

1914, Serbien muß sterbien

The Initial Campaigns on the Balkan Front in WWI

PLAYBOOK V. 3.0 — 22 October 2018

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28.0 SET-UP EXPLANATION

28.1 Organizing the Units

To be able to set-up quickly it is important to prepare. The first thing both players should do is to sort their units into the following subgroups:

- Fort units;
- Army units;
- Units attached to a Corps;
- Independent Infantry Formations;
- Infantry Asset units;
- Cavalry units;
- Artillery and Naval units;
- Informational markers.

Within each subgroup, organize the units in alpha-numeric order. Match any Attachment markers to their respective Formation units during this process.

28.2 The Setup Grids

Once organized as detailed above, using the appropriate scenario set-up grid, place the units on the map and their associated Attachment markers on the indicated Organizational Display.

28.2.1 Unit Availability

There are four scenarios presented in this Playbook. In general, each scenario lists only those units needed to play that specific scenario.

28.2.2 Unit Set-up

Each scenario lists the following information for each unit:

- the unit's ID.
 - the hex the unit begins set-up in, and for Formation units, the Army Organizational Display on which to place the Formation unit's Attachment marker.
- In some cases, a unit begins set-up in Two-Hex Status (19.0). If so, the hex numbers are connected by a +. (e.g., 50.50+51.51)
- If the unit is a Reinforcement, listed is the GT of arrival and the hex or entry area it arrives in.
 - If the unit begins Inactive, the GT of activation is shown encircled next to its set-up hex.

EXAMPLE:

Unit ID	30.77	Ind./ FIFTH
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This hypothetical unit begins set-up in hex 30.77. Place the unit's Attachment marker in the Independent Formations box on the Fifth Army's Organizational Display.

EXAMPLE of Reinforcement:

Unit ID	4: 30.77	
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This hypothetical unit arrives as a reinforcement on Game Turn 4. On GT 4, during the friendly Phasing Players Preliminary Phase, the unit is placed in hex 30.77.

EXAMPLE of Inactive Unit:

Unit ID	30.77 ②	
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This hypothetical unit begins Inactive in hex 30.77. The ② indicates that it is activated on GT 2. Place a plain number 2 marker on the unit to denote this.

28.2.3 Attachment Markers: There are two types of Attachment markers: Formation Attachment markers (with encircled CE numbers) and Corps Attachment markers (without circles).

- Serbian Formation Attachment markers are placed on the indicated Army Organizational Display.

- A-H Corps Attachment markers are placed in any empty Corps Box on the indicated army's Organizational Display; in this way the adjacent rectangle becomes the corps box for the formations attached to that corps (5.2.2).
- A-H Formation Attachment markers are either placed in a Corps Box (5.2.2) or an Independent Attachment Box (5.2.4).

28.3 Other On-Map Setup Instructions

A. A-H Army Area of Attachment Markers: The Austro-Hungarian player places these markers to designate boundaries between each army. Use the counter-sheet "spines" labeled 'Army Area of Attachment Boundary' for marking these boundaries.

PLAY NOTE: It is helpful to cut these army boundary markers into various sizes of from one to two inches in length.

B. Army and Corps Markers: Place each army's and corps' double-sized Army marker anywhere just behind that army's Area of Attachment. Place the marker on either its front or back-side (as appropriate) to record whether the army is on its Strategic Plan or not as designated in the set-up for the selected scenario. The exact location of these markers is not relevant—they are just reminders to players as to which army is which, and whether each army is on its Strategic Plan or not.

28.4 Game Turn and Victory Point Markers: Place the Game Turn and Player Turn markers on the GT Record Track. Place the Victory Points markers on the Victory Points Track. Use the front of the Victory Points markers when the Serbs are ahead in VPs and use the back when the Austro-Hungarians are ahead.

28.5 Resources Display

A. REPLs Markers: Place each nation's Rail Points and Replacements markers on their respective Resources displays.

B. Serbian Shells Limit Markers: Place the Serbian's Shells Limit markers on his Resources display.

28.6 Informational Markers

Informational markers used in *1914, Serbien muß sterbien* come in two categories. Those used within play to record the status of something, and those that are associated with a player's armies or special rules. Generally, with the exception of IPs, generic informational markers have a black, dark blue, grey, white or yellow-tint background. Special rules markers have more prominent colors: yellow, red, orange, or have their nationality's color.

The Special Rules markers required are listed in each scenario's section.

Place all generic markers (numbers, MPs Expended, IPs, etc.) aside until needed during play or as called for in the scenario set-ups.

28.7 Inactive Units

Individual units may begin a scenario Inactive (1.1). These units are labeled "Inactive" in the set-up instructions. To denote an inactive unit, rotate the unit 180 degrees until activated or place on the unit a plain numbered marker indicating the GT of activation.

PLAY NOTE: The numbered markers mentioned above are not provided in the counter mix.

PLAYNOTE: Ignore the RR Structure at hex 30.12. It is included for scenario 32.0 and for possible future expansion scenarios.

29.0 Introductory Scenario – BATTLE IN THE MAČVA, AUGUST 1914

This scenario is intended to be a learning scenario. Players are encouraged to familiarize themselves with the Player Aid Cards and to practice with the movement and combat mechanics. Specifically, players should concentrate on learning the Forced March procedure and the MP cost and effects of placing Prepared Attack markers. Important to learn about in this scenario are Serbian Shells, Komitadji, Naval units, Pontoon Bridges and the Austro-Hungarian Strategic Plan.

Historical Notes

Feldzeugmeister Oskar Potiorek, Austro-Hungarian commander for the Balkan Theater, faced a dilemma as to how to most successfully attack Serbia. The border between the two countries lay upon three rivers: the Donau (Danube), its tributary the Sava, and the Sava's tributary the Drina. Therefore, in order to generate a military threat, the difficult task of a river crossing had to be conducted. The time-tested historical route of invasion was to attack Serbia from the north, crossing the Sava and the Donau Rivers on either side of the Serbian capital city Beograd. However, Potiorek did not expect this approach to generate a decisive result. He felt it would allow his opponent to simply withdraw along the Morava River valley toward Niš, Serbia's second largest city, and its main railroad line that led to the Greek port of Salonika. As a result, Potiorek sought a different solution.

Seeking a decisive victory, Potiorek decided upon a complex alternate plan. He had three armies at his disposal, the Second, Fifth and Sixth, and would give each a separate goal. The Fifth Army, starting in northern Bosnia, would advance eastward crossing the Drina. This advance was expected to draw Serbian defenders into the Mačva Region away from the Morava River valley. At this point the Second Army would descend from the north, crossing the lower Sava River to take the Serbs in the flank. Simultaneously, the Sixth Army, advancing eastward from Sarajevo, would advance to cut the Serbs' ultimate supply line to the south.

However, in 1914 as it turned out, Potiorek was deprived of the Second Army which was taken from his command and re-routed to fight in Galicia against the Russians. Although the Austro-Hungarian High Command's instructions to Potiorek allowed him to take a defensive stance, he decided to attack anyway. Potiorek was given permission to use some of the Second Army's divisions to make a demonstration along the Sava River to hold Serb forces and ease the Fifth Army's advance from the west. This demonstration resulted in a prolonged battle for the town of Šabac, eventually won by the Serbs. It also caused a number of formations that were scheduled to go to Galicia, including the 29th Division, to remain in the Balkan theater. In the meantime, the Fifth Army crossed the lower Drina with its primary objective the town of Valjevo. The VIII Army Corps, consisting of two predominantly Czech divisions, marched north of the Cer mountain ridge through the Mačva region, which consisted predominantly of corn fields. At this time of year, these "Kukuruz" fields stood two meters high and offered superb cover for the Serbian guerillas (the 'Komitadji') that harassed the advancing Austro-Hungarians. The army's other corps, the XIII, crossed the Drina by Loznica, south of the Cer mountain ridge, and advanced up the Jadar Valley, while attempting to secure the mountainous terrain to the south.

The Serbian commander "Voivoda" Radomir Putnik held his army in a "wait and see" position some 50 kilometers south of Beograd while defending the borders with detachments consisting primarily of second line troops. As soon as Austro-Hungarian intentions became clear to him, Putnik raced his troops to the threatened region west of Valjevo. Without either division knowing, the Austro-Hungarian 21st Landwehr Division and the Serbian Combined Division raced to the village of Tekeriš on the Cer mountain plateau. The Austro-Hungarians were the first to enter Tekeriš. The 21st Landwehr Division arrived around midnight, exhausted from a day of forced-marching in the August heat, while suffering from a lack of water and Serbian

harassment. In the early morning of 17 August, they were rudely awakened by the Serbian Combined Division. The unexpected attack broke the fragile morale of the 21st Landwehr Division which routed from the field. The loss of this anchor to the Austro-Hungarian line eventually caused the retreat of the remainder of the Fifth Army. By 21 August all the Fifth Army's troops were behind the Drina River. The Serbs had repulsed the Austro-Hungarian's initial invasion and scored the first major victory of the First World War.

29.1 Scenario Length and Map

The *Battle in the Mačva* begins on GT 0 (zero) and ends after the completion of GT 7.

The scenario is played using only the NW portion on the map. The scenario's boundaries are hex-row xx.17 (inclusive) and hex-column 32.xx (inclusive). Five Serbian units begin the scenario outside the scenario map boundaries. These units must move to enter the scenario area during their initial move(s). No units may voluntarily move or retreat outside of the scenario boundaries.

29.2 General Information

A. Strategic plans (26.0): The Austro-Hungarian FIFTH Army's Strategic Plan is in effect.

B. Special Rules Markers Required:

The following markers are used at the beginning of the scenario:

- Serbian GT 0 "Drina" Resilience marker (yellow).
- A-H Fifth Army Mandated Attack marker (yellow).

29.3 Exclusive Rules—Battle in the Mačva

29.3.1 Improved Positions: Neither player can construct IPs.

29.4 Rules to be ignored:

A. Ignore Serbian Artillery Shell Shortage (23.2).

29.5 Determining Victory

Victory is determined by the following: The Austro-Hungarian player wins if he occupies Valjevo (hex 23.16) at any time during the game. The Serbian player wins if at the end of the scenario the A-H does not hold any of the following hexes: Pecka (19.16), Loznica (16.12), Mt. Cer (19.12), Šabac (21.10) and any hex east of hex-column 21.xx and south of the Sava River. If neither player wins, it is a draw.

29.6 Player's Notes

AUSTRO-HUNGARIAN

Although the capture of Valjevo constitutes an immediate A-H victory, its capture is very unlikely to occur because the city lies nine hexes behind the initial frontline. The A-H Player's best chance to avoid defeat is to force the Serbian Player to attack in order to achieve his victory. The A-H Player should push to capture the target locations Pecka, Loznica, Mt. Cer and Šabac. If he can retain one of the locations until the end of GT7 he will avoid defeat. To capture these objectives will require speed, if necessary by force-marching, but be careful, as under the strategic plan you cannot move backwards. Retaining at least one of these objectives will require defensive tenacity and effective counter-attacks. The fight for Šabac can be particularly ferocious.

SERBIAN

The Serbian army began the campaign with a "wait and see" attitude and therefore begins the scenario out of position. However, by the start of the scenario it had become clear to the Serbian High Command that the anticipated A-H crossing of the Sava by Beograd was a feint and that the real attack was coming from the west, primarily from across the Drina River. In order to slow and then stop the Austro-Hungarian armies the Serb Player will need to force-march his formations to the west. Historically the Drina 1 Division marched to support the Loznica Detachment while the Sumadia 1 Division marched on Šabac and the Combined Division marched towards Mt. Cer. When the other divisions

arrive, the Serb Player will be ready to push the A-H Player back across the Drina and Sava Rivers. Expect a nail-biting situation with vicious battles for Loznica, Mt. Cer and Šabac.

Serbian Reinforcement Schedule

GT 4 — Beograd: 30.09

Austro-Hungarian Reinforcement and Withdrawal Schedule

GT 0 —

42 HMa: 20.06

MaR.26: 22.09

GT 2 — WITHDRAW: Train/9

GT 3 —

AG S.-B. Depot: Substitute for SECOND Depot (substitute AG S.-B. organizational display for SECOND Army's display)

AG S.-B.: 17.06

104 Ls: 12.07

GT 4 —

40 HMa: 10.12

MaR. 15, MaR. 16: 12.07

GT 5 —

FIFTH: 11.08

LsIR. 12, LsIR. 32: 28.06

GT 6 — WITHDRAW: Train/4, 31/4, 32/4, Dani (and any remaining detachment units)

SERBIAN SET-UP — *Battle in the Mačva*

Black number on white field means GT of "activation" ④

Fort Units and Special Markers

Unit	Turn: Hex	
Beograd	30.09	
Komitadji marker	17.11	<i>Note that only two Komitadji markers are available in this scenario.</i>
Komitadji marker	28.10	
2 Sava River Pontoon Bridges	available	

Army Depots and Trains

Unit	Turn: Hex (Mode)
SERBIA A	23.16 (extended)
SERBIA B	32.14
Train/ FIRST	35.16
Train/ SECOND	30.15
Train/ THIRD	23.16

Independent Infantry Formations

Unit	Turn: Hex	Assigned Army:
Beograd	4: 30.09	
Combined	29.16	SECOND
Drina I	23.16	THIRD
Drina II	Available for combination	
Dunav I	30.10 ④	SECOND
Loznica	16.12	THIRD

<i>Note:</i> Inactive during Serb Player Turn of GT ①.		
Morava I	30.15	SECOND
Morava II	32.15	FIRST
Obrenovac	26.11+25.12	THIRD
Šumadia I	27.15	SECOND
Timok I	34.15	FIRST
Timok II	36.16	FIRST

Infantry Asset Units

Unit	Turn: Hex	
Beograd	30.09	
Drina I	23.16	
Dunav I	28.11 ④	
Morava I	30.15	
Šumadia I	27.15	
Timok I	34.11	
Drina II	19.10	<i>Note:</i> These asset units are inactive during the Serb Player Turn of GT ①.
Ljesnica	17.11	
Ljubovije	18.16	
Sabac	21.11	

Cavalry Unit

Unit	Turn: Hex	Box:
Cav	33.12	SECOND

Artillery Units

Unit	Turn: Hex	
SERBIA	30.15	
SERBIA	30.15	

AUSTRO-HUNGARIAN SET-UP — *Battle in the Mačva*

Black number on white field means GT of "activation" ①

White number on black field means GT of "withdrawal" ②

Fort Units and Special Markers

Unit	Turn: Hex	
Peterwardein	23.03	
3 Sava River Pontoon Bridges	Available	

Army Depots

Unit	Turn: Hex (Mode)	
SECOND	23.03	
AG S.-B.	3: substitute for SECOND	
FIFTH 1	11.08	
FIFTH 2	10.12 (extended)	

Corps Units

Unit	Turn: Hex	Assigned Army: CE Losses
Train/4 ⑥	23.08	SECOND
31/4 ⑥	Available for combination	
31-/4 ⑥	23.09 (w -3 detachment marker) ②	4/ SECOND
det.31 ⑥	24.10	
32/4 ⑥	25.09 (w -3 detachment marker) ②	4/ SECOND

<i>det.32</i> ⑥	26.10	
Train/8	12.08	FIFTH
9/8	16.10	8/FIFTH
21/8	15.09	8/FIFTH -1 CE
Train/9 ②	22.06	SECOND
Train/13	13.12	FIFTH
36/13	16.11	13/ FIFTH
42/13	14.14 (w -3 detachment marker)	13/ FIFTH
<i>det.42</i>	14.14	

Independent Infantry Formations

Unit	Turn: Hex	Assigned Army:
29	22.07 (w -6 detachment marker) ①	9/ SECOND
<i>1 det.29</i>	22.08	
<i>2 det.29</i>	20.06	
13 Bd	15.12	13/ FIFTH
14 Bd	29.09	Ind./ SECOND
11 Gb	14.12	13/ FIFTH
12 Gb	13.17 ①	Ind./ FIFTH
40 HMa	4: 10.12	
104 Ls	3: 12.07	
Dani ⑥	22.09	9/ SECOND
Lütgendorf	28.09	Ind./ SECOND
Peterwardein	23.03	Ind./ SECOND

Infantry Asset units

Unit	Turn: Hex	
<i>AG S.-B.</i>	3: 17.06	
<i>FIFTH</i>	5: 11.08	
<i>42 HMa</i>	0: 20.06	
<i>Letovsky</i>	16.08	
<i>LsIR. 1</i>	23.03	
<i>LsIR. 12</i>	5: 28.06	
<i>LsIR. 32</i>	5: 28.06	
<i>MaR. 15</i>	4:12.07	
<i>MaR. 16</i>	4:12.07	
<i>MaR.26</i>	0: 22.09	

Independent Artillery Units

Unit	Turn: Hex	
<i>SYRMIEN FsAR.6</i>	29.09	
<i>SYRMIEN</i>	22.09	

Naval Units

Unit	Turn: Hex	
Donau 1	29.09	
Donau 2	29.09	
Sava	22.07	

30.0 THE GRAND CAMPAIGN, THE BATTLE FOR SERBIA 1914

Recommended Reading

In the English language, the most easily accessible articles about the 1914 Serbian Campaign are Gunther Rothenberg's *The Austro-Hungarian Campaign against Serbia in 1914* published in 1989 and John Schindler's *Disaster on the Drina: the Austro-Hungarian Army in Serbia, 1914* published in 2002. Both give a good overview of the campaign.

The most interesting source in English written from the Serb point of view is James Lyon's dissertation *Serbia and the Balkan Front, 1914*. Here is the dissertation's abstract:

Western interpretations of World War One mention the Balkan peninsula only in reference to the Sarajevo assassination. From Sarajevo, historians shift their focus to the Great Powers' diplomacy, and then to the Eastern and Western fronts seeming to forget that the war began in the Balkans. Serbia is mentioned only in connection with Sarajevo and the Austro-Hungarian ultimatum; Montenegro is mentioned as a footnote to Serbia.

On those occasions when the Balkan peninsula is mentioned, it is usually in the context of Churchill's ill-fated Gallipoli landing, and less frequently, in connection with the Thessaloniki Front after 1916. The first Entente victory of the war, in which Serbia soundly defeated the Austro-Hungarian Army at the Battle of Mt. Cer (August 16-19, 1914), is not mentioned. Neither is Serbia's short-lived invasion of Austria-Hungary in early September. The most significant Serbian victory of the war, the Battle of Kolubara (December 3-12, 1914), which completely destroyed Austria-Hungary's Balkan Army, is mentioned only rarely in the specialized literature dealing with the war, or in the larger field of Military History.

The resulting void in Western historiography leaves the casual reader with one of two impressions: that in 1914 the Austro-Hungarian Empire either immediately overwhelmed its smaller southern neighbor by sheer weight of numbers, or that the region remained quiet and uneventful throughout the early years of the war. This study attempts to answer that question and fill the void in western historiography by focusing on the diplomatic and military events of the Balkan Front during the first year of the First World War, 1914.

This dissertation is the basis for a book by the same title to be published by Bloomsbury Publishing in mid-2015.

30.1 Scenario Length and Map

The Grand Campaign begins on GT 0 (zero) and ends after the completion of GT 40.

30.2 General Information

A. Strategic plans (26.0): The Austro-Hungarian Strategic Plans for the FIFTH and SIXTH Armies are in effect.

B. Serb Shell Shortage (23.2): Starting number of Shells is 100.

C. Special Rules Markers Required:

The following markers are used at the beginning of the scenario:

- Serbian GT 0 "Drina" Resilience marker (yellow).
- A-H Fifth and Sixth Army Mandated Attack markers (yellow).

30.5 Determining Victory

At the end of the game, the player with 10 or more VP is victorious. Anything in the middle is a draw (i.e., 9 VP for the Serbs to 9 VP for the A-Hs).

Serbian Reinforcement and Withdrawal Schedule

GT 3 — WITHDRAW: remove one Komitadji marker

GT 4 — Beograd: 30.09

GT 7 — Požarevac: 37.12

GT 9 — *Kragujevac*: 23.16 or 26.15

GT 10 — Dunav II: 34.12
WITHDRAW: remove one Komitadji marker

GT 11 — *Krusevac*: 23.16 or 26.15

GT 32 — French Naval Artillery marker: 30.09

Austro-Hungarian Reinforcement and Withdrawal Schedule

GT 0 —
40: 06.21
42 *HMa*: 20.06
MaR.26: 22.09

GT 2 —
109 Ls: 06.21
WITHDRAW: Train/9

GT 3 —
AG S.-B. Depot: Substitute for SECOND Depot (substitute AG S.-B. organizational display for SECOND Army's display)
SIXTH 2 Depot: 08.16
AG S.-B.: 17.06
104 Ls: 12.07

GT 4 —
40 *HMa*: 10.12
MaR. 15, MaR. 16: 12.07

GT 5 —
FIFTH: 11.08
SIXTH: 06.21
LsIR. 12, LsIR. 32: 28.06

GT 6 — WITHDRAW: Train/4, 31/4, 32/4, Dani (and any remaining detachment units)

GT 9 —
FJB.23+38: 31.06
LsIR. 27: 10.12 or 12.07

GT 10 — 9 LsEt: 10.12

GT 12 —
107 Ls: 31.09
Šnjarić: 12.18

GT 14 — Train/K: within 3 hexes of the 29th division

GT 20 — 17 Gb: 11.18

GT 21 — 8 LsEt: 12.07

GT 23 — 50: 07.21

GT 25 —
6 LsTerr: 26.07 or 23.03
7 LsTerr: 12.18

SERBIAN SET-UP — *Grand Campaign*

Black number on white field means GT of “activation” ④

Fort Units and Special Markers

Unit	Turn: Hex	
Beograd	30.09	
Komitadji marker	17.11	
Komitadji marker	28.10	
Komitadji marker	17.17	
2 Sava River Pontoon Bridges	available	
French Naval Artillery marker	32: 30.09	

Army Depots and Trains

Unit	Turn: Hex (Mode)	
SERBIA A	23.16 (extended)	
SERBIA B	32.14	
SERBIA C	28.21 (extended)	
Train/ FIRST	35.16	
Train/ SECOND	30.15	
Train/ THIRD	23.16	
Train/ UŽICE	22.21	

Independent Infantry Formations

Unit	Turn: Hex	Assigned Army:
Beograd	4: 30.09	
Combined	29.16	SECOND
Drina I	23.16	THIRD
Drina II	Available for combination	
Dunav I	30.10 ④	SECOND
Dunav II	10: 34.12	
Lim	18.25	UŽICE
Loznica <i>Note:</i> Inactive during Serb Player Turn of GT ①.	16.12	THIRD
Morava I	30.15	SECOND
Morava II	32.15	FIRST
Obrenovac	26.11+25.12	THIRD
Požarevac	7: 37.12	
Šumadia I	27.15	SECOND
Šumadia II	22.21	UŽICE
Timok I	34.15	FIRST
Timok II	36.16	FIRST
Užice <i>Note:</i> Inactive during Serb Player Turn of GT ①.	20.20	UŽICE

Infantry Asset Units

Unit	Turn: Hex	
Beograd	30.09	
Braničevo	41.11	
Drina I	23.16	
Dunav I	28.11 ④	
Kragujevac	9: 23.16 or 26.15	
Krusevac	11: 23.16 or 26.15	
Morava I	30.15	
Šmederevo	34.11	
Šumadia I	27.15	
Timok I	34.11	
Debelo Brdo	20.18	<i>Note:</i> These asset units are inactive
Drina II	19.10	

Ljesnica	17.11	during the Serb Player Turn of GT ①.
Ljubovije	18.16	
Mokragora	18.22	
Sabac	21.11	

Cavalry Unit

Unit	Turn: Hex	Box:
Cav	33.12	SECOND

Artillery Units

Unit	Turn: Hex	
SERBIA	30.15	
SERBIA	30.15	

Montenegrin Infantry Formations

Unit	Turn: Hex	Box:
Pljevlja <i>Note:</i> Inactive during Serb Player Turn of GT ①.	14.26	UŽICE

Montenegrin Asset Units

Unit	Turn: Hex	
Hercegovina	12.27	<i>Note:</i> Inactive during Serb Player Turn of GT ①.
Hercegovina	See Rule 24.1.	
Hercegovina	Enter at hex 22.29 or 16.29	
Hercegovina		

AUSTRO-HUNGARIAN SET-UP — *Grand Campaign*

Black number on white field means GT of “activation” ①

White number on black field means GT of “withdrawal” ②

Fort Units and Special Markers

Unit	Turn: Hex	
Kalinovik	06.25	
Peterwardein	23.03	
Sarajevo	06.20	
Sarajevo	06.21	
Sarajevo	07.21	
3 Sava River Pontoon Bridges	Available	

Army Depots

Unit	Turn: Hex (Mode)	
SECOND	23.03	
AG S.-B.	3: substitute for SECOND	
FIFTH 1	11.08	
FIFTH 2	10.12 (extended)	
SIXTH 1	06.21 (extended) ②	
SIXTH 2	3: 08.16	

Corps Units

Unit	Turn: Hex	Assigned Army: CE Losses
Train/4 ⑥	23.08	SECOND
31/4 ⑥	Available for combination	
31-/4 ⑥	23.09 (w -3 detachment marker) ②	4/ SECOND
det.31 ⑥	24.10	
32/4 ⑥	25.09 (w -3 detachment marker) ②	4/ SECOND
det.32 ⑥	26.10	
Train/8	12.08	FIFTH
9/8	16.10	8/FIFTH
21/8	15.09	8/FIFTH -1 CE
Train/9 ②	22.06	SECOND
Train/13	13.12	FIFTH
36/13	16.11	13/ FIFTH
42/13	14.14 (w -3 detachment marker)	13/ FIFTH
det.42	14.14	
Train/15	10.22 (extended) ②	SIXTH
Train/16	06.24	SIXTH
Train/K	14: within 3 hexes of the 29 division	

Independent Infantry Formations

Unit	Turn: Hex	Assigned Corps & Army:
1	16.22 ①	15/ SIXTH
18	Available for combination	
29	22.07 (w -6 detachment marker) ①	9/ SECOND
1 det.29	22.08	
2 det.29	20.06	
40	0: 06.21	
48	Available for combination	
50	23: 07.21	

13 Bd	15.12	13/ FIFTH
14 Bd	29.09	Ind./ SECOND
1 Gb	11.23	15/ SIXTH
2 Gb	12.24	15/ SIXTH
4 Gb	06.25	16/ SIXTH
5 Gb	08.24	16/ SIXTH
6 Gb	08.25	16/ SIXTH
7 Gb	Available for Reverse-Combo	
8 Gb	10.25	16/ SIXTH
9 Gb	Available for Reverse-Combo	
10 Gb	13.22	15/ SIXTH
11 Gb	14.12	13/ FIFTH
12 Gb	13.17 ①	Ind./ FIFTH
13 Gb	10.22	15/ SIXTH
17 Gb	20: 11.18	
40 HMa	4: 10.12	
104 Ls	3: 12.07	
107 Ls	12: 31.09	
109 Ls	2: 06.21	
8 LsEt	21: 12.07	
9 LsEt	10: 10.12	
6 LsTerr	25: 26.07 or 23.03	
7 LsTerr	25: 12.18	
Dani ⑥	22.09	9/ SECOND
Lütgendorf	28.09	Ind./ SECOND
Peterwardein	23.03	Ind./ SECOND
Sarajevo	07.21	Ind./ SIXTH
Šnjarić	12: 12.18	

Infantry Asset units

Unit	Turn: Hex	
AG S.-B.	3: 17.06	
BANAT 1	31.09	
BANAT 2	35.10	
BANAT 3	39.09	
FIFTH	5: 11.08	
FJB.23+38	9: 31.06	
42 HMa	0: 20.06	
3 Gb	Kalinovik Threatened (25.4)	
Letovsky	16.08	
LsIR. 1	23.03	
LsIR. 12	5: 28.06	
LsIR. 27	9: 12.07 or 10.12	
LsIR. 32	5: 28.06	
MaR. 15	4:12.07	
MaR. 16	4:12.07	
MaR.26	0: 22.09	
SIXTH	5: 06.21	

Independent Artillery Units

Unit	Turn: Hex	
SYRMIEN FsAR.6	29.09	
SYRMIEN	22.09	

Naval Units

Unit	Turn: Hex	
Donau 1	29.09	
Donau 2	29.09	
Sava	22.07	

31.0 FROM THE CROSSING OF THE DRINA TO EXHAUSTION

Historical Notes

The initial Austro-Hungarian invasion had failed. By 25 August all Austro-Hungarian troops had withdrawn from the Mačva and a lull set in over the Drina and Sava River Fronts. In the south, the A-H Sixth Army had completed its strategic plan, capturing Prijepolje and Nova Varoš but then retreated from Serbian territory after hearing of the Fifth Army's calamity. Recognition that the distance between Sixth and the Fifth Army had been too great to provide mutual support now caused the Sixth Army to be relocated to the north. Simultaneously, due to the transfer of the Second Army to fight the Russians in Galicia, the Fifth Army shifted its center of gravity further north.

In the meantime, France and Russia, who had suffered great defeats at the hands of the Germans in the Battle of the Frontiers and at Tannenberg respectively, put pressure on Serbia to launch an offensive into Austria-Hungary. Initially the Serbs protested, pointing to the lack of the needed bridging equipment and low ammunition levels. However, pledges of support (in the form of naval missions and ammunition) finally persuaded the Serbs. On 6 September they crossed the Sava at several locations, being assisted by the river's low water level which precluded interference by the Austro-Hungarian river monitors. The crossing of the Timok I Division at Mitrovica was repulsed with heavy losses by the A-H 29th Infantry Division in the battle at Šašinci. (This event has entered A-H military lore as "the destruction of the Timok Division.") However, the main crossing at Kupinovo was successful. The mostly third-line Landsturm troops defending in the region were not capable of stopping the Serbian advance and the Austro-Hungarians withdrew in the direction of Peterwardein. The Serbs proudly celebrated the capture of Semlin from where the Austro-Hungarian heavy artillery and Donau flotilla had repeatedly bombarded Belgrade.

To counter the Serbian invasion of Sylvania, the Austro-Hungarian Fifth and Sixth Armies, which by now had replaced their earlier losses, launched a new invasion of Serbia. The Fifth Army attacked across the lower Drina and across the Sava at the Parašnica river bend, while the Sixth Army advanced out of the Drina River's canyon up into the mountains desiring to reach Krupanj and Pecka. This concerted effort caused the Serbs to end their invasion of Sylvania and withdraw their troops. Immediately after the Serbian withdrawal, the Austro-Hungarian troops in Sylvania were added to the invasion by crossing the Sava at Jarak. The success of these concerted efforts was mixed. The Fifth Army's attempt to cross the lower Drina met with failure and high losses. However, the Sixth Army was able to wrest the Jagodnja Pass from the Serbs.

What followed was a tense two-month long stalemate composed of numerous attacks and counter attacks. During these two months the Serbs nearly expended their complete stockpile of artillery ammunition and the requests for resupply to their Allies became ever more urgent. But it wasn't until the Serbian front crumbled and the Austro-Hungarians were able to cross the lower Drina and occupy Šabac that Serbia's Allies decided to send ammunition. However, this would require time. Before the shells could be dispatched to units they had to be shipped through the Greek port of Salonika and railed north through the Morava valley to Serbian munitions factories where the shells had to be modified in order to be able to be fired by the Serbian artillery. While this process was ongoing, Valjevo fell to the Austro-Hungarians on 15 November and the Serbian Army was pushed over the Kolubara River. The Serbs were forced to evacuate their capital Beograd which was occupied by the Austro-Hungarians on 2 December.

As the Austro-Hungarians advanced, over-extending their supply lines, the Serbian commander Putnik bided his time. By early December Putnik felt that enough artillery ammunition had been received to make a last-ditch effort against the invaders. On 3 December the Serbs counter-attacked the A-H Sixth Army. The unexpected attack threw the Austro-Hungarians into confusion. In just five days the

Sixth Army was pushed back to the Kolubara River and Valjevo was recaptured. The Fifth Army, finding its flank uncovered retreated with haste. Ultimately both armies withdrew behind the Sava River, Beograd being evacuated on 14 December.

The withdrawal of the Fifth and Sixth Armies had been a rout. Upon arriving north of the Sava some divisions had only 1000 men remaining (of an original contingent of 15000). However, the Serbs were also at the end of their tether and not in any condition to pursue the fleeing Austro-Hungarians further than the Sava and Drina Rivers. It had been the narrowest of victories.

31.1 Scenario Length

The scenario *From the Crossing of the Drina to Exhaustion* begins on GT 11 and ends after the completion of GT 40.

31.2 General Information

A. Strategic plans (26.0): No Strategic Plans are in play.

B. Serb Shell Shortage (23.2): Starting number of Shells is 50.

C. REPLs: Both players begin with 0 (zero). REPLs are received beginning the 4th Inter Phase.

31.5 Determining Victory

At the end of the game, the player with 10 or more VP is victorious. Anything in the middle is a draw (i.e., 9 VP for the Serbs to 9 VP for the A-Hs).

The scenario begins with the Serbian Player having accumulated 10 VPs. This represents the A-H Fifth Army abandoning its strategic plan while five hexes from its objective (-15 VPs) and the occupation of Nova Varoš (+5 VPs).

Serbian Reinforcement Schedule

GT 32 — French Naval Artillery marker: 30.09

Austro-Hungarian Reinforcement Schedule

GT 12 —
107 Ls: 31.09
Šnjarić: 12.18

GT 14 — Train/K: within 3 hexes of the 29th division

GT 20 — 17 Gb: 11.18

GT 21 — 8 LsEt: 12.07

GT 23 — 50: 07.21

GT 25 —
6 LsTerr: 26.07 or 23.03
7 LsTerr: 12.18

SERBIAN SET-UP — *From the Drina to Exhaustion*

Fort Units and Special Markers

Unit	Turn: Hex	
Beograd	30.09	
Komitadji marker	18.18	
Komitadji marker	Not in play	
Komitadji marker	Not in play	
Pontoon Bridge	25.10/25.11	
Pontoon Bridge	23.11/24.10	
French Naval	32: 30.09	
Artillery marker		

Army Depots and Trains

Unit	Turn: Hex (mode)	
SERBIA A	23.16 (extended)	
SERBIA B	30.12	
SERBIA C	24.22 (extended)	
Train/ FIRST	25.12	
Train/ SECOND	20.11	
Train/ THIRD	19.14	
Train/ UŽICE	21.22	

Independent Infantry Formations

Unit	Turn: Hex [nr. of SRs]	Assigned Army: CE Losses
Beograd	30.09	FIRST
Combined	17.11+18.10 [-1]	SECOND
Drina I	15.13+16.13	THIRD
Drina II	16.12+17.12 [-1]	THIRD
Dunav I	25.10	FIRST
Dunav II	28.12	FIRST
Lim	17.25	UŽICE
Loznica	Not in play	
Morava I	18.08+18.09	SECOND
Morava II	17.15	THIRD
Obrenovac	27.11	FIRST
Požarevac	37.12	FIRST
Šumadija I	24.10	FIRST
Šumadija II	18.22	UŽICE
Timok I	21.08 [-2]	SECOND -3 CE
Timok II	19.09	SECOND
Užice	21.21	UŽICE

Infantry Asset Units

Unit	Turn: Hex	
Beograd	31.11	
Braničevo	41.11	
Debelo Brdo	21.18	
Drina I	15.13+16.13	
Drina II	Not in play	
Dunav I	25.10	
Kragujevac	16.15	
Krusevac	23.16	
Ljesnica	eliminated	
Ljubovije	18.16	
Mokragora	21.21	
Morava I	18.07	
Sabac	21.10	
Smederevo	34.11	
Šumadija I	24.10	
Timok I	19.07+20.07	

Cavalry Unit

Unit	Turn: Hex	Box:
Cav	25.10	FIRST

Artillery Units

Unit	Turn: Hex	
SERBIA	25.10	
SERBIA	23.11	

Montenegrin Infantry Formations

Unit	Turn: Hex	Box:
Pljevlja	14.26	UŽICE

Montenegrin Asset Units

Unit	Turn: Hex	
Hercegovina	12.27	
Hercegovina	12.27	
Hercegovina	See Rule 24.1.	
Hercegovina	Enter at hex 22.29 or 16.29	

AUSTRO-HUNGARIAN SET-UP — *From the Drina to Exhaustion*

Fort Units and Special Markers

Unit	Turn: Hex	
Kalinovik	06.25	
Peterwardein	23.03	
Sarajevo	06.20	
Sarajevo	06.21	
Sarajevo	07.21	
3 Sava River	Available	
Pontoon Bridges		

Army Depots

Unit	Turn: Hex (mode)	
SECOND	Not in play	
AG S.-B.	23.03	
FIFTH 1	11.08	
FIFTH 2	16.04	
SIXTH 1	10.12 (extended)	
SIXTH 2	12.18 (extended)	

Corps Units

Unit	Turn: Hex	Assigned Army:
Train/4	Not in play	
31/4	Not in play	
31-/4	Not in play	
det.31	Not in play	
32/4	Not in play	
det.32	Not in play	
Train/8	16.05	FIFTH
9/8	16.08	8/FIFTH
21/8	17.08	8/FIFTH
Train/9	Not in play	
Train/13	14.09	FIFTH
36/13	16.09	13/ FIFTH
42/13	15.10	13/ FIFTH
det.42	Not in play	
Train/15	13.14	SIXTH
Train/16	12.18	SIXTH
Train/K	14: within 3 hexes of the 29 division	

Independent Infantry Formations

Unit	Turn: Hex [nr. of SRs]	Assigned Corps & Army:
1	12.18	Ind./ SIXTH
18	Available for combination	
29	22.07	Ind./FIFTH
1 det.29	Not in play	
2 det.29	Not in play	
40	15.11 [-1]	15/ SIXTH
48	Available for combination	
50	23: 07.21	
13 Bd	15.12	15/ SIXTH
14 Bd	28.09+29.09	Ind./ AG S.-B.
1 Gb	12.16	16/ SIXTH
2 Gb	12.16	16/ SIXTH
4 Gb	13.17	16/ SIXTH
5 Gb	14.16	16/ SIXTH
6 Gb	12.16	16/ SIXTH
7 Gb	Available for Reverse-Combo	
8 Gb	15.22+16.22	Ind./ SIXTH
9 Gb	Available for Reverse-Combo	
10 Gb	14.13	15/ SIXTH
11 Gb	14.14	15/ SIXTH
12 Gb	14.13	15/ SIXTH
13 Gb	12.16	16/ SIXTH
17 Gb	20: 11.18	
40 HMa	15.12	15/ SIXTH
104 Ls	17.07	8/FIFTH
107 Ls	12: 31.09	
109 Ls	16.18	16/SIXTH
8 LsEt	21: 12.07	
9 LsEt	10.12	Ind./ SIXTH
6 LsTerr	25: 26.07 or 23.03	
7 LsTerr	25: 12.18	
Dani	Not in play	
Lütgendorf	27.09	Ind./ AG S.-B.
Peterwardein	23.03	Ind./ AG S.-B.
Sarajevo	06.21	Ind./ SIXTH
Šnjarić	12: 12.18	

Infantry Asset units

Unit	Turn: Hex [nr. of SRs]	
AG S.-B.	23.03	
BANAT 1	31.09	
BANAT 2	35.10	
BANAT 3	39.09	
FIFTH	11.08	
FJB.23+38	27.09	
42 HMa	eliminated	
3 Gb	Kalinovik Threatened (25.4)	
Letovsky	20.06	
LsIR. 1	23.03	
LsIR. 12	23.07 [-1]	
LsIR. 27	18.06+19.06	
LsIR. 32	25.08 [-1]	
MaR. 15	eliminated	
MaR. 16	eliminated	
MaR.26	eliminated	
SIXTH	13.24	

Independent Artillery Units

Unit	Turn: Hex	
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SYRMIEN FsAR.6	29.09	
SYRMIEN	27.09	

Naval Units

Unit	Turn: Hex	
Donau 1	29.09	
Donau 2	29.09	
Sava	16.07	

32.0 Alt-History Scenario – CONRAD’S CASE B

“What if Russia had not intervened in the war between Austria-Hungary and Serbia?”

A war between Austria-Hungary and her antagonistic neighbor Serbia was likely to be inevitable. Between 1908 and 1914 the two nations had gone through several crises: the Bosnia annexation crisis of 1908-09, the Scutari Crisis following the First Balkan War and the Albanian Crisis following the Second Balkan War. The Chief of the Austro-Hungarian General Staff *General der Infanterie* Franz Conrad von Hötzendorf had been a longtime advocate of preventive war against Serbia. During each crisis Conrad had advised, and the Austro-Hungarian government had threatened, military action against Serbia. In 1913, during the Albanian Crisis the Austro-Hungarians went so far as to deliver an ultimatum. During each crisis Germany had been a reluctant ally of Austria-Hungary while Russia had been a staunch supporter of Serbia. However, in all cases the threat of German action had caused Russia to back down and advise her Serbian ally to give in at the last moment. A similar outcome for the 1914 “July Crisis” is not inconceivable.

The most plausible hypothetical scenario leading to a war without Russian military intervention occurs with quick mobilization by Austria-Hungary against Serbia. The assassination of Archduke Franz Ferdinand, the heir-presumptive of the Austro-Hungarian monarchy, and his wife was a regicide. This shocked monarchal Europe to the core. Had the Austro-Hungarian leadership acted immediately to benefit from the resulting situation, it might have allowed them to lead a localized punitive war. If Austria-Hungary had declared war against Serbia in the first few days after the assassination it would have been difficult for the Russian government to do more than protest.

Once the war had begun the Austro-Hungarians would have been under pressure to quickly achieve a major victory over the Serbian army. The longer the war proceeded the greater the likelihood of outside diplomatic intervention or direct military assistance. Therefore, from a military perspective, the early capture of Beograd and access to the Morava Valley, Serbia’s primary logistical north-south artery, would be most important. This would have made Kragujevac the ultimate target of the 1914 offensive. Failure to achieve such a victory in 1914 would have devastated the already waning Austro-Hungarian prestige and would certainly have led to intervention and forced mediation by the other European Major Powers.

Scenario Assumptions: In the case of war with Serbia, Conrad would have put in motion ‘Plan B,’ the plan for limited mobilization against Serbia only. Plan B called for the mobilization of the “*Minimal Gruppe Balkan*” (3 army corps) and the strategic reserve “*Staffel B*” (4 army corps and 3 cavalry divisions).¹ The mobilization of these forces would have given the Habsburg Monarchy a 3:2 advantage over Serbia’s 11 infantry divisions and single cavalry division. During the actual 1914 mobilization Conrad ordered early mobilization of the III Corps, which was originally part of “*Staffel A*” and earmarked for deployment in Galicia. He did this as a contingency for the case that Czech troops were to prove to be unreliable. (This III Corps mobilization has been retained in this scenario as Conrad’s considerations would have been the same.)

32.1 Scenario Length and Map

Conrad’s Case B begins on GT 0 (zero) and ends after the completion of GT 40.

32.2 General Information

¹ For an in-depth analysis of the Austro-Hungarian mobilization plans see the article ‘Austro-Hungary’s botched deployment in 1914’ in *1914: Dispatches* (Oregon ConSim Journal No.1, 2011) 13-16.

A. Strategic plans (26.0): The Austro-Hungarian Strategic Plans for the Fifth and Sixth Armies are in effect. In addition, the Second Army has a special Strategic Plan with the following Operational Objectives:

- SECOND Army: Pecka 19.16—Moravci 27.17—Smederevo 34.11.
- Primary objective: None.

The Second Army cannot achieve or abandon its Strategic Plan independently. The Second Army’s plan ends whenever the Fifth Army captures its objective or abandons its plan.

B. Serb Shells (23.2): Starting number of Shells is 100.

C. Special Rules Markers Required:

The following markers are used at the beginning of the scenario:

- Serbian GT 0 “Drina” Resilience marker (yellow).
- A-H Fifth and Sixth Army Mandated Attack markers (yellow).

32.3a Ripanj Viaduct

The demolition of the Ripanj Viaduct (hexside 30.12/31.13) is triggered the instant an A-H unit comes within two hexes of hex 30.12. The demolition takes effect the Serb Player Turn after being triggered.

Demolition effect: The hexside cannot be used for Depot movement or for tracing a LOC.

32.3b Special A-H RR Engineering

The Austro-Hungarian player can reconstruct the demolished RR Bridge at Beograd (hexside 29.09/30.09) and the Ripanj Viaduct (hexside 30.12/31.13). A reconstructed RR Line is fully operational except the LOCs from only one army can pass through a repaired RR structure.

Procedure: During any A-H RR Engineering Phase in which both hexes straddling a demolished RR structure’s hexside are A-H controlled the A-H player rolls 1d6 and cross-references the result on the Reconstruction Table below. The result is the number of GTs that are required to reconstruct the RR structure.

Disrupted Reconstruction: If at the end of a Player Turn, after the reconstruction process has begun, the Serb player controls one of the hexsides adjacent to a RR structure, reconstruction ends. If on a following GT the A-H player again controls both hexsides, reconstruction begins anew. Do not roll 1d6 again; use the result from the previous die roll but start the count over from the beginning.

Reconstruction Table

1d6	Reconstruction completed in # of GTs
1	10
2	15
3	20
4	25
5	30
6	40

32.4 Determining Victory

The Austro-Hungarian Player wins the scenario if, at the end of any GT prior to GT 25, he controls both Beograd (hex 30.09) and Kragujevac (hex 34.20).

The Austro-Hungarian Player loses (the Serbian Player wins) if, at the end of any GT prior to GT 16, he does not control both Beograd and Valjevo.

In addition, if the Austro-Hungarian Player fails to achieve one of his two Strategic Plans he cannot win the scenario.

If neither player satisfies the criteria to win, the scenario is a draw.

CHRONOLOGICAL REINFORCEMENT SCHEDULES

Serbian Reinforcement Schedule

Use the Grand Campaign scenario’s schedule except ignore the arrival of the French Naval Artillery marker on GT 32.

Austro-Hungarian Reinforcement Schedule

GT 0 — 40: 06.21

GT 1 — 6/3: 22.06 or 25.06

GT 2 —

Train/3: 23.03
22/3: 22.06 or 25.06
36 Ls: 16.04
102 Ls: 38.05
109 Ls: 06.21

GT 3 —

SIXTH 2 Depot: 08.16
28/3: 22.06 or 25.06
Ls/R. 27: 12.07
104 Ls: 12.07

GT 4 —

105 Ls: 23.03
AG S.-B.: 38.05
FIFTH: 11.08

GT 5 —

10: 22.06 or 25.06
SECOND: 23.03
SIXTH: 06.21

GT 12 — Šnjarić: 12.18 or 06.21

GT 14 — Train/K: within 3 hexes of Peterwardein (hex 23.03)

GT 23 — 50: 06.21

SERBIAN SET-UP — Conrad's Case B
(use Grand Campaign scenario)

AUSTRO-HUNGARIAN SET-UP — Conrad's Case B Black number on white field means GT of "activation" ①

Fort Units and Special Markers

Unit	Turn: Hex	
Kalinovik	06.25	
Peterwardein	23.03	
Sarajevo	06.20	
Sarajevo	06.21	
Sarajevo	07.21	
3 Sava River Pontoon Bridges	Available	

Army Depots

Unit	Turn: Hex (mode)	
SECOND	23.03	
AG S.-B.	38.05	
FIFTH 1	11.08	
FIFTH 2	10.12 (extended)	
SIXTH 1	06.21 (extended) ②	
SIXTH 2	3: 08.16	

Corps Units

Unit	Turn: Hex	Assigned Army:
Train/3	2: 23.03	
6/3	1: 22.06 or 25.06	
22/3	2: 22.06 or 25.06	

28/3	3: 22.06 or 25.06	
Train/4	23.08	SECOND
31/4	23.09	4/ SECOND
32/4	25.09	4/ SECOND
Train/7	35.06	AG S.-B.
17/7	34.09	7/ AG S.-B.
34/7	38.07	7/ AG S.-B.
Train/8	12.08	FIFTH
9/8	16.09	8/FIFTH
21/8	11.08	8/FIFTH
Train/9	22.06	SECOND
26/9	17.06	9/SECOND
29/9	20.06	9/SECOND
Train/13	13.12	FIFTH
36/13	15.11	13/ FIFTH
42/13	14.14	13/ FIFTH
Train/15	10.22 (extended) ②	SIXTH
Train/16	06.24	SIXTH
Train/K	14: within 3 hexes of Peterwardein (23.03)	

Independent Infantry Formations

Unit	Turn: Hex	Assigned Corps & Army:
1	16.22 ①	15/ SIXTH
10	5: 22.06 or 25.06	
18	Available for combination	
20	16.04	Ind./ SECOND
23	27.05	Ind./ SECOND
40	0: 06.21	
48	Available for combination	
50	23: 06.21	
13 Bd	15.12	13/ FIFTH
14 Bd	29.09	Ind./ SECOND
1 Gb	11.23	15/ SIXTH
2 Gb	12.24	15/ SIXTH
4 Gb	06.25	16/ SIXTH
5 Gb	08.24	16/ SIXTH
6 Gb	08.25	16/ SIXTH
7 Gb	Available for Reverse-Combo	
8 Gb	10.25	16/ SIXTH
9 Gb	Available for Reverse-Combo	
10 Gb	13.22	15/ SIXTH
11 Gb	14.12	13/ FIFTH
12 Gb	13.17 ①	Ind./ FIFTH
13 Gb	10.22	15/ SIXTH
36 Ls	2: 16.04	
102 Ls	2: 38.05	
104 Ls	3: 12.07	
105 Ls	4: 23.03	
107 Ls	23.03	Ind./ AG S.-B.
109 Ls	2: 06.21	
Peterwardein	23.03	Ind./ AG S.-B.
Sarajevo	07.21	Ind./ SIXTH
Šnjarić	12: 12.18 or 06.21	

Infantry Asset units

Unit	Turn: Hex	
AG S.-B.	4: 38.05	
BANAT 1	31.09	
BANAT 2	35.10	
BANAT 3	39.09	
FJB.23+38	32.08	

<i>FIFTH</i>	4: 11.08	
<i>LsIR. 1</i>	23.03	
<i>LsIR. 12</i>	23.03	
<i>LsIR. 27</i>	3: 12.07	
<i>LsIR. 32</i>	23.03	
<i>SECOND</i>	5: 23.03	
<i>SIXTH</i>	5: 06.21	

Cavalry Unit

Unit	Turn: Hex	Box:
1 Cav	32.08	Ind./ AG S.-B.
10 Cav	18.06	Ind./ SECOND
11 Cav	35.10	Ind./ AG S.-B.

Independent Artillery Units

Unit	Turn: Hex	
<i>SYRMIEN</i> FsAR.6	29.09	
<i>SYRMIEN</i>	23.09	

Naval Units

Unit	Turn: Hex	
Donau 1	29.09	
Donau 2	29.09	
Sava	20.06	

Military Unit ID Abbreviations

ALL

Bd, bd = Brigade
C, Cav = Cavalry
Det = Detachment
Div = Division
Rgt = Regiment

AUSTRO-HUNGARIAN

AG = Armeegruppe
FJB = Feld-Jaeger-Battalion
FsAR = Festungs Artillerie Regiment
Gb = Gebirg (Mountain)
H (HMa) = Honved (Honved Marsch)
IR = Infantry Regiment
Ls = Landsturm
LsEt = Landsturm-Etappen
LsTerr = Landsturm-Territorial
Ma (MaR) = Marsch (Marsch Regiment)
S.-B. = Syrmien-Banat

EXPANSION POSSIBILITIES

While designing **1914, Serbien muß sterben** I considered the possibility of an expansion to include a 1915 scenario. So with extra space available on the two-hex counter sheet, I produced several counters for possible future use.

In addition, there is one two-hex counter for use with the game **1914 Offensive à outrance**. Specifically this is the dark blue/red First Army marker.

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For those of you who can read Serbo-Croatian in Cyrillic, the Serbian Military's Official History can be found at <http://velikirat.nb.rs/>

THE BALKANS in 1914

The tilted rectangle in the top-left corner of this map is the area covered by the 1914 Sms game map.



Note on the pronunciation of Serbian names

When written in Western non-Cyrillic script, three letters used in Serbian names may have marks above them, each corresponding with a particular sound – “c”, “s”, and “z”. With super-script marks they sound as follows:

- c = “ts”
 - ć = “tch” at the end of a word.
 - č = “tch” within the word.
 - š = “sh”
 - ž = “zh” – almost an English consonantal J.
- In addition, “j” has a “y” sound.

Thus, Obrenovać has the sound “Obrenovats”
Cačak has the sound “Tsatchak”
Šabac has the sound “Shabats”
Živković has the sound “Zhivkovitch”
Čuprija has the sound “Tchupria”