to escape from the Bulgarians. If the Serbians lose this area during the battle, then it is likely that a large portion of the Eastern Front (consisting of two armies) would have been cut off between the Bulgarians advancing from the east, and the Germans advancing along the Velika Morava. The result would have been disastrous.

The historic result of the battle can be considered a draw, since the Serbians narrowly succeeded in avoiding defeat, but the Central Powers were able to overrun the main Serbian arsenal, and also eject the Serbians out of the center of their country and into Macedonia (both of which were significant events).
**1915_1207_01: The Irish Delay at Kosturino**

This scenario covers the actual period of fighting, when the British were initially attacked, and their following delaying action to allow time for a French column to escape the area. This French column consisted of a division and its supply train moving southeast via the Kosturino-Dojran Road (marked on the map). By the time the scenario ends, French and British forces proceeded to conducted an uneventful and orderly withdrawal towards the Greek border.

If the Kosturino-Dojran Road was threatened, then it would have disrupted and endangered the French withdrawal to the southeast. This is represented by the Cestovo, Dedeli and Causli objectives.
Grand Campaign Notes

The "Grand Campaign" is a series of scenarios that are intended to be played in sequence, with the result of each deciding which scenario to play next and, eventually, collectively deciding the outcome of the war. All Grand Campaign scenarios are intended to be played as head-to-head with another player (or as a team game with a group of players).

The goal of the Grand Campaign is to provide a fun way to explore the history of the war by providing influential outcomes, continuity and, occasionally through the use of the Strategy and Operations feature, some historically based decision making. The intent is that the players feel as if they are working towards an overall objective rather than just playing a series of otherwise unrelated scenarios, and to allow some a-historical "what-if" situations to be explored where certain decisions can carry far reaching consequences.

Note that Grand Campaign scenarios sometimes feature MASSIVE amounts of reinforcements from Strategy and Operations selections. It is recommended that you utilize the "Place All" button in the Reinforcement Dialog when placing large amounts of reinforcements.

Campaign Outcome (Campaign Victory Points - CVPs)

The Grand Campaign is intended to be played across all available games in the First World War Campaigns series, and is designed around the accumulation of "campaign victory points". The sum total of Campaign Victory Points (CVPs) is what decides the outcome of the campaign.

Note that some minimal and simple bookkeeping is required for the campaign to keep track of the CVP total and progress and, if the "CVPs for prelude scenarios" optional rule is used, the number of prelude scenario major victories per side (see Optional Rule: CVPs for Prelude Scenarios. ). To track the CVPs, simply write down on a piece of paper the scenario played, and the + or - CVP result, followed by the new running total.

At the start of the campaign, there are 0 CVPs; the CVP scale (above) starts in the center at zero. After each campaign scenario is played, CVPs may be obtained from the result and the Campaign Victory Point level is updated: when one side obtains points the scale moves in that direction and when the other side obtains points then the scale moves back in the opposite direction, and so on. For example, if the first campaign scenario result was...
+2 CVPs for Central Powers, and the second campaign scenario result is -2 CVPs for Allied Powers, then the new running total is now 0 CVPs (+2 then -2 = 0).

**Once the Central Powers reach a total of +FOUR Victory Points or when the Allied Powers reach -FOUR Victory Points then the Grand Campaign is over: that side has won the war (the opposing side has capitulated)! If this has not occurred then the Grand Campaign is so far inconclusive and continues on (the CVP total carries on through the entire campaign and never "resets").**

*Note that all campaign scenarios do not provide the same amount of CVPs to the winner, and this represents the fact that some campaigns had greater importance on the outcome of the war. Also, some campaign scenarios may provide asymmetrical amounts of CVPs to the winner and loser and may provide no CVPs for minor victories. This asymmetrical CVP awarding is by design and represents the occasional asymmetrical level of importance of certain battles.*

Some scenarios have Strategy and Operation selections that must match between several campaigns scenarios (it specifically mentions this on the strategy and in the scenario's notes in this document). The side that has these choices is bound by honor to make selections that are consistent between the scenarios. If it is determined that those selections were not consistent, then that side has forfeited both scenarios and the other side is given a Major Victory result. However, if a the Grand Campaign ends in a forfeit loss, the winning side can choose to have the campaign continue for one additional battle to see if the opposing side can push the CVP scale back and remain in the fight.

**Optional Prelude Scenarios (and CVPs for Prelude Scenarios)**

Prelude scenarios are scenarios that occur in the time period before and between the various campaign scenarios, and these are specifically mentioned in the "Prelude Scenarios" notes section for each individual Grand Campaign scenario. Prelude scenarios can either be skipped or played for fun (for the sake of getting the "whole picture" of the war). Alternatively, if both sides prefer that the prelude scenario results should influence the outcome of the campaign, then the "CVPs for Prelude Scenarios" optional rule can be used (see below).

**Optional Rule: CVPs for Prelude Scenarios.** If both sides agree, the results of the optional prelude scenarios can provide some minor influence to the outcome of the campaign by introducing the possibility that CVPs may be rewarded for achieving a string of decisive victories. The process is as follows:

- Keep track of each Major Victory obtained by both sides in the prelude scenarios in a running total. These are called Campaign Prelude Points (CPP).
- Each CPP gained cancels out one CPP from the other side's total (but their CPP total can never drop below 0).
The moment a side has obtained FIVE total CPPs, that side gets one Campaign Victory Point (CVP) in their favor (i.e. Central Powers: +1 CVP or Allied Powers: -1 CVP) and then that side's CPP total count is reset back to 0 (the enemy's CPP count is NOT reset to 0 when this happens however).

- Carry the total CPP count over throughout the Grand Campaign (from the France '14 prelude scenarios to the East Prussia '14 prelude scenarios, and so on).

Example 1:
The Central Powers win three major victories in prelude scenarios before the Allied Powers win any major victories. Central Powers have 3 CPP. If the Central Powers can obtain two more major victories then they will gain a CVP and their CPP count returns back to 0 and the process begins again.

Example 2:
Continuing the example above, if the Allied Powers can win a major victory before the Central Powers could win those other two, then the Allied Powers would have 1 CPP, and Central Powers would have 2 CPP (3-1 = 2).
Grand Campaign Scenario Progression Tree
version: 31 JAN 2020
(supersedes all previous dated versions)

It is important to note that although the Grand Campaign Scenario Progression Tree defines which scenarios to play in what order and which scenario to start from, the campaign is NOT intended to be rigid. Both sides can agree to start the campaign at any point in the tree, can skip scenarios if they want, or can agree on a result for a specific scenario and move forward. For a shorter campaign, both sides can agree to end the campaign after a certain scenario and then whoever is in the lead on the CVP scale can be declared as the winner.

F14-A  EP14-A  S14-A
F14-A is the START scenario.
Normally these are played sequentially but they can be played simultaneously (recommended).
Do not proceed further until all three are resolved!

F14-B*
Skipped if either side obtained a Major Victory in F14-A.

S14-B

F14-C  EP14-B  S14-C
Normally these are played sequentially but they can be played simultaneously (recommended).
Do not proceed further until all three are resolved!

EP14-C
S14-D*

Skipped if Austro-Hungarian side obtained a Major Victory in S14-C.

stalemate

If neither side has achieved enough CVPs to win, then the campaign is so far inconclusive (a draw).

Legend:
BLUE = Western Front
GREEN = Eastern Front
PURPLE = Southern (Italian/Macedonian) Front
ORANGE = Near Eastern Front
* = sometimes skipped

grouped on same line = can be played simultaneously, otherwise play in sequence from left to right and top to bottom (be sure to check the notes for each scenario for any prelude scenarios in between)

Notes:
1. The Grand Campaign may be expanded in future titles, at which point players can go back and play any scenarios that were newly added to the tree. **Scenarios that are newly added are underlined.** In the case where additional scenarios might be added to the end of the tree, players can decide to resume their Grand Campaign and continue on playing the new scenarios with their CVP total.
2. The ideal situation is to play the Grand Campaign with a group of players and, even better, several teams of players with each team specific to a certain front. The next ideal situation would have the same players play all fronts but at least have a different player act as the overall commander in each front. The least preferred situation would be for two people to play the entire Grand Campaign one scenario at a time (this would not be impossible, but it would take a lot of effort and time).
3. The campaign tree only exists as a graphical representation to show the flow of the campaign, in order to view the long term path of the campaign. Each Grand Campaign scenario's notes section specifies which scenario Grand Campaign scenario to play next so that you are not required to study the tree after each result.
**GRAND CAMPAIGN SCENARIOS**

**1914: The Grand Campaign (scenario S14-A)**

This scenario is part of the Grand Campaign series, designed to cover all campaigns in the First World War series with the outcome of the war being decided by scenario results. This particular scenario is based on the #1914_0812_01_Campaign_1st_Invasion scenario, most of the notes regarding that scenario still apply and should be referenced before playing.

Although both sides can agree to start the Grand Campaign at any scenario, this scenario is intended to be played after the France '14 scenario #1914_Grand_Campaign_F14-A and the East Prussia '14 scenario #1914_Grand_Campaign_EP14-A are played. This may not coincide exactly with historical dates, but this is because the campaign in France and East Prussia are the "main events". However, this scenario can be played simultaneously with either scenario (ideally it should be played as a team effort with one team playing this scenario, and another team simultaneously playing the others).

**Prelude Scenarios**

The following is a list of optional "prelude" scenarios that can be played before this particular Grand Campaign scenario is played. The results of these prelude scenarios are just for fun and have no effect on the outcome of the Grand Campaign, unless the "VPs
for prelude scenarios" optional rule is used (see Optional Rule: CVPs for Prelude Scenarios). As many or as few of these scenarios can be played as desired:

(Serbia '14)

none.

Strategies and Operations

None.

Scenario Results

The 1st invasion of Serbia is deemed as a battle of unequal importance for both sides, primarily of political significance. An Austro-Hungarian victory would not have altered the outcome of the war, because the Serbian Army still had significant forces available to the east of the campaign area, so additional invasions would of had to occur either way; however an Austro-Hungarian victory of any kind would have been the first step at encouraging Bulgaria to enter the war in early 1915, and could have boosted Austro-Hungarian morale on the Galicia front. A Serbian victory of any kind means that the Austro-Hungarian Empire would be politically humiliated, discouraging Bulgaria from entering the war until a later date. The CVP values are asymmetrical. The historical outcome of this battle is considered to be an Allied Powers Major Victory.

- Central Powers Major Victory: +1 Campaign Victory Points to Central Powers go to #Grand_Campaign_F14-B (unless F14-A result said skip, if so then go to #Grand_Campaign_S14-B)
- Central Powers Minor Victory: +1 Campaign Victory Points to Central Powers go to #Grand_Campaign_F14-B (unless F14-A result said skip, if so then go to #Grand_Campaign_S14-B)
- Draw: no Campaign Victory Points to either side go to #Grand_Campaign_F14-B (unless F14-A result said skip, if so then go to #Grand_Campaign_S14-B)
- Allied Powers Minor Victory: no Campaign Victory Points to either side go to #Grand_Campaign_F14-B (unless F14-A result said skip, if so then go to #Grand_Campaign_S14-B)
- Allied Powers Minor Victory: -1 Campaign Victory Points to Allied Powers go to #Grand_Campaign_F14-B (unless F14-A result said skip, if so then go to #Grand_Campaign_S14-B)
1914: The Grand Campaign (scenario S14-B)

This scenario is part of the Grand Campaign series, designed to cover all campaigns in the First World War series with the outcome of the war being decided by scenario results. This particular scenario is based on the #1914_0906_01_Campaign_2nd_Invasion scenario, most of the notes regarding that scenario still apply and should be referenced before playing.

Although both sides can agree to start the Grand Campaign at any scenario, this scenario is intended to be played after the France '14 scenario #1914_Grand_Campaign_F14-B.

Prelude Scenarios

(Serbia '14)

#1914_0821_01_Sabac

Strategies and Operations

This section covers a description of the various Strategy and Operation selections available during this Grand Campaign scenario. Careful thought and consideration has gone into determining the grand strategic and operational selections in the campaign. Please read these notes about the different choices and choose your selections carefully.

None.
Scenario Results

The 2nd invasion of Serbia is deemed as a battle of equal importance for both sides, primarily of political significance. An Austro-Hungarian victory would not have altered the outcome of the war, because the fighting was in the extreme northwest of Serbia, and an Austro-Hungarian victory, although good for their morale and propaganda, would not have knocked Serbia out of the war. The Serbian Army would have withdrawn to the Kolubara River to fight on. Just as with the 1st invasion, an Austro-Hungarian victory of any kind would have been a step towards encouraging Bulgaria to enter the war in early 1915, and could have boosted Austro-Hungarian morale on the Galicia front. A Serbian victory of any kind means that the Austro-Hungarian Empire would be politically humiliated a second time, further discouraging Bulgaria from entering the war until a later date. The CVP values are symmetrical. The historical outcome of this battle is considered to be an Allied Powers Minor Victory.

- Central Powers Major Victory: +1 Campaign Victory Points to Central Powers
  go to #Grand_Campaign_F14-C (EP14-B and S14-C can be played simultaneously)
- Central Powers Minor Victory: +1 Campaign Victory Points to Central Powers
  go to #Grand_Campaign_F14-C (EP14-B and S14-C can be played simultaneously)
- Draw: no Campaign Victory Points to either side
  go to #Grand_Campaign_F14-C (EP14-B and S14-C can be played simultaneously)
- Allied Powers Minor Victory: -1 Campaign Victory Points to Allied Powers
  go to #Grand_Campaign_F14-C (EP14-B and S14-C can be played simultaneously)
- Allied Powers Minor Victory: -1 Campaign Victory Points to Allied Powers
  go to #Grand_Campaign_F14-C (EP14-B and S14-C can be played simultaneously)
1914: The Grand Campaign (scenario S14-C)

This scenario is part of the Grand Campaign series, designed to cover all campaigns in the First World War series with the outcome of the war being decided by scenario results. This particular scenario is based on the #1914_1106_01_Campaign_3rd_Invasion scenario, most of the notes regarding that scenario still apply and should be referenced before playing.

Although both sides can agree to start the Grand Campaign at any scenario, this scenario is intended to be played after the France '14 scenario #1914_Grand_Campaign_F14-C and the East Prussia '14 scenario #1914_Grand_Campaign_EP14-B are played. However, this scenario can be played simultaneously with either scenario (ideally it should be played as a team effort with one team playing this scenario, and another team simultaneously playing the others).

Prelude Scenarios

(Serbia ’14)
#1914_0918_01_Bosnian_Offensive
#1914_0923_01_Drina_Stalemate

Strategies and Operations

This section covers a description of the various Strategy and Operation selections available during this Grand Campaign scenario. Careful thought and consideration has
gone into determining the grand strategic and operational selections in the campaign. Please read these notes about the different choices and choose your selections carefully.

None.

**Scenario Results**

The 3rd invasion of Serbia is deemed as a battle of equal and vital importance for both sides. An Austro-Hungarian victory would have altered the outcome of the war, because the Serbians would have finally been knocked out of the war, Austro-Hungarian morale would have soared, and the Bulgarians would have entered the war in early 1915, possibly discouraging the Romanians from entering the war at all, and guaranteed to have discouraged the allies from landing in Greece, thus removing the possibility of another front being opened in Macedonia. A Serbian victory of any kind means that the Austro-Hungarian Empire would be politically humiliated a third time, further discouraging Bulgaria from entering the war until a later date, and bringing about the intervention of the Germans in the Balkans in 1915, which is largely considered to have been a distraction to the overall German war effort. The CVP values are symmetrical. The historical outcome of this battle is considered to be an Allied Powers Major Victory.

- Central Powers Major Victory: +2 Campaign Victory Points to Central Powers
goto #Grand_Campaign_EP14-C
- Central Powers Minor Victory: +1 Campaign Victory Points to Central Powers
goto #Grand_Campaign_EP14-C
- Draw: no Campaign Victory Points to either side
goto #Grand_Campaign_EP14-C
- Allied Powers Minor Victory: -1 Campaign Victory Points to Allied Powers
goto #Grand_Campaign_EP14-C
- Allied Powers Minor Victory: -2 Campaign Victory Points to Allied Powers
goto #Grand_Campaign_EP14-C
This scenario is part of the Grand Campaign series, designed to cover all campaigns in the First World War series with the outcome of the war being decided by scenario results. This particular scenario is based on the #1915_1007_01_Campaign_4th_Invasion scenario, most of the notes regarding that scenario still apply and should be referenced before playing.

Although both sides can agree to start the Grand Campaign at any scenario, this scenario is intended to be played after the East Prussia '14 scenario #1914_Grand_Campaign_EP14-C.

Other than the different scenario description text, the following differences between this scenario and 1915_1007_01_Campaign_4th_Invasion are:

- Some Strategy and Operations selections are added based on the various historical war plan options, strategic force movements between fronts, and army concentration options.

**Prelude Scenarios**

None.
Strategies and Operations

This section covers a description of the various Strategy and Operation selections available during this Grand Campaign scenario. Please read these notes about the different choices and choose your selections carefully.

Central Powers

---Alpenkorps reinforcement (28 Oct)---

*Arrive in the center (historical)*

- Sends Alpenkorps by rail towards Werschetz, on the east side of the Danube.
- Places the Alpenkorps in a central area, able to assist either the k.u.k.3.Armee or the 11.Armee.
- As was historically the case, this is the conservative option but it guarantees that the Alpenkorps will be delayed by a large amount of rear area marching before it can enter the front line in central Serbia.

*Arrive in the east*

- Sends Alpenkorps by rail to Orsova, to assist Gruppe Fülöpp and the Bulgarian 1st Army (historically a small detachment was sent to this area).
- This option can be used to assist the Bulgarians who may be floundering in the Timok valley or to assist the Bulgarians in the mountains along the Serbian-Bulgarian border in order to accelerate their advance in either location.
- Completely commits the Alpenkorps to assist the Bulgarian advance, since moving it back west will take too much time, although the corps could rejoin sometime later via the Timok River valley.
- This option has no delay in deployment given how close it is to the historical deployment area.

*Arrive in the west*

- Sends Alpenkorps by rail to the Visegrad area, on the west side of the Drina.
- This option creates the possibility that the Alpenkorps could advance from the Serbian Army's rear and thus facilitate its encirclement.
- Will result in a long delayed arrival of 17 days on 13 Nov.\(^{46}\)

---k.u.k. 53.InfanterieDiv. deployment---

*Deploy near Progar in Syrmia (historical)*

- Bolsters the k.u.k. XIX.Korps in Syrmia, providing a significant covering force to the k.u.k. 3.Armee's right flank as it advances.
- Deploys k.u.k. 53.ID at Progar to tie down the Serbian Drina II Division west of Beograd, and allowing the possible advance to Ub and Valjevo when the Serbs are pushed back by successes in the Beograd area.

\(^{46}\) After the campaign was concluded, Conrad and Falkenhayen speculated that better results would have been yielded if the Alpenkorps was instead sent to Visegrad, but at the time AG Mackensen's HQ calculated that the movement would take 17 days: a length of time he thought was unacceptable.
- Gruppe Sorsich is positioned at Jarak, to attack into the Macva Peninsula to tie down and fix the Serbian Danube II Division in that area.
- The improvised k.u.k. 62.ID is formed, and present in Bosnia to provide a minimal harassing force in the west.
- This option is a conservative approach: you do not benefit from a fully concentric attack which could be useful later in the campaign, but the attack from the north is strengthened and there will be little chance that k.u.k. 3. Armee’s advance can be threatened from the west.

**Deploy near Visegrad in Bosnia**

- As per the original plan, prior to a misunderstanding in the chain of command, k.u.k. 53.ID is detached from XIX. Korps to Visegrad area, to attack from the west flank, allowing for a concentric attack from western, northern and eastern borders of Serbia, possibly proving vital in the late stages of the campaign in the attempts to encircle the Serbian Army on its western side.
- Deploys k.u.k. 53.ID at Visegrad, with a bridge, ready to attack.
- Attaches Gruppe Sorsich to the weakened k.u.k. XIX. Korps to take k.u.k. 53.ID’s place.
- Raises k.u.k. 53.ID’s morale +1, since the formation is entrusted to yield crucial results on the western flank.
- The improvised k.u.k. 62.ID is not formed, and is not present.
- This option is an aggressive approach, allowing a serious western offensive to develop, bringing about a concentric offensive from western, northern and eastern borders of Serbia. This allows for a possibility of central Serbia to be threatened from an early western advance along Visegrad-Uzice-Cacak, however it also allows for a chance that k.u.k. 3. Armee’s advance can be constantly threatened from the west.

**Allied Powers**

--- Serbian deployment ---

*Concentrate in the north (historical)*

- Concentrates main strength to the north, but also deploys significant strength to the northeast in Timok valley.
- Deploys weaker third and fourth line formations in Macedonia.
- This option is a calculated risk, concentrating the most strength against the most capable enemy forces (Germans) while Macedonia is neglected.

*Note that Corps Attachments should be verified on the first midnight turn to reorganize Serbian forces accordingly depending on the locations that they are in since the divisions that can be re-deployed via this Operation will all be attached to the "Reserves" organization.*

*Strengthen the south*
• Concentrates strong forces to the north, but deploys one division from both north and east to be a reserve to Macedonia.
• Relocated reserve divisions will release at their normal time, allowing them to be moved around to setup a dynamic defense (take care not to move too far forward to the Bulgarian border, because line of sight to Bulgarian units will be treated as aggression, and will trigger an earlier entry of Bulgarian into the war!).
• This option ensures that the Macedonia is considered as a secondary, rather than tertiary, front, allowing for a higher probability of linking up with French and British forces from Salonika, at the expense of weakening both the north and east.

Note that Corps Attachments should be verified on the first midnight turn to reorganize Serbian forces accordingly depending on the locations that they are in since the divisions that can be re-deployed via this Operation will all be attached to the "Reserves" organization.

Balanced reserve deployment
• Deploys a balanced but reduced force to north and east with several divisions in a centralized reserve, able to move to any front.
• Relocated reserve divisions will release at their normal time, allowing them to be moved around to setup a dynamic defense (take care not to move too far forward to the Bulgarian border, because line of sight to Bulgarian units will be treated as aggression, and will trigger an earlier entry of Bulgarian into the war!).
• This option is the most flexible, however it lacks significant strength in any one sector at the start.

Note that Corps Attachments should be verified on the first midnight turn to reorganize Serbian forces accordingly depending on the locations that they are in since the divisions that can be re-deployed via this Operation will all be attached to the "Reserves" organization.

---British intervention (14 Oct)---
Cautious intervention (historical)
• Brings in British forces gradually, but at less strength and with no chance to reach full organizational strength (its missing units arrived after the campaign).
• The British 10th (Irish) Division arrives historically, delayed by political and diplomatic wrangling to get permission from London to enter Serbia.
• The British 22nd Division will not arrive during the campaign.
• No additional enemy forces will arrive.
• No enemy forces will arrive sooner than was historically the case.
• This option is a conservative choice, it provides less British support to the campaign, but also does not escalate Bulgarian activity in any way.

Escalated intervention
• Brings in British forces quicker and more reliably, but also brings in an additional Bulgarian brigade and accelerates the arrival of a Bulgarian division.
The British 10th (Irish) Division arrives as quickly as it was physically able, on 14 Oct, 13 days sooner than was historically the case due to British political decision making being more decisive, and more in tune with French objectives.

The British 10th (Irish) Division has a chance that its howitzers may arrive during the campaign due to higher prioritization.

British forces arrive by rail, in a more reliable manner.

Due to aggressive British Salonika Army activity, the Bulgarians will send the entire 2nd Trakiyska Div (instead of leaving parts of it behind to observe the border with Greece). The division is greatly rushed to the front, arriving with low ammo status and medium fatigue on 5 Nov, 4 days sooner than its historical arrival and fully assembled, rather than piece by piece as was historically the case.47

Additionally, the Bulgarian 11th Makedonska Div, which was historically held in strategic reserve until 22 Oct, will arrive on 15 Oct, 7 days sooner than was historically the case (the Central Powers had agents in Salonika - if they discovered that the British were advancing from Salonika sooner, then this division could have been rushed to the front).

This option escalates the British and Bulgarian threat in Macedonia. The 10th (Irish) Division will arrive much sooner (with the possibility of having its full organizational strength), but Bulgarian forces will also arrive sooner, along with an additional Bulgarian brigade.

**Aggressive intervention**

- Brings in British forces quicker, and at much greater strength, but also brings in an additional Bulgarian division and accelerates the arrival of two Bulgarian divisions.

- The British 10th (Irish) Division arrives as quickly as it was physically able, on 14 Oct, 13 days sooner than was historically the case due to British political decision making being more decisive, and more in tune with French objectives.

- The British 10th (Irish) Division's howitzers will arrive during the campaign due to top prioritization.

- The British 22th Division arrives when it was historically able to do so on 11 Nov.48 The division's artillery may arrive randomly, in parts, until the end of the campaign as was historically the case.49

- Both British divisions arrive by rail, primarily not broken into groups, since the Greek Army would not be using the railway for mobilization because decisive and successful diplomatic negotiations remove the possibility of Greek mobilization.

- Due to aggressive British Salonika Army activity, the Bulgarians will send the entire 2nd Trakiyska Div (instead of leaving parts of it behind to observe the

47 Historically the Bulgarian 2nd Trakiyska Div was placed to guard a direct approach to Sofia from Salonika, then delayed from entering the front due to logistics issues.

48 Historically the British 22nd Division was held back at Salonika to observe the Royal Greek Army, since it was still unknown how they would react to the allied landings at Salonika, which were viewed by many as a violation of neutrality.

49 Historically the division's artillery was still arriving by as late as 13 Dec, and beyond, so it is possible that some of the division's artillery units will not arrive at all before the end of the campaign.
border with Greece). Also, the division are greatly rushed to the front, arriving with low ammo status and high fatigue on 22 Oct, 18 days sooner than its historical arrival and fully assembled, rather than piece by piece as was historically the case.\textsuperscript{50}

- Additionally, the Bulgarian 4th Preslavska Div is sent from 3rd Army, which was historically further east observing the border with Greece, arriving on 11 Nov. The rationale is that both sides aggressively secured Greek neutrality, and was therefore able to concentrate more forces towards each other and away from observing the Greeks.

- Additionally, the Bulgarian 11th Makedonska Div, which was historically held in strategic reserve until 22 Oct, will arrive on 15 Oct, 7 days sooner than was historically the case (the Central Powers had agents in Salonika - if they discovered that the British were advancing from Salonika sooner, then this division could have been rushed to the front).

- This option is very aggressive and may carry considerable risk. It greatly increases British support to the campaign at the expense of also greatly increasing and accelerating Bulgarian involvement as well. This option can be chosen to force a more intense and decisive allied push towards Skoplje, but carries a significant risk if the Bulgarians can effectively bring their additional and accelerated forces to bear against either the Serbian withdrawal or the French and British advance.

**Scenario Results**

The 4th invasion of Serbia was of vital importance to both sides. If Serbia could withstand another invasion, especially one led by Germany, it would have serious political side effects on the entire war. Bulgaria would have likely dropped out of the conflict, and the other allies would have been emboldened. Romania could have then entered the war and successfully attacked the underbelly of Austria-Hungary if Bulgaria could not have been used for a staging area for a German-Bulgarian combined invasion. To make matters worse, an Allied Powers victory could have also possibly triggered an ethnic uprising or revolt within the Austro-Hungarian Empire. But most importantly, the Ottoman Empire would have had to fight the rest of the war in isolation, possibly resulting in them being knocked out of the war by shifting the tide in the Gallipoli Campaign due to a rejuvenation of allied confidence and eliminating the need to relocate divisions from Gallipoli to the new Macedonian Front, and most significantly, denying the historic rearming of German heavy artillery to Ottoman forces, which had a devastating effect on allied trenches. However if the Central Powers had achieved a major victory by fulfilling their plan of decisively trapping and destroying the Serbian Army, then the allies would likely have had to evacuate the Macedonian Front due to the lack of arrival of an escaped Serbian Army. Had the Macedonian Front not existed, then

\textsuperscript{50} Historically the Bulgarian 2nd Trakiyska Div was placed to guard a direct approach to Sofia from Salonika, then delayed from entering the front due to logistics issues.
it would have freed up German, Austro-Hungarian, and Bulgarian forces to support other fronts, likely bringing about a decisive effect on the overall outcome of the war.

The stakes for both sides were tremendously high since a major victory during this campaign would likely have altered the outcome of the war in a serious way. The CVP values are significant and asymmetrical. The historical outcome of this battle is considered to be a Central Powers Minor Victory since although they did succeed in conquering Serbia and establishing a rail supply route to prolong the Ottoman Empire’s survival, the Serbian Army escaped to fight another day.

- Central Powers Major Victory: +3 Campaign Victory Points to Central Powers
go to STALEMATE (until campaign is expanded)
- Central Powers Minor Victory: +1 Campaign Victory Points to Central Powers
go to STALEMATE (until campaign is expanded)
- Draw: -1 Campaign Victory Points to Allied Powers
go to STALEMATE (until campaign is expanded)
- Allied Powers Minor Victory: -2 Campaign Victory Points to Allied Powers
go to STALEMATE (until campaign is expanded)
- Allied Powers Minor Victory: -3 Campaign Victory Points to Allied Powers
go to STALEMATE (until campaign is expanded)
Gameplay Tips

Dealing with low and minimal supply situations

Perhaps the most important tip in Serbia '14 deals with what to do in low and minimal supply situations and how to maintain an effective chain of command to your units. In Serbia '14, the supply situation is worse than all other First World War Campaigns titles to date, due to it being a backwater theater with rugged terrain and poor quality road networks. When playing with the default Virtual Supply Trucks optional rule on, often your forces will be located off the road network, in the mountains, and drawing on only a 1% local supply level.

The most effective way to reduce the effect of low and minimal supply is by keeping your HQs in command so that they can help subordinates pass the Command Test. Passing the Command Test is vital to preventing subordinate combat units from gaining the "Low Ammo" status in the first place, and is also critical to expedite the speed in which those units recover from Disruption and Low Ammo. In command HQs essentially help "save" subordinate units from becoming Low Ammo, which in turn helps keep minimally supplied combat units effective for a longer period of time. For example, if you have two identical infantry brigades that are in a minimal supply, and both are in heavy combat, then the brigade that has its HQ out of range of its subordinates, or that has its HQ in Travel Mode, or has its HQ detached from its parent division HQ, will see its subordinate units in a near constant state of Low Ammo and Disruption and will be habitually ineffective. The other brigade, that keeps its HQ out of Travel Mode, has its HQ at an optimal distance from its parent HQ, and stays close to its subordinate units, will keep its subordinates supplied and in good order most of the time while maintaining
a high level of effectiveness. If these two brigades are on opposite sides facing off against each other, then the latter will be able to achieve considerable success against the former.

Keeping HQs in command is a matter of moving non-brigade HQs as little as possible, and keeping the HQs within the command range of their superior and subordinate HQs, at optimal distances. As you move your forces, always try to maintain good organization with your subordinate units and your command elements.

When minimal supplied units become low on ammo, try to stack subordinate units with their parent HQ for a 100% chance of resupply, as long as that parent HQ is not Out of Command. Otherwise, get the subordinate unit as close as possible to the parent HQ for the greatest possible chance of resupply.\(^5\)

When using the default Virtual Supply Trucks optional rule, your forces should stick to the roads as much as possible as this is where supplies flow. Securing road networks is key to a successful advance, otherwise supplies will have to be diverted along a circumventing route, which may create a minimal supply situation by the time it reaches the front. You should occasionally activate the Local Supply Values selection in the View menu to observe the effect of the Virtual Supply Trucks on the road network.

When a unit is supplied, there is a better chance that the unit can remain in supply as long as its parent HQ does not become Out of Command. The primary way to avoid Out of Command status is to move your divisional (and higher organization) HQs as little as possible, move your brigade HQs as much as possible to stay close to its subordinate

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\(^5\) If the subordinate unit is at the maximum command range of the parent HQ then the probably is 50%, and increases every hex closer to the parent HQ, but decreases for every hex beyond the HQ's command range. See the section on Supply in the user manual for more information.
units, all while constantly trying to keep your superior HQs as close as possible to their subordinate HQs and in their command range.

There are times when it may seem impossible to maintain an offensive in *Serbia '14*, but keep in mind that in almost every situation the enemy is just as badly supplied as you are. When both sides are Low Ammo, it creates a lower intensity battle but emphasizes good command and control where organizations that can remain in supply become that much more effective over the organizations that cannot. Essentially *Serbia '14* allows both sides to excel or fail in command management, given how important command is to make the most out of the situation.

Also, there is nothing worse than pressing forward into an offensive with fresh (low fatigue) units that have the Low Ammo status. When such units become low on ammo, then you should always consider rotating them out of the front line so that they can get resupplied, while bringing up supplied units to briefly take their place (this is also part of the reason why you should attack in depth). The other part of command management is to avoid wastefully blunting your force by placing Low Ammo units in combat if it can be avoided. Placing poorly supplied fresh troops in combat wastefully builds up fatigue, and over time will degrade the entire force with little gain.

Finally, read and become familiar with the user manual sections on Command and Supply, because a good technical knowledge of how things work will assist you in better managing low and minimal supply situations!

**Mountain warfare**

*Serbia '14's* terrain features harsh terrain which is heavily populated by rugged mountains and steep ridges. To be successful in mountain fighting, you must understand
that the Elevation Combat Modifier applies per every 100m of elevation increase between
the attacker and the defender. In Serbia ’14, the elevation modifier is -20%, so if the
attacker is firing on a defender that is +200m higher in elevation, then the cumulative
elevation penalty would be -40%, not counting the terrain type the defender is located in,
nor any fortifications they might be occupying.

Mountain infantry are a new type of unit which gain certain benefits when
fighting in mountainous terrain. Not only are mountain units penalized half as much
when moving up elevation (and they are allowed to traverse cliff hex sides), they also
suffer 1/2 the normal Elevation Combat Modifier penalty when attacking up elevation.
So, continuing the example above, a mountain unit firing on a defender that is +200m
higher in elevation would only suffer an elevation penalty of -20%.

When fighting in mountainous terrain, such as the Jagodnja, try to always use
mountain units for this task and always try to fight across the elevation, rather than
straight up the mountain. In other words, study the elevation and try to approach a
defensive position from direction that has the shallowest increase in elevation, then break
into the position and roll up the defender across the ridge if possible. Also always try to
position your support fire units (such as field guns and MGs) on terrain that is as close
the defender's elevation as possible. In some cases it may be possible to position support
fire units on a ridge across a valley which is at or near the same elevation as the
defending units. Always remember too that the Elevation Combat Modifier only applies
going up elevation, never down elevation.

As the defender, study the terrain and try to position your defenses along steep
ridges. Notice that (for technical reasons) in lower elevation the difference between
elevation steps is 100m, but in higher elevation the difference between hexes can be anywhere from 250m, and up to 500m in the highest elevation areas. When defending mountains you should be mindful that you are able to defend with less forces on the steep sides of mountains and should consider massing more defending forces on the shallower sides of mountains, especially around the base of the mountain. The best way the attacker can take a mountain is by attacking around the base and cutting it off, rather than attacking directly, so the defender should make sure the base of the mountain is well defended where possible.

**Patrolling**

Probably the least known and underused feature in the First World War Campaigns series is the "patrolling" feature. On your turn, you can have certain units enter patrolling status by selecting menu item Command -> Toggle Patrolling. If the unit is able to enter patrolling status then you will see "Patrolling" text over the unit's portrait. When a unit is patrolling, it will help negate Serbian partisan disruption movement, and on your next turn you will be able to see two hexes away from that unit, regardless of line of sight restrictions.

In *Serbia '14*, and ideal use of the patrolling feature is to observe enemy positions through dense terrain that blocks line of sight, such as in forested areas or farm fields, or to keep an eye on the enemy during the night. With patrolling active, you will be able to observe the enemy's forward positions, watching for vulnerable areas to assault, looking for when units are pulled off the front line. This approach is much better than periodically blundering forward into dense areas to observe enemy defenses.
Another use of the patrolling feature is to spot for indirect fire artillery when the front line bogs down into static positions through dense areas, and it can also help with executing indirect fire during night or poor visibility conditions. When the front line bogs down to static warfare in a sector, it is best to use patrolling to keep an eye on the enemy. This will allow you to observe when to time your attacks, and where the weakest point is to attack, while at the same time allowing for preparatory and harassing bombardments.

Perhaps most importantly, patrolling is used to negate partisan effects that disrupt Travel Mode movement. If the enemy partisan unit is located within the patrol range of a friendly patrolling unit (usually a two hex radius), then the partisan unit's disruption effects are completely negated. If the enemy partisan unit is not within the patrol range of any friendly patrolling unit, then that partisan unit will have a chance to disrupt Travel Mode movement of any opposing unit that moves within its deception range (usually a three hex radius).

Although units on patrol can recover fatigue (only small elements of the unit go out on rotating patrols), note that units that are patrolling are significantly weaker when assaulted, and when firing on enemy units, so it is not a good idea to remain in a patrolling state when combat is likely to occur. A good and historical use of idle cavalry squadrons in a static front situation is to bring them forward dismounted, and have them conduct patrols. This helps get some use out of them who otherwise have nothing else to do.

**When to assault**

The most important thing to know in First World War Campaigns, is when to press home an assault and when not to assault. Generally speaking, you should of course
get accustomed to the particular strengths and weaknesses of the units in general. For
example, an infantry unit can almost always assault a mounted (Travel Mode) cavalry
unit, bicycle unit, or engineer unit with success without having to disrupt them before
hand. "Success" in this case is defined as taking the ground. You should also always to
have at least a 2:1 numerical advantage when making an assault, try to avoid numerical
1:1 assaults as much as possible.

In the case of enemy cavalry, you can usually tell whether it is a pesky cavalry
squadron or a full cavalry regiment by seeing what the effect is of their return fire. If the
delay is deemed to be nothing more than a cavalry squadron, then you can press home
the assault with your own squadrons, again without waiting for the enemy to be
disrupted. This is also true for engineer units which might also be broken down into
companies. If you have a pesky engineer unit barring the way somewhere, then simply
overrun it with a massed infantry assault and you can probably rest assure that the enemy
is throwing "the kitchen sink" in the line at this point if they are wasting engineer units in
this manner.

And finally and most importantly, you should NEVER wait for field gun or
machine gun units to be disrupted before carrying out an assault. If said units are
disrupted then that is ideal, otherwise always try to disrupt the enemy infantry battalions
at the very least. In almost every case, all you need to do is disrupt the enemy infantry
battalions, then press forward with an assault of two or more infantry battalions of your
own. Such an assault will force the non disrupted field gun and machine gun units to bear
the brunt of the attack and will cause them to take significant losses. This can then be
followed by more assaults if possible to drive the enemy out of the hex. Either way, if
you are not able to take the hex then you have likely caused a great loss to the core defense of the hex, thus making it easier to take in future turns or forcing the enemy to withdraw on his own turn altogether.

In Serbia '14, you may find that it is sometimes desirable to sacrifice losses for immediate assaults against undisrupted enemies, if your infantry battalions are not low on ammo, and you significantly outnumber the number of enemy units in a hex. Ideally one of the battalions would "recon by fire", which is a process where it fires several times on the enemy position to observe the effect of its return fire. As a general rule of thumb, if an enemy battalion returns fire a couple of times and if one of those times it eliminates around 20 or more men against one of your single infantry battalions, then it is a good indication that it is in good condition and in good supply and you should hold off the assault for the time being. If however the undisrupted enemy battalion inflicts several results of less than 10 casualties, then it is a good indication that it is in poor condition and/or low on ammo, or low in strength. In this situation you can proceed with an assault, ideally of at least 2:1 numerical superiority (preferably 3:1) in units.

**Breaking contact, retreating**

When attempting to fall back or retreat in the face of an overwhelming attack or an unfavorable disposition, you have to first break contact with the enemy. Breaking contact with a superior force can be tricky in a period of warfare where everything moves at roughly the same speed, and is even trickier if your force is lower quality than the enemy's force. When attempting to break contact, use any method necessary that puts the most distance between your forces and the enemy. Use of a rear guard is vital in most cases and cavalry and field artillery (field gun) units work particularly well at this task.
Cavalry and field artillery units can delay an enemy advance long enough to put some distance between the advancing enemy infantry and friendly forces, then mount / limber up and fall back to their next delay position which should be just behind the last friendly infantry unit in the retreating force, thus repeating the process.

When your force contains inferior quality troops then you must take into account that you will move slower than your pursuing enemy. In this case, you must plan your retreat in advance, using good order units to act as a rear guard in order to give these slower units time to get a head start on the movement. You must also take care not to stick around too long in any one place, lest you end up in a situation where it is impossible for you to retreat back fast enough. You should try to stay close to primary roads as they are critical in your ability to fall back. Not taking these things in consideration will result in the devastating loss of many infantry battalions.

Understanding how night movement works in this series is also the key to breaking contact. The best result is to prepare your units for movement and get them into position to move strategically along the roads during the night turn. Cavalry and field gun units can be placed at key road junctions to block any enemy units that try to pursue along the roads during the night. Night retreats come at the expense of accumulating extra fatigue, but occasionally this is necessary in order to safely extricate forces.

Unless it is in an emergency, avoid the temptation of holding a rear guard to the "last man" with cavalry and field gun units. Doing so will definitely buy more time but will also reward the enemy with a large number of victory points. If you are not careful, the victory points the enemy gains from the careless loss of valuable cavalry and artillery guns can easily make up for lost time and objectives.
The art of taking ground

Where possible, avoid direct assaults when trying to take ground from the enemy. The best way to take ground is by simply making it untenable. On the attack, you make ground untenable by pushing around the flanks of the strong point or terrain feature. By doing this you leave the defender with two options: either displace and save the units or allow them to be bypassed, isolated, and eventually destroyed. The act of making ground untenable can be done at both the tactical level (divisions, brigades and battalions), but more importantly it can be done at the strategic level with corps and armies. Always look at "the big picture" to see where you can flank an entire enemy corps or army, thereby forcing the defender to give up ground wholesale or by causing the eventual destruction of an army (which was the holy grail; in game play terms, the destruction of an army could yield around 10,000 Victory Points!). Getting tactical level "tunnel vision" and not recognizing strategic opportunities is the most common cause of failure in a campaign.

Secondly, when on the offensive you should avoid concentrating your attack at one point for a long period of time since this allows the enemy to reinforce that point with units from nearby non-threatened areas. If possible you should consider limited attacks around the central point of emphasis, and these limited attacks would have the goal of simply tying the enemy in place where they cannot move to reinforce the main attack. Another technique that works is demonstrations. Often you can demonstrate an attack in area and tie down enemy forces in that area because they are forced to defend against the looming attack that may or may not be carried out. For example, for those of you that have France '14, in the St-Gond scenario the German 1.Garde-Division intends to attack across the eastern edge of Les Marais de St-Gond. However, doing so will allow
the French in the immediate area to the west to move to any threatened area and reinforce or relieve the defenders. To prevent this, the 20.Infanterie-Division to the west can move south towards the enemy and demonstrate that they are about to attack across the marsh, even if they do not intend on doing so. The French are then forced to hold units in this area for an attack that may proceed, thereby giving an easier time to the 1.Garde-Division to its east. If the French ignore the demonstration then the 20.Infanterie-Division would be in a prime position to actually attack. This attack can proceed forward to the point that the French begin to pay attention to the threat and shifts forces that way, whereby the Germans can pull back the attack, and continue pushing with the 1.Garde-Division, or vice-versa. Think of these types of maneuvers as a pin in chess.

**Cavalry screening**

One of the most important things you can do on the offense and defense is to use cavalry forces to "screen" your main force. Screening accomplishes several tasks: it conceals your main force from enemy observation, and it keeps the enemy from reaching your main force quickly, which is useful in a delaying action, or when you are trying to break contact with the enemy. Of course screening can be done with any type of unit, such as regular or light infantry, but cavalry are suited best for this role because they can split into smaller units and usually have higher mobility.

On the offense, screening is relatively simple: just keep your cavalry squadrons in front of your main force and those squadrons will obstruct the line of sight of the enemy as long as they are on the same elevation, which represents tactical level harassment, diversions, and distractions.
On the defense, it is a little more complicated to screen with your cavalry, but it can be far more useful. The best employment on the defense is when the defending infantry force is attempting to withdraw some distance and the enemy is in pursuit. The cavalry can slow down pursuing enemy infantry by placing themselves between the withdrawing friendly forces and enemy forces, but two hexes beyond the enemy infantry. The enemy infantry will not be able to assault at that distance, and so will have to stop movement and engage in direct fire. The cavalry will take losses, but usually these will be worth the delay caused to the pursuit force.

**Use of rail lines**

Do not underestimate the importance of railroads. Rail lines were particularly vital during this period of warfare for the rapid movement of troops and materials. Care should be taken to protect rail lines with detachments of lines of communication troops to ensure that they are not obstructed or severed. Rail lines are primarily used for transporting complete corps from one sector of the front to another, but are also important for the mobility of some siege guns. When explicit supply is used, rail lines should be utilized to the fullest to transport supply units quickly to the front. These supply units will arrive on map at major roads and should be moved to the nearest railhead and sent forward. Originally it was planned to make separate rail type supply units but this was abandoned because these types of units would be totally restricted to rail lines. Instead, the user has the freedom to move the explicit supply units by rail (as long as the rail capacity for that side is not exceeded) and disembark and continue to move them when necessary. If an army loses access to a rail line then it can quickly become detached from
the overall strategic situation and runs the risk of being defeated by an opposing army that has access to a rail line.

In regards to using rail movement, you will likely find that you will never have enough Rail Capacity available to do what you want to do, meaning that you will almost never be able to move an entire formation as a whole. If you find this to be true, then the best thing to do is what was historically the case: move only the most important parts of the formation first -- this is called the "advanced party". Once the advanced party arrives at their destination, disembark and go back to the rest of the formation and embark the next set of units in that same turn that you disembarked the first ones. The second set of units should be your "main body", or at least part of the main body. Continue doing this until you have the least essential units of the formation remaining at the start point and then embark and transport those last. While the formation is waiting to be reformed, take that time to rest the units and replace losses. If you find that the enemy is hot on the heels of the yet to be embarked units, then move those units along roads that run parallel to the rail line. Just be sure to have those units begin the turn on the rail line on the turn in which they are available to embark or else you will waste valuable time. Also, you can move your units by train in "hops", that is, move a section of the formation down the track for several turns, then disembark them before they reach their destination, perhaps at the halfway point. Once disembarked, embark the next group of units and move them halfway and repeat, then repeat this process from the halfway point to the destination. The only problem with this method is that you will spend extra time embarking and disembarking, but it can be a necessary sacrifice if you are trying to rapidly gain space.
between you and the enemy before sending the first part of the unit all the way across the map.

When physically moving the units on the map via rail movement, it can be tedious to move them one stack at a time. It is recommended that you zoom the map out to the 2D Zoom-Out View (use the mouse wheel to do this or click the appropriate selection in the top "View" menu). The zoom-out view will help you see the flow of the rail lines and allow you to move without having to scroll the map too much. Once at the zoom out view, it is also recommended that you use the Organizational Movement's ALT + right click feature to move along the tracks. Do this by left clicking on the hex that the units are in, but do not select any of those units, and then hold the ALT key and right click on a destination hex. The units should then quickly move along the rail line as a continuous chain until they reach the specified destination or until they run out of Movement Points. This method allows you to move entire columns of units with one click, by moving connected units of the same organization (i.e. you can move a full division this way, or an entire corps if the corps HQ is in the front of the column). It is also worth mentioning that this "organizational movement" can also be used along roads. If you ever do this and see several large arrows appear on the map, then this is because you had a unit selected when you used ALT + right click to move. If this has happened, then access the "A/I" top menu and select "View/Delete A/I Orders" and then delete all entries you see in the pop up dialog, then the move again (this time without selecting a unit).

Playing as the Austro-Hungarians

The Austro-Hungarian Army's primary weaknesses are in their low quality HQs, the wide range of quality levels for combat units, and the fact that they, like the Russians,
are subject to the Fragile Morale rule. The wide range of unit quality issue is probably the most crippling, because each division is unique in how it can be utilized, and this can create unpredictable and unreliable results, primarily in the offense. However, the Fragile Morale trait is also significant, since it means that lower quality units can be cut off and easily overrun at any given time, and that detached lower quality units are nearly impossible to recover from disruption, which both mean that large areas of a front line could collapse in dire situations.

In regards to the mixed unit quality, on the offensive, in the highly mixed quality divisions, the lower D and E quality units in the division should be used to draw fire and remain adjacent to the enemy, firing on the enemy and preventing them from resting and drawing fire from the enemy to cause them to go low on ammunition. The higher C quality units in the division should be reserved for key situations to move forward and assault. Essentially the lower quality units in the division should be used to wear down the enemy at the expense of casualties, and the higher quality units should be used to take ground. As bad as it sounds, on the offensive the lowest quality Austro-Hungarian infantry battalions were often considered to be nothing more than fodder. On the defensive, the lower quality units should be backed up by artillery and concentrations of MGs and, if possible, placed in the best defensive terrain. The higher quality units can then be used to hold less defensive terrain, and can be supported by their own MGs. Also, when fortified and/or in defensible terrain, consider stacking lower quality infantry battalions in key hexes on the front line. This will cause the enemy to either make costly assaults against a numerically equal or superior force, or will require them to commit more infantry to achieve numerical superiority.
One major annoyance to the Austro-Hungarians in the Serbian campaign was the Serbian use of partisan units - the Chetniks - which constantly harassed their advance. Chetniks disrupted enemy forces as they advanced, hitting them with ambushes and falling back to repeat the process again and again. In Serbia '14, this process is indirectly represented by the fact that the Chetnik units will disrupt Central Power units if they move in Travel Mode within three hexes of a Chetnik unit. All the Chetnik unit has to do is remain undisrupted, and it will cause this effect. The Central Powers forces should try to move up and assault Chetnik units, because undisrupted Chetnik units are relatively weak against a concentrated infantry assault, but strong against direct fire attacks against them. Also, it is imperative that the Central Powers extensively use the "patrolling" feature when Chetniks are known to be in the area, because units that are patrolling will prevent partisan disruption effects by a Chetnik unit if the Chetnik unit is located within two hexes of the patrolling unit. Dismounted cavalry units are good units to utilize for patrolling, better to use them dismounted in order to avoid getting disrupted when moving forward to their patrolling location. Infantry battalions are also good to use for patrolling, however if you use too many infantry for patrolling then you will be wasting a significant amount of a division's strength (since patrolling units must remain in place, and are weaker in firepower and in assaults).

In Serbia '14, the Austro-Hungarians should usually try to expand the front line when on the offensive. When making contact with the enemy, try to avoid the temptation of pulling a division into a densely concentrated force, because this will allow the Serbians to concentrate and defend in depth with reserves. For the most part the Serbians have difficulty manning long front lines so spreading out will usually result in the Austro-
Hungarians finding a weak spot or flank in the line to exploit. When the Austro-Hungarians are unable to spread out, and when they have time available, they should always rely on concentrated artillery and MG fire to do the brunt of the work. Also, always try to avoid wasting the MG units by getting them shot up while moving adjacent to the enemy. Massing the MG units for supporting fires is critical to success, but if those MG units are eroded away over time, then the offensive and defensive effectiveness of the Austro-Hungarian brigade is significantly reduced.

**Playing as the Serbians**

At first glance, it may seem easy to command the Serbians, because just about every unit in their order of battle has high quality. While this is certainly true, and the Serbian Army has little in the way of weaknesses, the trick to using the Serbians effectively is how you manage low and minimal supply situations that you will almost always find yourself in, as well as dealing with static front situations which usually favor the Central Powers with their abundant amounts of artillery and machineguns.

Although the Serbian Army is one of the toughest formations in the First World War Campaigns series, similar to the BEF of *France '14*, it suffers from no replacements and terrible supply. The Serbians are almost always at minimal supply levels which no other army of the period would consider operating at. However, Serbian forces and commanders were resilient and were able to make the best of their situation.\(^{52}\)

Also similar to the BEF of *France '14*, the Serbian Army must always be mindful of attrition. With the exception of the third invasion where the Serbians will gain replacements in the final phase of the campaign, the Serbians do not normally gain

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\(^{52}\) To learn more about how to deal with minimal supply situations, see the "Dealing with low and minimal supply situation" section of game play tips above.
replacements and so any loss inflicted on them is almost always going to be permanent for the duration of the campaign. The only caveat is that although Austro-Hungarian forces do gain replacements, they have a very low replacement rate given that the Balkan theater was considered a secondary front, and replacements were prioritized to the Eastern Front. It is possible for the Serbian Army to bleed the Austro-Hungarians in attritional warfare, especially in the third invasion campaign, but given the abundant supply of Austro-Hungarian artillery, and the Austro-Hungarian's better supply levels and greater numbers, the Serbian commander should always be mindful of situations where losses are being suffered at an excessive and unequal rate. Unless well dug in on a superior position, the Serbian Army should always consider withdrawing under pressure after the Austro-Hungarian forces deploy and begin their grind.

Additionally, the Serbians should always try to create a situation where they can isolate Austro-Hungarians units, and then assault and overrun them, since the Austro-Hungarian C (and lower) quality units suffer from the Fragile Nationality Rule.
Glossary of Abbreviations

**Serbian**

Art  Artillery  
Bn   Battalion  
Bty  Battery  
Co   Company  
Div  Division (all arms)  
Det  Detachment  
Inf  Infantry  
Rgt  Regiment  
Sec  Section  
SN, Supernum. Supernumerary  
Vet  Veteran

**French**

ACMs  Auto-Canons-Mitrailleuses - Armored Machingun Cars  
BA  Bataillons “Alphabétiques" - Formation of Zouaves, most likely temporary battalions  
BCA  Bataillon de Chasseurs Alpins - Alpine Chasseurs Battalion  
BCI  Bataillon de Chasseurs Indigènes - Indigenous (Moroccan) Infantry Battalion, light infantry unit  
BCP  Bataillon de Chasseurs à Pieds - Chasseurs Infantry Battalion, light infantry unit  
Bie  Batterie - Battery  
Btn  Battalion  
CA  Corps d'Armée - Army Corps  
CAC  Corps d'Colonial - Colonial Corps  
CC  Corps d'Cavalerie - Cavalry Corps  
Chas.  Chasseurs - literal: "hunters"  
Cie  Compagnie - Company  
Dét  Département – Detachment  
DAB  Département d’Armée de Belgique – French army detachment for the Belgian area (Flanders)  
DIC  Division d'Infanterie Colonial - Colonial Infantry Division  
DC  Division d'Cavalerie - Cavalry Division  
DIT  Division d’Infanterie Territoriale - Territorial Division  
DM  Division Marocaine - Moroccan Infantry Division  
DR  Division d'Réserve - Reserve Division  
GAN  Groupe d’Armées du Nord - Group of Armies of the North (Flanders sector)
GDR Groupe de Division de Reserve - Group of Reserve Divisions
GQG Grand Quartier Général - Supreme Headquarters
GR Groupe d'Réserve - Reserve Group
Mit Mitrailleuse - Machine Gun
RAC Régiment d'Artillerie de Campagne - Field Artillery Regiment
RACC Régiment d'Artillerie de Campagne Colonial - Colonial Field Artillery Regiment
RAL Régiment d'Artillerie Lourde - Heavy Artillery Regiment
RAM Régiment d'Artillerie Montagne - Mountain Artillery Regiment
REI Régiment Etranger d'Infanterie - Foreign Legion Infantry Regiment
RFM Régiment d'Fusiliers Marin - Marine Fusiliers Regiment
RI Régiment d'Infanterie - Infantry Regiment
RIC Régiment d'Infanterie Colonial - Colonial Infantry Regiment (European, not native troops)
RIT Régiment d'Infanterie Territoriale - Territorial Infantry Regiment
RM Régiment de Marche - ad hoc Regiment; used seperately in early 1914
designations
RMA Régiment de Marche d'Afrique - ad hoc Regiment composed of units from
Africa (such as Zouaves, or Foreign Legion units that were taken from
there)
RMCIC Régiment de Marche de Chasseurs Indigènes à Cheval - ad hoc Spahis
Regiment, RMSM in 1915
RMT Régiment de Marche Tirailleurs - ad hoc "rifleman" Regiment
RMxIC Régiment Mixte d'Infanterie Colonial - Mixed Colonial Infantry Regiment
(European, and native troops)
RMxZT Régiment Mixte de Zouaves et Tirailleurs - Mixed Zouaves and Tirailleurs
ad hoc Regiment
RMZ Régiment de Marche Zouaves - Zouaves ad hoc Regiment
RTM Régiment de Tirailleurs Marocains - Moroccan Tirailleurs
Sec Section - Section
Tir. Tirailleurs - literal: "sharpshooters" These were African troops serving in
the French colonial army

**Austro-Hungarian**

A.Abtl. Armee-Abteilung - Army Detachment
Abst. Abschnitt - Section
Abtl. Abteilung - Battalion Detachment
AG. Armeegruppe - Army Group
AOK. Armeeoberkommando - Army HQ
Art. Artillerie - Artillery
Baon. Bataillon - Battalion
Bt. Batterie - Battery
bh. bosnisch-hercegovinisch - Bosnian-Herzegovinian
Brig. Brigade - Brigade
BrB.  
Brückenbataillon - Bridge Battalion

det.  
Detachement - Detachment

Dion.  
Division - Division of a unit, such as a division of guns

DionsKav.  
Divisionkavallerie - Division Cavalry (detachment)

Div.  
Division - Division

DR.  
Dragonerregiment - Dragoon Regiment

Esk.  
Eskadron - Squadron

FABrig.  
Feldartilleriebrigade - Field Artillery Brigade

FHBt.  
Feldhaubitzbatterie - Field Howitzer Battery

FHD.  
Feldhaubitzzdivision - Field Howitzer Division

FHR.  
Feldhaubitzregiment - Field Howitzer Regiment

FJBr.  
Feldjägerbataillon - Rifle Battalion

FKBt.  
Feldkanonenbatterie - Field Gun Battery

FKR.  
Feldkanonenregiment - Field Gun Regiment

FliK  
Fliegerkompanie - Squadron of aircraft

Fs  
Festungs - Fortress

FsABrig.  
Festungsartilleriebrigade - Fortress Artillery Brigade

FsABrig.  
Festungsartilleriebrigade - Fortress Artillery Brigade

FsBreg.  
Festungsbrigade - Fortress Brigade

FsIBaon.  
Festungsinfanteriebataillon - Fortress Infantry Battalion

GABrig.  
Gebirgsartilleriebrigade - Mountain Artillery Brigade

GAR.  
Gebirgsartillerieregiment - Mountain Artillery Regiment

GBr.  
Gebirgsbatterie - Mountain Battery

GBrig.  
Gebirgsbrigade - Mountain Brigade

GHD.  
Gebirgshaubitzzdivision - Mountain Howitzer Division

GKD.  
Gebirgskanonendivision - Mountain Field Gun Division

GrJgKomp.  
Grenzjägerkompagnie - Border Rifle Company

GrzSchutzKomp.  
Grenzschutzkompagnie - Border Guard Company

HIB.  
Honvéd Infanteriebrigade - Brigade of the Hungarian Landwehr

HID.  
Honvéd Infanteriedivision - Division of the Hungarian Landwehr

HIR.  
Honvéd Infanterieregiment - Regiment of the Hungarian Landwehr

HRdfKomp.  
Honvéd Radfahrkompanie - Hungarian Landwehr Cyclist Company

HR.  
Husarenregiment - Hussar Regiment

IRbrig.  
Infanteriebrigade - Infantry Brigade

IR.  
Infanterieregiment - Infantry Regiment

ITD.  
Infanterietruppendivision - Infantry Division

KBBrig.  
Kavalleriebrigade - Cavalry Brigade

KJR.  
Kaiserjägerregiment - King's Rifle Regiment

KnBt.  
Kanonebatterie - Cannon battery

Komb.  
Kombinierte - Combined

Komp.  
Kompanie - Company

KTD.  
Kavallerietruppendivision - Cavalry Division

k.u.k.  
Kaiserlich und Königlich - "Imperial and Royal"; Austrian-Hungarian Empire, basically the term for the "regular army"; unless specifically
stated to be otherwise, the "k.u.k." title is to be assumed in front of most unit names.

k.u.  Königlich Ungarische - Royal Hungarian
k.k.  Kaiserlich Österreichisch/Königlich Böhmisch - Imperial Austrian/Royal Bohemian

L1B.  Landwehrinfanteriebrigade - Brigade of the Austrian Landwehr
L1D.  Landsturminfanteriedivision - Division of the Austrian Landwehr
L1R.  Landwehrinfanterieregiment - Regiment of the Austrian Landwehr
LstIR.  Landsturminfanterieregiment - Reserve Infantry Regiment
LSchR.  Landesschützenregiment - Austria's own version of the Kaiser Jäger
Lst  Landsturm - Reserve infantry
LstEtBrig, Baon.  Landsturmetappenbrigade, battalion - Line of communication unit
LstEtR  Landsturmetappenregiment - Line of communication regiment
LstHD  Landsturm - Hussar Division, the "division" in this case being an organization similar to artillery divisions (made up of several squadrons, not a true division size formation).
Lw-  Landwehr - Austrian Landwehr unit (prefix)
LwIR.  Landwehr Infanterieregiment - Regiment of the Austrian Landwehr
MaR., MaBaon., MaKomp. Marschregiment, Bataillon, Kompanie - March Regiment, Battalion, Company (replacements)
MaSchwd  Marchschwadron - March Squadron of cavalry
MGA.  Maschinengewehr Abteilung - Machine gun detachment
MsBt  Mörserbatterie - Mortar (high trajectory heavy gun) battery
Nr.  Nummer - Number
PB.  Pionierbataillon - Engineer Battalion
PK.  Pionierkompagnie - Engineer Company
PolL.  Polnische Legion - Polish Legion; volunteer Polish troops
RBoan  Reservebataillon - Reserve Battalion
Rdf-  Radfahrer - Bicyclist
RKnBt.  Reservekanonenbatterie - Reserve canon battery
RKn.det.  Reservekanonenbatterie - Reserve canon battery
rtAD.  reitende Artilleriedivision - Mounted Artillery Division
rtBt.  reitende Batterie - Mounted Battery
-Regt.  Regiment - Regiment (suffix)
s  schwere - Heavy
SB.  Sappeurbataillon - Engineer Battalion
SchR  Schützen Regiment - The name gradually given to replace Landwehr regiments throughout the war
sHbBt.  schwere Haubitzenbatterie - Heavy Howitzer Battery
TJR.  Tiroler Kaiserjägerregiment - Tyrolean Rifle Regiment
TrD.  Traindivision - Supply Division
UR.  Ulanenregiment - Lancer Regiment
German

A.Abtt Armee-Abteilung - Army Detachment
Abt Arbeitung - detachment
AOK Armeie Oberkommando - Army Command, as in the Army headquarters
AR Artillerie Regiment - Artillery Regiment
Arko Artillerie Kommandeur - An-independent artillery command which had significant assets to allow it to operate as an independent unit that did not require support from a parent formation to operate, literal: "Artillery Commander"
Art Artillerie - Artillery
b Bayerische - Bavarian
bayer Bayerische - Bavarian (long abbreviation)
baden Badisches - Grand Duchy of Baden
Bde Brigade
Bel Belagerungstrain - (preceded by "Pionier" or abbreviation "Pio") Pioneer Siege Train
Battr Battarie - Battery
Btl Battalion
CR Carabinier Regiment - Essentially these were dragoons
Div Divisione - Division, a combined arms force of various types of components
DR Dragoner Regiment - Dragoon Regiment, cavalry used for dismounting and fighting on foot
ErsR Ersatz Regiment - Depot or replacement Regiment
Esk Eskadron - Cavalry Squadron
FAR Feldartillerie Regiment - Field Artillery Regiment, lighter more mobile artillery intended to support armies in the field
FußAR Fußartillerie Regiment - Foot Artillery Regiment, the traditional Prussian designation for heavy artillery
FüsR Füsliier Regiment - Fusilier Regiment
GAR Garde Artillerie Regiment - Guard Artillery Regiment
Gb Gebirgs - Mountain
GC Garde du Corps - Life Guard Cavalry Regiment, Heavy cavalry, the German cavalry elite
Gd Garde - Guard
GDR Garde Dragoner Regiment - Guard Dragon Regiment
gem Gemischt - Mixed, combined arms
GErsR Garde Ersatz Regiment - Guard Depot or Replacement Regiment
GFüsR Garde Füsliier Regiment - Guard Fusilier Regiment
GFAR Garde Fußartillerie Regiment - Guard Heavy Artillery Regiment
GGR Garde Grenadier Regiment - Guard Grenadier Regiment
GHQ Großen Hauptquatier - Supreme Headquarters
GKR Garde Kürassier Regiment - Guard Armored Cavalry Regiment
GR Grenadier Regiment
GResR Garde Reserve Regiment - Guard Reserve Infantry
<table>
<thead>
<tr>
<th>Abbreviation</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GResDR</td>
<td>Garde Reserve Dragoner Regiment - Guard Reserve Dragoon Regiment</td>
</tr>
<tr>
<td>GRzFß</td>
<td>Garde Regiment zu Fuß - Guard Infantry Regiment, literal: &quot;Guard Regiment of Foot&quot;</td>
</tr>
<tr>
<td>GRzP</td>
<td>Grenadier Regiment zu Pfrede - Horse Grenadiers, light cavalry used for skirmishing</td>
</tr>
<tr>
<td>GUR</td>
<td>Garde Uhlan Regiment - Guard Lancer Cavalry Regiment</td>
</tr>
<tr>
<td>hesse</td>
<td>Hessisches - Grand Duchy of Hesse</td>
</tr>
<tr>
<td>HKK</td>
<td>Höhere Kavallerie-Kommando - Higher Cavalry Command; essentially this is a cavalry corps although it worked a bit differently than a regular army corps: the HKK commander was essentially a senior cavalry commander that was only a command authority concerning tactics and strategy of the employment of the cavalry divisions and support assets within the grouping</td>
</tr>
<tr>
<td>HR</td>
<td>Husaren Regiment - Hussar Regiment, medium cavalry</td>
</tr>
<tr>
<td>ILR</td>
<td>Infanterie Leib Regiment - Body Infantry Regiment, literal: &quot;body guard&quot;</td>
</tr>
<tr>
<td>IR</td>
<td>Infanterie Regiment - Infantry Regiment</td>
</tr>
<tr>
<td>Kp</td>
<td>Kompagnie - Company (German spelling changed to &quot;kompanie&quot; in 1929)</td>
</tr>
<tr>
<td>KR</td>
<td>Kürassier Regiment - Armored Cavalry Regiment, heavy cavalry used for shock</td>
</tr>
<tr>
<td>kz</td>
<td>Kürze - short</td>
</tr>
<tr>
<td>Ldw</td>
<td>Landwehr - Militia</td>
</tr>
<tr>
<td>LdwIR</td>
<td>Landwehr Infanterie Regiment - Militia Infantry Regiment</td>
</tr>
<tr>
<td>LGR</td>
<td>Leib Grenadier Regiment - Life Grenadier Regiment</td>
</tr>
<tr>
<td>LgR</td>
<td>Leibgarde Regiment - Life Guard Regiment, literal: &quot;life guard&quot; (Hessian)</td>
</tr>
<tr>
<td>LHR</td>
<td>Leib Husaren Regiment - Life Guard Hussar Regiment</td>
</tr>
<tr>
<td>LIR</td>
<td>Lehr Infantry Regiment - Infantry Instruction Regiment, as in the &quot;instructors&quot;</td>
</tr>
<tr>
<td>LKR</td>
<td>Leib Kürassier Regiment - Life Guard Armored Cavalry Regiment</td>
</tr>
<tr>
<td>Lst</td>
<td>Landstrum - Reservists / Territorial Troops</td>
</tr>
<tr>
<td>MFüsR</td>
<td>Marine Füsilier Regiment - Marine Regiment</td>
</tr>
<tr>
<td>MG</td>
<td>Maschinengewehr - Machine Gun</td>
</tr>
<tr>
<td>MGK</td>
<td>Maschinengewehr Kompagnie - Machine Gun Company</td>
</tr>
<tr>
<td>MGSfK</td>
<td>Maschinengewehr Scharfschützen Kompagnie - Machine Gun Sharpshooter Company</td>
</tr>
<tr>
<td>MörR</td>
<td>Mörser Regiment - Mortar Regiment</td>
</tr>
<tr>
<td>MR</td>
<td>Matrosen Regiment - Sailor Regiment</td>
</tr>
<tr>
<td>Mwf</td>
<td>Minenwerfer - Trench mortar</td>
</tr>
<tr>
<td>Nr</td>
<td>Nummer - Number</td>
</tr>
<tr>
<td>OHL</td>
<td>Oberste Heeresleitung - Supreme Army Command</td>
</tr>
<tr>
<td>Pio</td>
<td>Pionier - Pioneers, engineers</td>
</tr>
<tr>
<td>Radf</td>
<td>Radfahrer, Cyclists</td>
</tr>
<tr>
<td>Regt</td>
<td>Regiment - comprised of several battalions; could also appear as &quot;Rgt&quot; to prevent text overflow</td>
</tr>
<tr>
<td>Res</td>
<td>Reserve</td>
</tr>
<tr>
<td>RR</td>
<td>Reiter Regiment - cavalry, literal: “rider regiment”, usually preceded with an “s”, designating a heavy cavalry regiment</td>
</tr>
</tbody>
</table>
Rtnd  Reitende - riding
s    schwere - heavy
sächs Sächisches - Kingdom of Saxony
stellv Stellvertretende - Provisional or garrison formation
UR   Ulanen Regiment - Lancer Cavalry Regiment, light cavalry at this time
      used for reconnaissance
württ Württembergisches - Kingdom of Wurttemberg

**Bulgarian**

Art  Artillery
Bde  Brigade
Bn   Battalion
Btty Battery
Cav  Cavalry
Co   Company
Div  Division (all arms)
Hvy  Heavy
Inf  Infantry
Regt Regiment
Sec  Section

* * *
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*Links are functional as of 3 NOV 2010*

The Blitz.org  http://www.theblitz.org
(excellent site for ladder wargaming to setup play-by-email matches with others, and forums or discussing this and other Tiller games)

First World War.com  http://www.firstworldwar.com
(excellent site for general facts and topics about WWI)

Axis History Forum  http://forum.axishistory.com/

Der erster Weltkrieg  http://www.1914-18.info/

World War One Image Archive  http://www.gwpda.org/photos/greatwar.htm
(excellent site for World War One photos; some of the images in this notes document came from this website)

WarCron  http://www.warcron
(excellent chronological source for some hard to find information, like what general weather conditions were day by day during a campaign)
Special Thanks

I want to thank my wife for allowing me to work on this game long night after night over the years without a single word of complaint. Great works are not made without the understanding, support, (and tolerance) of a great spouse, and I have been blessed with the most understanding wife a guy could ever have.

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